Sequence link: https://parcours-anglais-lycee.netlify.app/seconde/filter-or-face/#assessment
Scan the QR code or click the link to open the interactive grid.

How will I be assessed? · Filter or Face? Who Decides What Is Beautiful

The final task. Present your card game and its message in English (2 minutes, B1), then answer two questions.

Two kinds of assessment

During the sequence: formative assessment	At the end: summative assessment
It helps you **improve**.	It **checks** what you have learnt.
You are **allowed to make mistakes**: a mistake you spot is a mistake you will not make again.	You show what you can do, with criteria you already know.
You check your own work with the checklist.	The teacher uses the same grid as you.
sessions 1 to 5 (the image vote, the museum guide, the class poem, the label debate, the rules of Real or Retouched?).	your game presentation (2 minutes), marked out of 20.

What I need to do: I tick when it is done

Done	Criterion, in simple words
☐	I answer the question and my position is clear.
☐	I mention one document of the journey with a correct fact.
☐	I explain what our game teaches about images.
☐	I speak from keywords, not from a written text, and I look at the audience.
☐	I use sentence starters, connectors and four words from the journey.

Thinking about my work

- *"I can already..."*
- *"I still find it hard to..."*
- *"The criterion I do best is... because..."*
- *"To improve, I will..."*

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Sequence link: https://parcours-anglais-lycee.netlify.app/seconde/filter-or-face/#assessment
A ready-to-use grid with the same criteria as the students' checklist. Click one level for each criterion: the total adds up by itself.

For teachers: marking grid

Student: ..... Class: ..... Date: .....

Criterion	Achieved	In progress	Not yet
1. Task and message Answers the question of the final task and gives a clear position.	☐ 4	☐ 2	☐ 0
2. Facts from the journey Mentions at least one document (Ophelia, Phenomenal Woman, the ASA or Norway rule) with a correct fact.	☐ 5	☐ 2.5	☐ 0
3. The message of the game Explains clearly what the game teaches about images.	☐ 4	☐ 2	☐ 0
4. Speaking without reading Speaks from notes (keywords only), looks at the audience, is easy to hear.	☐ 3	☐ 1.5	☐ 0
5. Language Uses sentence starters, connectors and at least four words from the journey; errors do not block meaning.	☐ 4	☐ 2	☐ 0

Total: **..... / 20**

Comment

.....

.....

.....

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Sequence link: https://parcours-anglais-lycee.netlify.app/seconde/filter-or-face/#assessment
To mark quickly and fairly: what is expected, what earns full or partial points, and the most common mistakes.

For teachers: marking guide

To mark quickly and fairly: what is expected, what earns full or partial points, and the most common mistakes.

MODEL ANSWER

Our game is called *Real or Retouched?*. The aim of the game is to find which images have been changed. Each player draws a card and must say “real” or “retouched”, with one argument. If the group agrees with the argument, the player scores a point. Our game teaches that beauty norms are not new. In 1852, John Everett Millais painted *Ophelia* with a perfect face, and the model, Elizabeth Siddal, became ill after posing in a bath. Today, apps do the same thing in one second. But people can answer the norm: in 1978, Maya Angelou wrote “Phenomenal Woman”, a poem full of pride. Laws can help too: since 2022, retouched adverts in Norway must have a label. The message we want to share is: look twice before you believe an image.

Criterion by criterion

Criterion	Full points	Partial points	0 points
1. Task and message (4)	Clear answer to the question, position stated at the start and at the end.	Position unclear or only at the end.	Off topic or no position.
2. Facts from the journey (5)	At least two accurate facts or quotes from the documents, with names and dates.	One accurate fact, or facts with errors in names or dates.	No fact from the journey.
3. The message of the game (4)	Done fully and clearly.	Done partly, or not linked to the topic.	Missing.
4. Speaking without reading (3)	Notes are keywords only; voice and eye contact help the audience.	Reads for part of the time.	Reads the whole time.
5. Language (4)	Varied starters and connectors, four or more journey words, meaning always clear.	Few connectors or journey words; meaning sometimes unclear.	Meaning often unclear.

Common mistakes to watch for

- Talking about one’s own appearance or a classmate’s: the task is about images and artists only.
- Confusing Ophelia (a character in Hamlet) with the model, Elizabeth Siddal.
- Giving the rules but not the message.
- Saying “the ASA is a law”: the ASA is the UK advertising regulator, which applies the advertising rules.

Answer key for the sequence exercises

Session 2

1. 1848
2. Elizabeth Siddal
3. Hamlet

Session 4

1. UK, 2021: no exaggerating filters in beauty ads
2. Norway, 2022: label on retouched ads

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