

2008 Georgia Grade 5 Writing Assessment

Informational Sample Papers

Informational Writing Topic 5210

Think about a game you enjoy. You have a friend who has never played the game but wants to learn.

In a report to your friend, describe the game and explain how it is played. Be sure to explain the rules, the equipment, the number of players, and anything else your friend might need to know to play the game.

Now how to play baseball.

First get a baseball. You need some shoes so you can move around.

You need some water to drink.

You need to talk to your friend. You need to want to win your friend to start.

Your friend needs to show you to the stumps. Your friend will show you how to play.

"You'll play with your friends."

Now you need to teach different friends.

Now you will play with your friends and see how well you will do.

So they play for ever and ever so you will know that you are the best so you will be the best of the best of the best you can and your friend and you will be friends.

Now that's pepped "now's how. Are you will be so cool the boys will love you."

You and your friend will be on a t.v. show and boys will love you so much. The End

Form Number	
5	210
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③	② ② ①
	③ ③
	④ ④
	⑤ ⑤
	⑥ ⑥
	⑦ ⑦
	⑧ ⑧
	⑨ ⑨

Annotations for Paper 7 (Informational)

Ideas Score: 1

The writer does not establish a controlling idea in this attempt to describe the game of “bastball.” The writer begins to explain the game (get a “bastball,” need shoes and some water to drink, listen to your friend), but the rest of the response consists of irrelevant information that does not explain how to play the game (you’ll play with your friends, they play for ever, you will be the best, you will be cool). There is little focus on the assigned topic and genre. Development is lacking due to repetition and the inclusion of irrelevant information.

Organization Score: 1+

The paper begins with a list of things you will need to play “bastball.” The writer then provides general statements about playing the game with friends. These ideas are not presented in a clear sequence, and many ideas are repeated again and again. The paper begins without an introduction, and the conclusion does not relate to how to play the game. The paper lacks transitions.

Style Score: 1

The writer does not demonstrate control of the components of Style. Word choice is imprecise and confusing in this paper (“and see now how will,” “you can and your friend and yo will be famils”). There is not attention to the audience. The tone is flat, and the writer’s voice is not apparent. Sentences are not varied.

Conventions Score: 1

The writer does not demonstrate control of the components of Conventions. Severe and frequent usage and mechanics errors interfere with the reader’s understanding of the writer’s ideas (“you need somewaer to drek,” “waent win your friend,” “now that pepped “now’s how.”) The paper also contains fragments and run-ons.

Does Not Meet the Standard

Paper 8 (Informational)

SOFT BALL Ⓞ

Form Number	
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Here is what you need to know

What kind of equipment: Bat, Glove, Helmet, Ball, Cites, and if you want one a batting glove.

Next Rules: You can't tose the bat behind you when batting. Don't touch the ball when batting. If you get three strikes you are out. And if you get there out the other teams turn to bat. If you get four balls you get a free base. An if you get hit you get a free base.

How to play: If you are Home you don't bat first, if you are vistor you do bat first. If your batting your trying to get home with out getting out. And people who are not batting are trying to get you out.

Now you know how to play Soft ball!

So I hope you have fun!

Annotations for Paper 8 (Informational)

Ideas Score: 2

The controlling idea of this paper (how to play Softball) is only minimally developed. Supporting ideas are general and under-developed. The writer lists a few rules and then a few game play tips. None of these ideas is developed. Overall, the response lacks sufficient information to provide a sense of completeness.

Organization Score: 2

The paper demonstrates minimal control of Organization. The paper contains a weak introduction (“Here is what you need to know” and an ineffective conclusion (“Now you know how to play soft ball! So I hope you have fun”). There is minimal evidence of grouping as the listed rules are grouped together followed by instructions how to play. The demonstration of competence in Organization is limited by the brevity of the response.

Style Score: 2

The writer demonstrates little control of the components of Style. Word choice is simple and ordinary (“you get three strikes,” “If you get four balls,” “An if you get hit”). The tone is uneven, and the writer’s voice is not distinct. The writer demonstrates minimal audience awareness by directly addressing the reader in the first and last sentences of the paper. There is little sentence variety.

Conventions Score: 2

The writer demonstrates minimal control of the components of Conventions. There are frequent errors in usage and mechanics (“And if you get there outs the other teams turn to bat,” “vistor,” “equitment,” “clites,” “tose”). The writer uses commas in a series and an apostrophe in a contraction correctly. Some sentences are correct, but there are many awkward or incorrect sentences. Some errors interfere with meaning. Overall, the paper is a mixture of correct and incorrect instances of sentence formation, usage, and mechanics.

Does Not Meet the Standard

Paper 9 (Informational)

My pen pal in Germany doesn't know how to play freeze tag, so today I'm going to explain to him how to play it. "Blake, I'm going to teach you how to play freeze tag." "Thanks Josh! Now I'll be able to play it with my other friends here in Germany!" "But before I tell you how to play I have to tell you this. You can't play alone." "How many should play?" "Two or more." "Oh, Okay. Now how do you play?" "Ok, every body who is playing except for one person goes to hide. That person left out has to count to a number chosen by the other players while closing her or she's eyes. After they finish counting he or she has to look for everybody that is hiding. The other players can run if they see the person or are being chased by the person. The person who was counting is called the tagger if the tagger touches somebody the person freezes in their spot." "How does the game end?" "It doesn't have an ending unless there are only a few players to tag (touch)." "Thanks Josh! Now I'm going to play with my friends! Bye!" ("A" stands for America and "G" stands for Germany.)

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	⑧ ●
	⑨ ●

Annotations for Paper 9 (Informational)

Ideas Score: 3-

The writer's controlling idea (how to play Freeze Tag) is clear but development is minimal. The writer sets up the description of Freeze Tag by introducing a pen pal who doesn't know how to play. A question and answer strategy is used to describe what happens during the game. Although there is not an abundance of information about the game, the details that are provided are specific and written with a first-time player in mind. The response contains just enough information to provide a sense of completeness.

Organization Score: 3

The overall organizational strategy (introduction, how to play the game, conclusion) is generally appropriate to the writer's topic and purpose. The writer presents the steps of the game Freeze Tag in a chronological sequence. The writer uses a question and answer strategy and transition words ("Before I tell you how to play," "After they finish counting") to link ideas. The paper contains a clear introduction that sets up the discussion with a pen pal and a conclusion that wraps up the discussion.

Style Score: 3

The writer demonstrates sufficient control of the components of Style. Word choice is generally engaging with occasional lapses into ordinary language. Although the vocabulary is not sophisticated, the writer's dialogue with the pen pal maintains the reader's interest. There is some variation in sentence length and beginnings. The writer's voice is clear, and the informative tone is appropriate.

Conventions Score: 3

The writer demonstrates sufficient control of the components of Conventions. Although there are some errors in each component, the majority of the paper is correct. Simple sentences are formed correctly, but there are some fragments and run-ons. Subject-verb agreement is generally correct, but there are some word form errors ("he or she's eyes"). Spelling and internal punctuation are sufficiently demonstrated, but the dialogue is not correctly punctuated. Overall, usage and mechanics are generally correct with some errors in each component, and few errors interfere with meaning.

Meets the Standard

Paper 10 (Informational)

Dear _____

I wanted to explain how to play "Duck Duck Tag". For this game you have to get more than four people to play. This is how you play....

Everybody sits in a circle and whoever is it goes around tapping people on the head saying "Duck". Then when the person who is it says "TAG" and taps a person on the head, then that person chases the person who tapped him/her on the head. Then the person that is it tries to run to base (base can be anywhere you want). If he/she gets to base without getting tagged he/she isn't it but if he/she does then he/she is it. Then the person that is it counts to 15 while everyone else hides. When the person who is it is done counting he/she tries to get someone before they get on base. When someone gets tagged you start

Form Number	
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Paper 10 (continued)

all

All over again.

Don't forget rules...

Rule #1-No Hitting only nice soft touches.

Rule #2-You can not call time-out

Rule #3-Have fun ↓

Oh and if you want you can choose to have partners. This game only use you and some friends. Well Olivia I hope you enjoy "Duck Duck TAG" write back with what you think ↓
Your Friend,

Annotations for Paper 10 (Informational)

Ideas Score: 3

The controlling idea (how to play Duck Duck Tag) is clear and developed with relevant supporting details (number of players, sitting in a circle, tagging a person in the circle, running to the base, rules of the game). The writer includes some examples and details which provide a sense of completeness and address some reader concerns (what each person does during the game) Some ideas are well developed, while others are only partially developed (celebrating, becoming a pro). The writer is generally focused on the assigned topic and genre.

Organization Score: 3

The overall organizational strategy (introduction, description of the game, conclusion) is appropriate to the writer's ideas and the assigned genre. Details about the game are generally grouped together and presented in a clear, chronological sequence according to how the game unfolds. The paper contains a brief introduction ("I wanted to explain how to play Duck Duck Tag") and a clear conclusion ("Well Olivia I hope you enjoy "Duck Duck Tag" Write back with what you think"). The writer uses some transitions to link ideas ("For this game," "Then," "When," "Don't forget rules").

Style Score: 3

The writer demonstrates sufficient control of the components of Style. Word choice is generally precise and appropriate to the informational genre ("No hitting only nice soft touches," "choose to have partners," "gets to the base without being tagged"). The writer's voice is clear, and the informative tone is appropriate. There is some variation in sentence length and structure.

Conventions Score: 3

The writer demonstrates sufficient control of the components of Conventions. Although there are some errors in each component, the majority of the paper is correct. Simple sentences are formed correctly, but there are some run-ons and loss of control ("Well Olivia I hope you enjoy "Duck Duck Tag" Write back with what you think"). Usage and mechanics are generally correct with some errors in each component ("befor," "When someone get tagged," "This game only use you"). Few errors interfere with meaning.

Meets the Standard

Baseball

Baseball is a game also known as a sport, that has two teams playing each other, offense and defense. The offense will try to hit a ball that the defense throws. The defense will try to get him out by catching the ball before it hits the ground or by tagging a base.

Form Number	
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If the batter is able to hit the ball out of the park it's called a homerun. If all three bases are loaded and someone hits a homerun it's called a homerun.

Once a batter gets on base he or she is then called a runner. In offense they are 1-4 positions at a time. The batter, 1st, 2nd, 3rd. In defense they are 9 (nine) main positions, Pitcher, Catcher, 1st, 2nd, 3rd, Left field, Middle field, right field. All the defense try to get 3 (three) outs.

They are 3 (three) types of hits. They are swing, bunt, and drag bunt. A swing is trying to hit it out of the park. A bunt is when you kneel down with one knee pointing to the pitcher and tap the ball trying to get a runner up one. A drag bunt is where you look like

Paper 11 (continued)

You are going to swing but at
the last moment bunt and start running.

Annotations for Paper 11 (Informational)

Ideas Score: 3

The writer's controlling idea (how to play baseball) is clear and addresses the assigned task. Supporting ideas are generally developed and relevant to the writer's topic and purpose. The writer describes some aspects of baseball (offense, defense, home runs, positions, types of hits), but other rules and features of the game are not included. Overall, the response contains sufficient information to provide a sense of completeness, but many reader concerns are left unaddressed. Someone who has never played baseball would still have questions.

Organization Score: 3-

The overall organizational strategy (introduce the game of baseball and provide descriptions) is generally appropriate to the writer's topic and purpose. The paper contains a brief introduction ("Baseball is a game also known as a sport. . ."), but there is no conclusion. The paper ends with a description of a drag bunt. Ideas are generally grouped together (offense and defense, home runs, positions, hits) and presented in a clear sequence. The writer uses some transitions to link ideas ("If the batter is able," "Once a batter gets on base," "In defense"). The lack of a conclusion keeps this paper in the low end of the "3" range.

Style Score: 3

The writer demonstrates sufficient control of the components of Style. Word choice is generally engaging or descriptive ("kneel down with one knee pointing to the pitcher," "at the last moment," "tagging a base") with occasional lapses into ordinary language. The writer's voice is clear, and the informative tone is appropriate. There is some variation in sentence length and structure.

Conventions Score: 3+

The writer demonstrates sufficient control of the components of Conventions. Although there are some errors in each component, the majority of the paper is correct. Sentences are generally correct with some examples of complex and compound sentences ("If the batter is able to hit the ball out of the park it's called a homerun." "If all three bases are loaded and someone hits a homerun it's called a homerun."). Usage and mechanics are generally correct with some errors in each component ("deffense," "they are nine mane postions," "field," "tring," missing commas). The errors do not interfere with meaning. Note: spelling "deffense" incorrectly multiple times counts as only a single error.

Meets the Standard

Paper 12 (Informational)

Sorry is a fun game that is meant for two to four people. You pick red, green, blue, or yellow and take their four pieces of that color. Say, you picked green. You would put the four green pieces into the green start box. The object of the game is to get all of your pieces around the board and into the "home" box.

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To start, everybody picks a card. Whoever has the largest number on their card gets to go first. If somebody picks a "sorry" card, they get to go first. Say, you got the largest number card. You pick a card. If you get a one or a two you can move one piece out of the start box. Say, you pick a two. You would get to move out of the start box and on to the first square. You would also be able to pick another card. Pretend you got a five, you would move five squares. If you got a four, you could move four backwards. If you got seven, you can split it in between two pieces, if you have more than one not in the start box. If you get an eleven, you can switch places with an opponent that is not in the start box. This all goes on until somebody

Paper 12 (continued)

picks a "sorry" card. This means that the person who picked that card can bring a piece from their start box. (if they have any) and use that one to switch places with an opponent's piece. Their piece goes back to their start. The game ends when somebody gets all of their pieces in "home" and wins.

Annotations for Paper 12 (Informational)

Ideas Score: 4

The controlling idea of this paper (how to play the board game Sorry) is well developed and addresses the assigned writing task. Supporting ideas are developed and relevant to the writer's topic. The writer describes how the game is played, step by step (object of the game, determining who goes first, picking cards and moving game pieces, winning the game). The response contains specific examples and details (what you can do if you draw different number cards or the sorry card) to address reader concerns about how the game is played.

Organization Score: 4

The overall organizational strategy is appropriate to the informational purpose. Ideas are logically sequenced as the writer moves from an overview of the game to determine who goes first, to game play, to what it takes to win. The introduction sets the stage by describing the equipment and object of the game. In the conclusion the writer explains what it takes to win the game. The writer uses varied transitions to link parts of the paper ("Say, you picked green," "To start," "If you get a . . .," "This all goes on until," "The game ends when").

Style Score: 4-

The writer demonstrates consistent control of the components of Style. Word choice is precise and appropriate to the informational genre ("into the 'home' box," "the largest number card," "switch places with an opponent"). The writer's authoritative voice is clear, and the informative tone is appropriate. Sentences vary in length and structure. The writer addresses the audience frequently ("Say, you picked green," "Say, you pick a two," "If you get a one," "If you got seven").

Conventions Score: 5

The writer demonstrates a full command of the components of Conventions. Sentence formation, usage, and mechanics are correct in a variety of contexts. A variety of sentence types and structures are demonstrated. Subject-verb agreement is consistently correct. A variety of internal punctuation is demonstrated (commas after introductory phrases, apostrophes, quotation marks). Errors are infrequent and do not interfere with meaning.

Exceeds the Standard

Paper 13 (Informational)

My favorite game is Bratz Mall Crawl. I think it is fun to play. It is an interesting game that anyone can play. You can use math in this game by adding up the numbers. Mall Crawl is the best game ever.

The rules of the game are simple. There are only five rules you should learn by heart. The first one is, don't cheat! The second rule is if you have to pay someone, pay them the correct amount of money. The next one is, pay attention to the game. The fourth rule is, do not yell! The final and most important rule is you must have fun!

There is a lot of equipment that you must keep up with. There are five playing pieces you can choose from. You use icon pieces to put on each store you own. There are a pair of dice. There are ninety-six small stands to put under the fashion racks and individual fashion pieces so they can stand up. There are thirty-six fashion racks and sixty individual fashion pieces. The fashion racks and individual fashion pieces are shirts, pants, skirts, and shoes. The game also includes bratz money. The next thing is the deck of mall crawl and deck of mix and match cards. The board is the final thing.

This game is easy to play. Each player receives one one-million dollar bill, one one-hundred-thousand dollar bill, five ten-thousand dollar bills, five one-thousand dollar bills, five five-hundred dollar bills, five one-hundred dollar bills, and five fifty dollar bills. Each store you buy costs ten-thousand dollars. If you land on a person's store, you have to pay them five-hundred dollars. Each fashion rack costs

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	⑦ ⑦
	⑧ ⑧
	⑨ ⑨

Paper 13 (continued)

five-thousand dollars. Each individual fashion piece costs two-hundred dollars. If a player lands on his or store, they can buy an individual fashion piece for one-hundred dollars. You can only buy a fashion rack by pulling a mix-and-match card. If you land on a player's store and that store has a individual fashion piece and fashion racks, you owe them five thousand, seven hundred dollars. Each department store, there are five, cost two-million dollars. You must own all the stores connected to that particular department store to buy it.

Winning the game is the hardest part. You can win by having the most money at the end of the game. You can also win by having the most stores or both! I hope everyone has fun playing this game!

Annotations for Paper 13 (Informational)

Ideas Score: 5

The controlling idea (how to play Bratz Mall Crawl) is fully developed and addresses all aspects of the writing task. Supporting ideas (rules, equipment, how to play, winning the game) are fully elaborated throughout the paper as the writer provides a thorough explanation of the game. The writer's descriptions are relevant to the topic, the informational genre, and the audience (someone who wants to learn how to play). The response contains specific examples and details throughout the paper ("ninety-six small stands to put under the fashion racks," winning by having the most money or the most stores) that fully address reader concerns and perspectives.

Organization Score: 5

The overall organizational strategy (Introducing Mall Crawl as the best game ever, explaining the game, conclusion) is appropriate to the writer's topic and the assigned genre. Ideas are logically grouped (rules, equipment, game play, winning) and presented in a clear, logical sequence within and across parts of the paper. The writer begins by describing what you need to know before you play, then what you need to know during game play, and finally how to win. The introduction engages the reader and sets the stage, while the conclusion provides a sense of closure. Transitions are provided within paragraphs (e.g., the rules are numbered one through four, followed by "the final and most important rule") and across parts of the paper.

Style Score: 4

The writer demonstrates consistent control of the components of Style. Word choice is consistently precise ("ninety-six small stands to put under the fashion racks," "individual fashion piece," "connected to that particular department") and appropriate to the informational purpose. Audience awareness is demonstrated in the introduction, body, and conclusion as the writer instructs the reader on how to play the game. The writer's voice is consistent, and the informative tone is appropriate. Sentences vary in length and structure.

Conventions Score: 5

The writer demonstrates a full command of the components of Conventions. Simple and complex sentences are consistently correct. Usage is correct in a variety of contexts. There are a few minor errors in mechanics (missing apostrophe, "recieves" "equipment"), but they do not interfere with meaning. Internal punctuation is demonstrated in a variety of contexts. Paragraph breaks and capitalization are correct.

Exceeds the Standard