

The Complete Grading Process – for your curiosity and writing strategies

Notes:

If you do not wish to be considered for a prize, you do not need to create formal solutions.

You will be shown your Ranking after the hand-marking process – no formal solutions required.

a. Initial Grading Process

- The SIN Contest is initially graded by computer to generate a computer score.
- All questions are of equal value:
 - +4 for a correct answer, 0 for a blank answer and – 1 for an incorrect answer.
 - The 0 encourages not guessing and the –1 discourages guessing.
 - Possible total scores can range from,
 - –12 for 12 incorrect answers, to 0 for 12 blank answers up to +48 for 12 correct answers.
 - So, even if you do not answer any questions, you likely will not be last.

b. Formal Solutions – only needed if you wish to be eligible for a prize

- ***Teachers: Please do not email us student solutions unless requested to do so by the SIN Committee.***
- ***Only if you provide legible, organized, written solutions will you be considered for a prize.***
 - Solutions must have a **Cover Page*** – See SIN Website or your Teacher
 - You must submit your written solutions, with **Cover Page**, to your supervising Teacher immediately after the contest. Either,
 - i. Hand in your solutions*. Your teacher will scan them only if requested by us.
 - ii. Email your solution pics* in one pdf (or Word doc) to your teacher.

c. Hand Grading Process – Determining SIN Prize Winners

- ***If your score is high enough, we will email your teacher and request that they send your solution pdf to us for hand grading.***
 - The SIN Contests with the top few hundred computer scores are collected for hand grading.
 - Hand grading rewards solutions that are clear and demonstrate understanding, while it discourages lucky guessing and unclear solutions that do not demonstrate understanding. In other words, a student with a lower computer score that demonstrates understanding with clear solutions can end up with a higher hand-marked final score than a student with an initially higher computer score and no solutions or solutions that do not demonstrate effective communication skills or understanding.
 - For a correct *answer**, a good solution earns up to 4 extra points (total possible score of +8)
 - For an incorrect *answer**, a good solution can earn up to 4 extra points (total possible score of +3)
 - For no *answer**, a good solution can earn up to 4 extra points (total possible score of +4)
- * *answer* = The choice the student entered Online

A Good Solution earns up to 4 extra points as follows:

- A Good Diagram 0 or 1 point (large enough, labelled well)
- Mathematical clarity 0 or 1 point
- Logic and organization 0, 1, or 2 points

Final Scores and Ranking

After hand grading it is possible to be awarded up to an additional 48 points for a total possible score of 96. **The score out of 96 will be used to determine Prize Winners and Ranking.** For example, if you achieve a computer score of 40 and chose not to hand in solutions, then your final score will then be 40 out of 96. However, if you handed in your solutions AND your computer score was high enough to warrant hand grading AND you achieved 42 marks from hand grading, then your final score would be 82 out of 96 and you may be eligible for a Prize.