

# Scoring Model for Exposition: How-to Essay

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## Score 4

This paper is a clear, well-organized how-to essay.

### Strong Points:

1. Clear focus on procedures leading to a well-defined end
2. Rules presented in logical order
3. Complicated actions described in adequate detail
4. Overall clarity and fluency
5. Mature choice of vocabulary
6. Effective transitions
7. Few mechanical errors

### Learn How to Play Twister

Everyone has a favorite game. Sometimes it can be confusing to learn to play a new game. Twister is a very simple but fun game to play. All you need are the mat, the spinner, and two or more people.

First, the most important parts to the game are the mat and the spinner. The mat is a large plastic square about the size of a bed sheet. It is covered with large, multicolored dots about the size of a foot or a hand. The spinner is a board with the colors of the dots from the mat and the words, "right foot," "left foot," "right hand," and "left hand" repeated beside different colors. The spinner lands on a different color with every turn.

The rules state that first a player spins the spinner. Whichever hand or foot the spinner points to on the board the player must place on the mat, on a dot of the same color. Next, another player spins the spinner and places his left or right hand or foot on a dot of the matching color. The players take turns spinning and placing their hands and feet on the dots on the mat.

The game moves along quickly, with the difficulty increasing as more players are added. You can imagine how crazy the game can get as each player spins and has to move hands and feet to different colored dots. Although the game can be played with two to five people, it gets crazier with each added player.

Players continue playing until one by one they fall or put their hands or feet in the wrong space. Sometimes a player is unable to maneuver to place his or her hand or foot on the right colored dot. When this happens, the player is out of the game. Also, if a player loses balance and falls down, he or she is out of the game. The game continues until there is only one player left; that player is declared the winner!

As stated earlier, the minimum number of players is two, the maximum is five. Any more than five and it gets too crowded, causing people to tumble on top of each other. The optimum number of players is four.

Twister is one of my favorite games. After hearing how it's played, I hope you agree to join me in a game very soon. I am sure you will find it an enjoyable way to have a good time with friends.

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## Score 3

This paper presents an organized how-to essay with clear step-by-step procedures.

### Strong Points:

1. Focus on procedures explaining the game
2. Instructions presented in logical order
3. Some use of elaboration
4. Some transitions

### Problem Points:

1. Step-by-step procedure breaks down and becomes unclear
2. Some missing information
3. A few errors of usage

## Learn How to Play Hopscotch

There are lots of fun and interesting games to play. Hopscotch is one of my favorite childhood games to play. Playing hopscotch is simple and easy, that's why I like it so much. I will tell you exactly how to play it.

First the game has to be played on a hard surface, like concrete or cement. A courtyard or flat driveway will do nicely just as long as it's flat and smooth. The game has ten equal sized squares numbered 1–10. The squares are drawn on the flat surface with chalk. The squares are placed first 1 and 2, side by side, next 3, then 4 and 5, side by side, then 6, 7, and 8, one above the other. Last 9 and 10 are drawn side by side above 8.

The only material you need to play is a beanbag. You throw the beanbag onto any square you want then hop to it. You hop on one or both feet depending on which square you land upon. After hopping over the beanbag, you bend over to pick it up then hop back to the beginning.

There are several versions of the game. Some people play that you must throw the beanbag on to the numbered squares in order, beginning with square 1. Some people play that you may throw the beanbag on to any square you wish. The object of the game is to pick up the beanbag from every square without falling.

Hopscotch is an easy, but fun game to play. I always loved playing it and I'm sure that you will too!

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### Score 2

Although this writer has attempted to write an effective how-to essay, the essay's weaknesses outweigh its strengths.

#### Strong Points:

1. Logical sequence of procedures

#### Problem Points:

1. Vague explanations of procedures
2. Some confusing details
3. Weak elaboration
4. No variety in sentence structure
5. Many mechanical errors

### Learn to Play Don't Break the Ice

I just got off the phone with my friend. I called to invite her over to play a fun and exciting game of Don't Break the Ice. The only problem is she said she's never played it before. That means I'm going to have to explain it to her.

First you have to set up the stand looks like a stool with a square hole in the middle. You turn it upside down and put little square pieces in the center until they are very tight, then you flip it over the pieces should stay in place.

You put a plastic man on the center cube. In the box there is 2 plastic hammer-type things. You take the hammers out of the box and one to each person, you're now ready to hit the cubes.

Last, you break the ice! One person at a time take their hammer and gets one whack at a cube. The object is to NOT knock down the man in the middle. Whoever does, loses. Now that you know to play Don't Break the Ice, go out and play it, I only hope my friend will catch on as quickly as you do.

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## Score 1

This writer's how-to explanation is unsuccessful.

### Problem Points:

1. Missing necessary information
2. Incomplete thoughts and steps
3. Unclear and disorganized instructions
4. Insufficient details; no elaboration
5. Many distracting and confusing mechanical errors
6. Sentence fragments; missing words
7. No conclusion

### Play Tunk

I'm going teach you about to play Tunk. Tunk is a cool wants you learn how to play. There is certain things like the rules, card, etc, the rules because without the rules you want know what to do. The first rule is that you get any odd number and if you pick up a card and put it down the othe person can pick it up but if they don't that card is dead. If you lay your card down that means you drop.

Tunk is about having matches like 3456 of harts. You have to have a least three of the same sut. You have 3, twos or any number.