

Good Flag, Bad Flag — flag design

Four criteria × four levels = 16 points. Student: _____

CRITERION	4 · EXCELLENT	3 · GOOD	2 · DEVELOPING	1 · BEGINNING
Five principles	All five principles met. Any exception is deliberate and justified in writing.	Four met; one minor lapse (e.g. a fourth colour used sparingly).	Two or three met. Design is busy, uses many colours, or includes a small symbol that vanishes at distance.	Lettering, a seal, or a near-copy of an existing flag; more than four colours.
Symbolism (written)	Every colour and shape has a stated meaning clearly tied to the place or group; layout is explained too.	All main elements explained; connection to the place is clear.	Some elements explained; others chosen "because it looks nice".	Little or no explanation, or meanings unrelated to the subject.
Pixel test (peer vote)	Recognised by most of the class at one-inch size / from the back of the room.	Recognised by about half.	Recognised by a few; sometimes confused with another student's design.	Not recognised.
Craft	Clean edges, solid consistent colours, fills the format, proportions as intended.	Mostly clean; minor unevenness.	Uneven fills, rough edges, or off-format.	Unfinished.

Scoring

FIVE PRINCIPLES	SYMBOLISM	PIXEL TEST	CRAFT	TOTAL / 16

Suggested bands: 14–16 excellent · 11–13 good · 8–10 developing · below 8 revisit the principles with the student. The worksheet's data table (Part 1) and analysis questions (Part 2) can be marked separately for completion.

Comment

The five principles (for reference)

1. **Keep it simple** — a child should be able to draw it from memory.
2. **Use meaningful symbolism** — colours and shapes refer to something.
3. **Use two or three basic colours.**
4. **No lettering or seals.**
5. **Be distinctive — or be deliberately related.**

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After Ted Kaye, *Good Flag, Bad Flag* (NAVA, 2006) — <https://nava.org/good-flag-bad-flag>