



CIT Name (First & Last): _____

Date: _____ Site: _____

Name of Quest Leader Mentor: _____

Recommended Knight Rank: _____

Recommended rank is determined by first finding the “mode” rank of each of the four categories below. “Mode” is the most common score of the category, so having three “Sk” ranks, two “Exp” ranks, and one “M” rank means that the mode for that category is “Skilled.” Then, whichever is the lowest mode score of the four categories becomes the recommended Knight rank. If the CIT is “Skilled” in all four categories except Safety Skills, which is at the “Apprentice” rank, then their Recommended Knight Rank is “Apprentice” – the lowest of the four category scores.

Tuesday End of Day: CIT/Quest Leaders review (but do not yet complete) this evaluation with the CIT.

Thursday End of Day: CIT/Quest Leaders review and complete this evaluation with the CIT.

SCORING & RANKS

Please rank each topic below, from Apprentice to Grandmaster.

Leave a topic blank if it did not pertain to the program (such as Merchant Role). Use the back of this page for additional comments.

Grandmaster (GM): Quest Leader talent in the specific topic area, pro-active to do it before even asking, and at an exemplary level of success! (A GM Knight can roam and join for free.)

Master (M): Masterful, pro-active, and consistent success and a role model in the topic area. (A Master Knight CITs for free)..

Expert (Exp): Great attitude and skill level! Often pro-active and almost always succeeds at this topic. “A” for Results!

Skilled (Sk): Good attitude and skill level. Succeeds at this topic without much prompting.

Apprentice (Ap): Adequate skill level with more success than not, but needs work or needs to be more pro-active. Increase awareness and effort in this topic!

Quester (Q): Inadequate skill level or effort and no more helpful than a Quester. If this is the Knight’s rank, must pass Knighthood Training next year to register as a Knight.

SUPPORTS EXPERIENTIAL EDUCATION & OUTCOMES	Q	Ap	Sk	Exp	M	GM
COMMUNICATION (communicates with Qs and Questers effectively)						
TEAMWORK (collaborates w/ QL, CITs & staff enthusiastically and respectfully)						
DECISION MAKING (offers good H2H talks or in-quest plot consequences)						
ETHICAL REASONING (unbiased, supports discussion of quest’s ethical dilemmas)						
SELF-ESTEEM (helps w/ Questers’ self worth, is inclusive & humble)						
FITNESS (encourages outdoor activity, hiking, “Live-Action”)						
INTERPERSONAL SKILLS	Q	Ap	Sk	Exp	M	GM
HELPFUL (proactive asking how to help)						
NON-AUTHORITARIAN (win-win solutions between Questers, boundary setting, open to solutions from others)						
NON-COMPETITIVE (in dueling & offers tough but doable challenges)						
FUN (light-hearted, playful)						
FRIENDLY (approachable, smiles)						
RESPECTFUL (eye contact, attention, listening)						
ENGAGING (actively engages with Questers)						
OPEN (to feedback and coaching)						

SAFETY SKILLS	Q	Ap	Sk	Exp	M	GM
PHYSICAL SAFETY (role-model of safety rules & safe dueling)						
AWARE (actively watches for safety, good awareness of safety)						
EMOTIONAL SAFETY (role-model for fairness and friendliness)						
VERBAL SAFETY (does not talk about inappropriate topics)						
HEART-TO-HEART TALK (effectively and compassionately)						
PREPARED (comes rested and with food, water, rain gear, etc.)						
SELF-CARE (takes good care of themselves onsite – water, rests)						
Knows how to ASK FOR HELP						
ADVENTURE QUEST SKILLS	Q	Ap	Sk	Exp	M	GM
STORYTELLING (“tell the story” scene setup & descriptions)						
AQ GAME RULES (from the game book, combat call & response, looks up rules questions)						
ACTING (“action” part of scene setup & improvisational skills)						
SCENE LEADING (overall skill of creating fun, challenging, logical and compelling scene)						
SWASHER GAMES LEADER (fun, engaging games leader)						
MERCHANT ROLE (fun & only sells standard or approved stuff)						
ACTIVE (plays it out rather than explaining away – show vs. tell)						
FOCUS (does not distract QL or kids while QL is leading a scene)						