Example of Assessments, Techniques, and Pedagogies

Formative assessment ideas

- Exit slips
- Admit slips
- "Muddiest point"
- Polls
- Surveys
- · Focus groups
- Concept map
- Exam wrappers
- Graphic organizers
- Think-pair-share
- · Student-led discussion
- Learning/response logs
- Demonstration
- Learning/response logs
- Self-evaluation
- Peer-evaluation
- Kinesthetic assessments
- Individual "whiteboards"
- Journals
- Frequent, low-stakes guizzes
- · Frequent, low-stakes grading
- Curricular outline
- Clickers
- Games/simulations

Summative assessment ideas

- Portfolios
- Process portfolio
- Product portfolio
- Research project
- Performance task
- Unseen examination in controlled conditions

(Summative cont.)

- Seen exam paper in controlled conditions
- Open book exam
- Take-away exam
- Multiple choice test
- Essay exam
- Report
- Dissertation
- Presentation
- Oral examination
- · Taking attendance
- Participation

Pedagogical approaches

- Discovery learning
- Interdisciplinary learning
- Experiential learning
- Peer instruction/feedback
- Case study
- Socratic Method
- Lecture
- Seminar
- Small group discussions
- Close reading/looking/listening
- Discussion
- Field trip
- Jigsaw (mix up content)
- Pair and share
- Presentation
- Quick write (in-class writing)
- Research
- · Role play

FORMATIVE ASSESSMENT IDEAS

- Exit slips written responses to questions posed at the end of class to assess student
 understanding of key concepts; should take no more than five minutes to complete and are
 collected as students leave the classroom.
- Admit slips similar to exit slips but are administered prior to or at the beginning of class; can focus on an understanding of homework or may reflect on a previous class.
- "Muddiest point" similar to exit slips, except the question is open-ended around the hardest-to-grasp concept (e.g., "What was the 'muddiest point' in today's lecture?" or, "What, if anything, did you find unclear around the concept of 'X'?")
- **Polls** a sampling or collection of opinions for analysis; can be performed at any time to gauge student learning, either with (e.g., smartphones, tablets, and computers) or without (raising hands) technology.
- **Surveys** collection of information regarding experiences, attitudes, beliefs, etc., to draw quick conclusions regarding the perception of a group.

- **Focus groups** approach in which a small group is assembled to gain feedback on a particular issue, concept, etc.; conversation is interactive and draws out insights from discussion.
- **Concept map** visualization that draws relationships between/among concepts through diagramming key words related to those concepts.
- **Exam wrappers** short handout that students complete upon receiving a graded exam, directing them to review their performance and the instructor's feedback toward adapting future efforts.
- **Graphic organizers** visual representation of a particular topic or concept.
- **Think-pair-share** collaborative learning strategy in which students work in pairs to discuss a question posed to them or solve a problem.
- Student-led discussion approach whereby students take turns leading group discourse.
- Learning/response logs journal that includes student reflections on learned material.
- **Demonstration** short presentation followed by students recording their observations and an explanation of what transpired; applied against established rubrics to score and promote class discussion.
- Learning/response logs journal that includes student reflections on learned material.
- **Self-evaluation** approach that engages students as active participants in their education through self-directed questions around strengths, weaknesses, learning, applied efforts, etc.
- **Peer-evaluation** instructors share their evaluation of assignments with students, allowing students to comment on their colleagues' work while simultaneously assessing themselves.
- **Kinesthetic assessments** students incorporate movement to demonstrate their understanding of a topic or concept.
- **Individual "whiteboards"** students quickly write down answers on particular information in class on the "board" (or iPad or piece of paper) and raise to show their understanding.
- **Journals** written record that allows students to record, develop, enhance and reflect on their creative and critical thinking.
- **Frequent, low-stakes quizzing** frequent, low-risk, timed tests (usually multiple choice or matching questions) to identify how students are meeting class expectations.
- **Frequent, low-stakes grading** simple course evaluation methods that allow instructors to provide students with many grades so that any individual grade doesn't count for too much.
- Curricular outline report or document/presentation outlining the overall curriculum of the course.
- Clickers electronic student response system that sends signals to a computer system that displays the results instantly.
- **Games/simulations** boosting knowledge by assessing learning *around a game* (more often than *inside a game*).

SUMMATIVE ASSESSMENT IDEAS

- **Portfolios** systematic collections of student work and related material that depicts a student's activities, accomplishments, and achievements.
- **Process portfolio** collection of student work that documents the stages of learning and provides a progressive record of student growth.
- **Product portfolio** collection of student work that demonstrates mastery of a learning task or a set of learning objectives and contains only the best work.
- **Research project** assignment that requires fact-finding and analysis, performed either independently or within a study group.
- **Performance task** learning activity or assessment that asks students to *perform* to demonstrate their knowledge, understanding and proficiency.
- Unseen examination in controlled conditions students are not provided questions in advance and are times in their responses (e.g., three questions in three hours)
- Seen exam paper in controlled conditions students are provided questions in advance.
- Open book exam students take notes, texts or resource materials into an exam situation.
- Take-away exam students are allowed to take the exam out of the classroom.

- **Multiple choice test** exam in which students must recognize a correct answer among a set of options that include three or four wrong answers.
- Essay exam students are expected to demonstrate their ability to recall factual, conceptual, or
 procedural knowledge, organize this knowledge, and interpret the information critically in a
 logical, integrated answer to a number of questions.
- **Report** informational piece of work relaying information or recounting certain events in a widely presentable form (e.g., writing, speech, television, film).
- **Dissertation** an essay or thesis based on original research.
- Presentation process of presenting a topic a demonstration, lecture, or speech to inform an
 audience.
- **Oral examination** students demonstrate their knowledge as well as their ability to communicate through an oral answering of questions about a subject.
- Taking attendance frequency with which a student is present in class.
- Participation extent to which students join in lectures and/or discussion boards, etc.

PEDAGOGICAL APPROACHES

- **Discovery learning** method of inquiry-based instruction that encourages learners to build on past experiences and knowledge, use their intuition, imagination and creativity, and search for new information to discover facts, correlations and new truths.
- **Interdisciplinary learning** two or more subject areas are integrated with the goal of fostering enhanced learning in each subject area.
- **Experiential learning** learning through experience
- Peer instruction/feedback engages students during class through activities that require each student to apply the core concepts being presented, and then explain those concepts to their fellow students.
- **Case study** approach that presents realistic, complex, situations that often involve a dilemma, conflict, or a problem that one or more of the characters in the case must negotiate.
- **Socratic Method** form of inquiry and discussion between instructor and students, based on posing and answering questions to stimulate critical thinking and to illuminate ideas.
- Lecture teaching method where an instructor is the central focus of information transfer.
- Seminar classes that typically have significantly fewer students per professor than normal
 courses, and are geared toward familiarizing students more extensively with the methodology of
 their chosen subject.
- **Small group discussions** groups of students (usually 10 to 30) that meet regularly under the guidance of an instructor to discuss a particular topic.
- Close reading/looking/listening the careful, sustained interpretation of a brief passage of text, object, or sound.
- **Discussion** traditional exchange of ideas that allows an instructor to monitor, guide, and motivate students, and give feedback as they observe the flow of intellectual engagement.
- **Field trip** journey by a group of students to a place away from their normal classroom for educational observation.
- **Jigsaw** (mix up content) method of organizing a classroom into small groups that make students dependent on each other to succeed.
- Pair and share collaborative learning strategy in which students work in pairs to discuss a question posed to them or solve a problem.
- **Presentation** process of highlighting a topic (e.g., demonstration, lecture, or speech) to an audience.
- Quick write (in-class writing) brief, timed writing assignments/responses to questions that require students to rapidly explain or comment on an assigned topic.
- Research any gathering of data, information, and facts for the advancement of knowledge.
- Role play form of experiential learning in which learners take on different roles, assuming a
 profile of a character or personality, and interact and participate in diverse and complex learning
 settings.