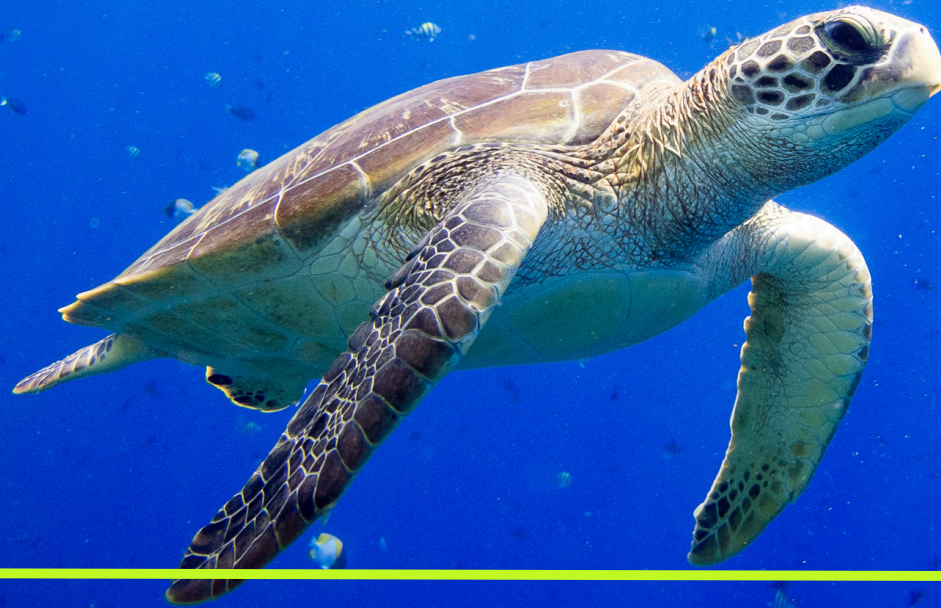


Part 1: Breaking Out of the Mold



Innovative Assessments

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Why are we here?

- Looking for innovative ways to use assessments to BOTH measure AND support student learning
 - Find out if students understand learning objectives,
 - Give students opportunity to improve their learning,
 - Reduce stress and anxiety students feel around testing
 - Stress and anxiety hampers learning
 - Can prevent students from showing us what they really know
 - Make assessments (and our classes) more equitable

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Why are we here?

- Assessment is:
 - “too often done to students instead of with them”
 - “too often treated as an event rather than a process”
- <https://www.assessmentforlearningproject.org/what-is-the-alp/>
- Some students “test well,” while others (who may understand the material just as well) do not





First Example Two-Stage Testing

- Students take test individually first
- Then take test in small groups
 - Can be identical test or just the more difficult questions
 - Students get immediate feedback, turning test into a formative assessment
 - In problem-solving questions, students see alternative approaches
- Score is combination of individual/group test (I use 75%/25%)
- Resources:
 - <https://www.saltise.ca/strategy/two-stage-exam/>
 - http://www.cwsei.ubc.ca/resources/files/Two-stage_Exams.pdf (Carl Wieman Science Education Initiative)
 - <http://teach.ufl.edu/resource-library/collaborative-two-stage-testing/>

Breakout Rooms

- Get to know each other first
 - Name, Course(s), One silver lining about the pandemic or one thing you're grateful for right now
- Share a memorable, engaging assessment from a class in your student days
 - What made it memorable
- Type brief description of what each group member shares into this shared Google Doc: <https://tinyurl.com/y5j65742>

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Second Example Escape Room

- Break students into small groups to solve a series of puzzles using course material
- Students get chance to apply learning to novel situations
- Takes time to set up, but is challenging, fun, and memorable (and reusable)



Third Example Gamify Review

- Kahoot (kahoot.it)
 - Jeopardy (JeopardyLabs.com)
 - Who Wants to Be a Millionaire (superteachertools.us/millionaire)
 - Family Feud (and more) at (www.rusnakcreative.com/gameshows)
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Additional Resources

- Teaching and Learning in Higher Education
 - <https://www.queensu.ca/teachingandlearning/modules/home.html>
 - Modules on How Students Learn, Active Learning, Course Design, and Assessment Strategies
 - Lots of good info, especially the “Examples of Innovative Assessments” section of the Assessment Strategies module
 - Videos of instructors discussing assessment techniques such as Concept Maps, ConcepTests, ePortfolios, Podcasts and Vlogs, and Talk Show Performances

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Accountability and Follow-Up

- Don't let this be yet another workshop in which you learn something and then forget it
- Choose something you've learned about today and commit to trying it out in your class
- Come back for Part 2 on Tuesday, October 13 at 4pm
 - Bring lessons learned from your experiments

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