

Pragmatic Frameworks for iPad Project Assessment

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Transformation

Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

Tech allows for significant task redesign

Enhancement

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

Tech acts as a direct tool substitute, with no functional change

Seymour Papert: Four Expectations

- **Expectation 1:** the scholastically unsuccessful group among the students will advance by several grade levels on standard achievement tests in mathematics and language. We shall, of course, confirm the significance of any such observation by comparison with a control group matched on a series of variables set up before the outset of the experiment.
- **Expectation 2:** observers will agree that the student in the experiment not only learned more than in a traditional class, but learned it in a more articulate, richer, more integrated way.
- **Expectation 3:** students will develop, or adapt concepts and metaphors derived from computers and use them not only as intellectual tools in the construction of models of such things as "number" and "theory" but also in elaborating models of their own cognitive processes. This will in turn have an impact on their styles of learning and problem-solving.
- **Expectation 4:** the use of computer metaphors by children will have effects beyond what is normally classed as "cognitive skill". We expect it will influence their language, imagery, games, social interactions, relationships, etc...

Measuring the Four Expectations

- **Expectation 1:** suitably designed formative/summative assessment rubrics will show improvement when compared to traditional instruction.
- **Expectation 2:** students will show more instances of work at progressively higher levels of Bloom's Taxonomy.
- **Expectation 3:** student work will demonstrate more – and more varied – critical thinking cognitive skills, particularly in areas related to the examination of their own thinking processes.
- **Expectation 4:** student daily life will reflect the introduction of the technology. This includes (but is not limited to) directly observable aspects such as reduction in student attrition, increase in engagement with civic processes in their community, and engagement with communities beyond their own.

Black and Wiliam: Defining Formative Assessment

“Practice in a classroom is formative to the extent that evidence about student achievement is elicited, interpreted, and used by teachers, learners, or their peers, to make decisions about the next steps in instruction that are likely to be better, or better founded, than the decisions they would have taken in the absence of the evidence that was elicited.”

Stiggins: Seven Principles of Assessment

- **Where Am I Going?**
 - Provide a clear and understandable vision of the learning target
 - Use examples and models of strong and weak work
- **Where Am I Now?**
 - Offer regular descriptive feedback
 - Teach students to self-assess and set goals
- **How can I close the gap?**
 - Design lessons to focus on one aspect of quality at a time
 - Teach students focused revision
 - Engage students in self-reflection, let them keep track of and share their learning

Wiliam: A Framework for Formative Assessment

	Where the learner is going	Where the learner is right now	How to get there
Teacher	Clarifying learning intentions and criteria for success	Engineering effective classroom discussions and other learning tasks that elicit evidence of student understanding	Providing feedback that moves learners forward
Peer	Understanding and sharing learning intentions and criteria for success	Activating students as instructional resources for one another	
Learner	Understanding learning intentions and criteria for success	Activating students as the owners of their own learning	

Bloom's Taxonomy: Cognitive Processes

Anderson & Krathwohl (2001)	Characteristic Processes	
Remember	<ul style="list-style-type: none"> • Recalling memorized knowledge • Recognizing correspondences between memorized knowledge and new material 	
Understand	<ul style="list-style-type: none"> • Paraphrasing materials • Exemplifying concepts, principles • Classifying items • Summarizing materials 	<ul style="list-style-type: none"> • Extrapolating principles • Comparing items
Apply	<ul style="list-style-type: none"> • Applying a procedure to a familiar task • Using a procedure to solve an unfamiliar, but typed task 	
Analyze	<ul style="list-style-type: none"> • Distinguishing relevant/irrelevant or important/unimportant portions of material • Integrating heterogeneous elements into a structure • Attributing intent in materials 	
Evaluate	<ul style="list-style-type: none"> • Testing for consistency, appropriateness, and effectiveness in principles and procedures • Critiquing the consistency, appropriateness, and effectiveness of principles and procedures, basing the critique upon appropriate tests 	
Create	<ul style="list-style-type: none"> • Generating multiple hypotheses based on given criteria • Designing a procedure to accomplish an untyped task • Inventing a product to accomplish an untyped task 	

Critical Thinking: Cognitive Skills and Subskills

Skill	Subskills
Interpretation	Categorization Decoding Significance Clarifying Meaning
Analysis	Examining Ideas Identifying Arguments Analyzing Arguments
Evaluation	Assessing Claims Assessing Arguments
Inference	Querying Evidence Conjecturing Alternatives Drawing Conclusions
Explanation	Stating Results Justifying Procedures Presenting Arguments
Self-Regulation	Self-examination Self-correction