

INSTRUCTIONALModule

Assessment

HOME

The assessment module is meant for use either after completion of the project-based learning module or with participants who are familiar with project-based learning. The module is designed for a two to three hour class or session, divided into two parts.

Part One, **Guided Process**, is designed to give participants a brief introduction to assessment. It answers the questions "**Why is Assessment Important?**"; "**What are Some Types of Assessment?**"; and "**How Do Rubrics Help?**" The Guided Process includes the Assessment Resources section and a PowerPoint® presentation, including presenter notes. This presentation can be shown directly from the Web site or can be downloaded for use as a stand-alone slide show. The video segment, "Assessment Overview" demonstrates assessment in action at various schools. The Assessment Resources section contains additional examples of assessment in action (Urban Academy, Mountlake Terrace High School, and Assessing Project-Based Work).

Part Two, **Group Participation**, assigns readings and activities for experiential, project-based learning. Ideally, the tasks will be accomplished using group collaboration and with the use of technology.

Much of the information has been taken directly from GLEF's new book *Edutopia: Success Stories for Learning in the Digital Age* and from the GLEF Web site.

The following ISTE NETS Standards have been addressed in this module:

I. Technology Operations and Concepts

- A. Demonstrate introductory knowledge, skills, and understanding of concepts related to technology (as described in the ISTE National Education Technology Standards for Students).
- B. Demonstrate continual growth in technology knowledge and skills to stay abreast of current and emerging technologies.

II. Planning and Designing Learning Environments and Experiences

- A. Design developmentally appropriate learning opportunities that apply technology-enhanced instructional strategies to support the diverse needs of learners.
- B. Apply current research on teaching and learning with technology when planning learning environments and experiences.
- C. Plan for the management of technology resources within the context of learning activities.

III. Teaching, Learning, and the Curriculum

- A. Facilitate technology-enhanced experiences that address content standards and student technology standards.
- B. Use technology to support learner-centered strategies that address the diverse needs of students.
- C. Apply technology to develop students' higher order skills and creativity.
- D. Manage student learning activities in a technology-enhanced environment.

IV. Assessment and Evaluation

- A. Apply technology in assessing student learning of subject matter using a variety of assessment techniques.
- B. Use technology resources to collect and analyze data, interpret results, and communicate findings to improve instructional practice and maximize student learning.
- C. Apply multiple methods of evaluation to determine students' appropriate use of technology resources for learning, communication, and productivity.

To find out the specific standards for your state visit emTech's Web site that links to all state departments of education.

Getting Started:

PDF files can be viewed on a wide variety of platforms — both as a browser plug-in or a stand alone application — with Adobe's free **Acrobat Reader®** program. Follow the link provided below for installation instructions.

The videos on this Web site require that you have the **QuickTime Player** installed on your computer. Although most of the video and audio material will play reasonably well on older versions of QuickTime, we strongly recommend that you have QuickTime version 5.0.2 or later installed on your computer for an optimal viewing/listening experience. If you need help determining whether or not you have the appropriate version of QuickTime installed (and that it is installed properly), check out Apple's "Installation Check" Web page. To find answers to support questions often asked by QuickTime users, visit Apple's QuickTime Support Web page. To download QuickTime, click on the link provided below.

In the "Resources" section of this instructional module, a **PowerPoint®** presentation is provided. To download a free version of the Microsoft® PowerPoint Viewer®, visit Microsoft's Download Center at the link provided below.

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The following Web site(s) appear on this page:

GLEF: www.glef.org/

ISTE NETS Standards: cnets.iste.org/teachers/t_stands.html

emTech: www.emtech.net/state.htm

Adobe Acrobat Reader program: www.adobe.com/products/acrobat/readstep2.html

QuickTime Player: www.apple.com/quicktime/download/

Apple "Installation Check" Web page: www.apple.com/quicktime/troubleshooting

Apple QuickTime Support Web page: www.info.apple.com/usen/quicktime

Microsoft PowerPoint Viewer (Windows): office.microsoft.com/downloads/2002/ppview97.aspx

Microsoft PowerPoint Viewer (Mac): microsoft.com/mac/download/office98/powerpoint98viewer.asp