### Blended Assessment



#### **Opportunities in the Flipped Classroom**





# Big Ideas

- Blended Assessment
  - What is it?
- Backward Design
- Onsite Assessments
- Online Assessments
  - A range of Assessments
- Some digital considerations



# Another Way of Thinking about it

(1) Low-impact blend: adding extra activities to an existing course/programme

• Where a teacher adds a Kahoot Quiz to their classes.

(2) Medium-impact blend: teacher replaces an element of the f2f class online

• Teacher records a presentation in advance of the face-to-face session and learners access it online. The face-to-face classroom session is **focused more** on **active learning** (i.e. discussion and deliberation) [**Flipped Classroom**]

(3) **High-impact blend**: a course is designed from scratch to contain a blend of inperson teaching and online live teaching. This is timetabled from the beginning.

• A learner may learn remotely on 2 days a week and they attend in-person on 3 days a week. All assessments are done in-person.

Alammary, A., Sheard, J., & Carbone, A. (2014). Blended learning in higher education: Three different design approaches. Australasian Journal of Educational Technology, 30(4), 440–454. https://doi.org/10.14742/ajet.693

## The "flipped classroom"





https://www.schooleducationgateway.eu/downloads/Blended%20learning%20in%20school%20education\_European%20Commission\_June%202020.pdf

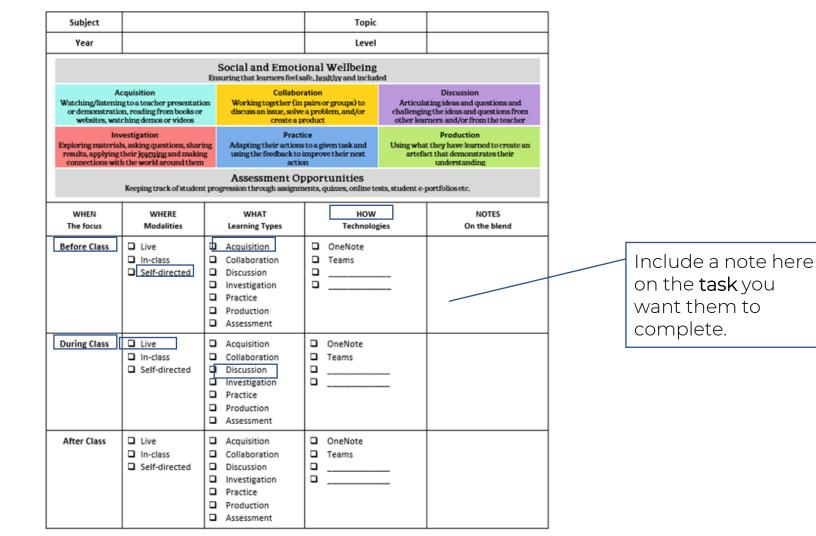
## Learning types

| So   | cial and Emotional Wellbei   | ng  |
|--|--|---|
| Embedded into all learn  | ing activities, to ensure that learners feel sa  | fe, healthy and included  |
| Acquisition  | Collaboration  | Discussion  |
| Watching/listening to a teacher<br>presentation or demonstration, reading<br>from books<br>or websites, watching demos or videos   | Working together (in pairs or groups) to<br>discuss an issue, solve a problem, and/or<br>create a product  | Articulating ideas and questions and<br>challenging the ideas and questions<br>from other learners and/or from the<br>teacher |
| Investigation  | Practice   | Production  |
| Exploring materials that reflect the<br>concepts and ideas being taught, asking<br>questions, sharing results, applying their<br>learning and making connections with<br>the world around them | Adapting their actions to a given task<br>and using the feedback to improve their<br>next action.<br>Feedback may come from the activity<br>itself, from self-reflection, from other<br>learners or from the teacher | Using what they have learned to create<br>an artefact that demonstrates their<br>understanding                                |
|  | Assessment Opportunities   |   |
|  |  |   |



## Planning your Blend

#### Blended Glance Card





CONTENT DESCRIPTION

### Assessment in Blended Environments







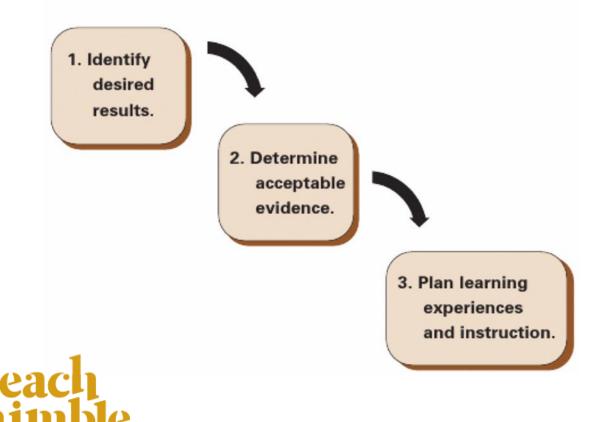
### What assessment tasks worked for you?





### Where to start

#### Figure 1.1 UbD: Stages of Backward Design



- Start with learning outcomes
- Decide what evidence to collect?
  - What will show they have achieved

the learning outcomes

Plan your teaching activities
based on the evidence

## Online Assessment Tools

| Fra                                     | gen      |             | An      | ntworten          |
|---|----------|-------------|---------|-------------------|
| Event Test Registrati                   | ion      |             |         |                   |
| Eine Beschreibung eingeb                | en       |             |         |                   |
| + 💿 Auswahl                             | Abc Text | 🖒 Bewertung | 前 Datum |                   |
|   |          |             |         |                   |
| Vorgeschlagene Frag<br>First Name       | gen      |             |         | Alle hinzufügen X |
|   | gen      |             |         |                   |
| First Name                              | gen      |             |         |                   |
| First Name<br>Last Name                 | gen      |             |         | (Abc)             |
| First Name<br>Last Name<br>Organization | gen      |             |         | Abc<br>Abc        |

- Online
  - Reusability
  - Automation
  - Multimedia
  - Flexibility of Time and Space
- Online Quizzes
  - Can provide personalised feedback
  - It is instant to you and learner
  - Can free up time for more active learning
  - You can use multimedia

## Formative Assessment on a Phone

- Using their phone to answer a quiz
  - Before class to see what they know
  - During class to check understanding
  - Gamification of learning
    - Fun
    - Learning
- Key is to use the data you collect



### Onsite Presentations/Demonstrations



- Learners can take short quizzes on their phone
- Learners can capture their demonstrations
  - They can share in advance
- Free you the instructor to work with those that need help
- Intervene if needed in real time
- Preserves assessment integrity

### Assessing Papers and Projects Online



teac

- Students submit digital documents
  - Papers
  - Presentations
  - Web documents
- Provide feedback to students in digital formats
  - Audio
  - Video
  - Pen

### Using audio and video feedback



Listening to learn: How audio is personalising feedback

> Presenter: Gemma Clarke Event Date: 27 August 2019



https://learningandteaching-navitas.com/playagain/listening-to-learn-how-audio-is-personalising-feedback/

## Some Places to Visit

#### FORMATIVE ASSESSMENT

#### Fantastic, Fast Formative Assessment Tools

Checking for understanding is good for both students and teachers. We've rounded up a variety of digital tools to help you do it.

#### **By Vicki Davis**

January 15, 2015 Updated May 8, 2017



I thought I could read my students' body language. I was wrong. As an experiment, I used Socrative when I taught binary numbers. What I learned forever changed my views on being a better teacher.

#### WHY FORMATIVE ASSESSMENT MAKES BETTER TEACHERS

Formative assessment is done as students are learning. Summative assessment is at the end (like a test).

#### Digital Tool Link to short tutorial Edpuzzle - Creating content Edpuzzle is a student engagement, cross-platform tool Edpuzzle Creating Content.mp which allows the teacher to customise the video content you show to your students. You can cut FESS sections of a video, add voiceover or add questions lanas ting hereing i throughout your video. It is a wonderful tool to Station of Contents formatively assess learners and check for understanding. You will also be provided with a report on learner activity, in this short video we will look at creating content in Edpuzzle Edpuzzle - Creating a class Edpuzzle is a student engagement, cross-platform tool Edpuzzle Creating a Class.mp4 $\heartsuit$ which allows the teacher to customise the video FESS 0 content you show to your students. You can cut sections of a video, add voiceover or add questions ⊲ throughout your video. It is a wonderful tool to formatively assess learners and check for understanding. You will also be provided with a report \* :: V on learner activity. In this short video we will look at creating a class for learners to engage with. Kahoot Kahoot\_Presentation.mp Kahoot is a free game-based learning platform that FESS makes it fun to learn on any device and is suitable for all ages. Kahoot can be used in-class or for remote teaching and has many existing interactive lessons and also a question bank of preloaded questions. It is a great interactive tool to re-enforce learning through quizzes and formatively access your learners.

# Try it Out



- Blended Assessment
  - In your context how can you use digital assessment to support formative assessment approaches?
    - What evidence do you want to collect?
    - Can you use digital technology to collect evidence?
    - What will you do with the evidence you receive?
    - What technology would best suit this example



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