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Rethinking Assessments: Alternative Ideas about How to Assess Students in an Active Learning Environment





Rethinking Assessments: Alternative Ideas about How to Assess Students in an Active Learning Environment

Overview:

- 1. A short introduction
- 2. Good practices and experiences
- 3. Think about your own activities
- 4. To consider
- 5. Developing assessments from activities

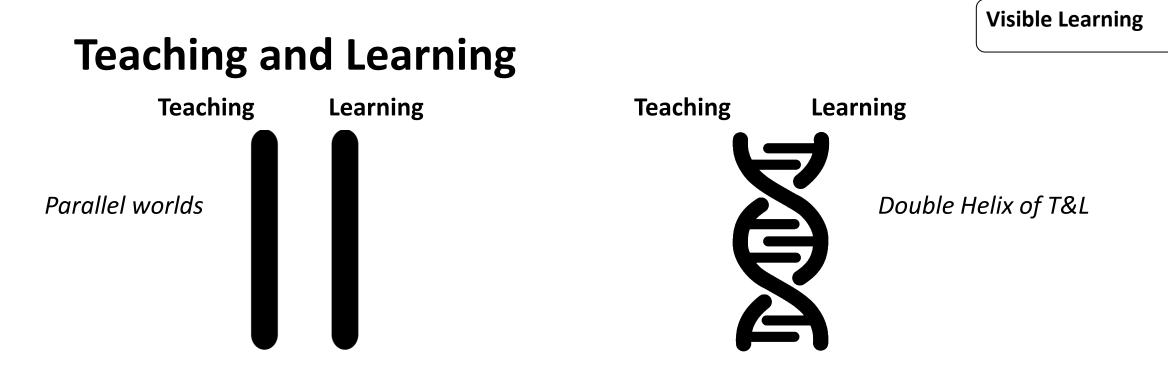


Introduction:

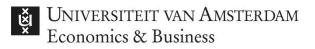
Just to remember:

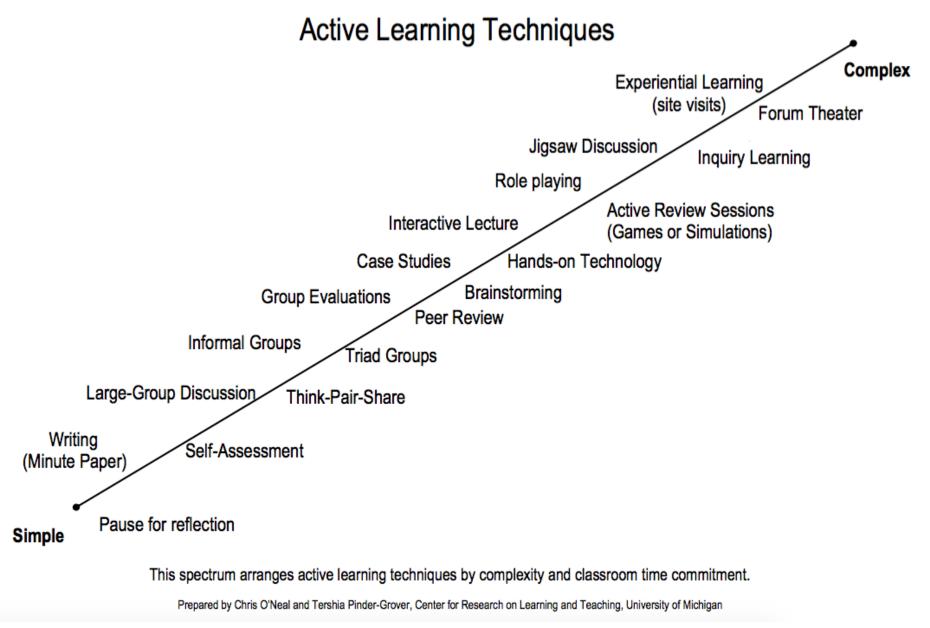
'Active Learning is a pedagogical method that engages students in their learning process to become more active learners. It aims at meaningful learning.'





"What is most important is that teaching is *visible* to the student, and that learning is *visible* to the teacher. The more the student becomes the teacher and the more the teacher becomes the learner, then, the more successful are the outcomes." (Hattie, 2009: 25).



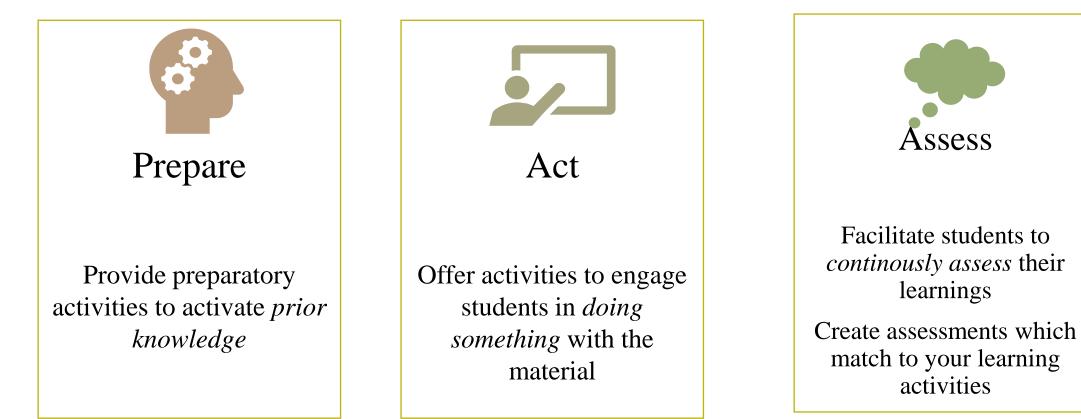


Examples



What is Active Learning?

3 key elements (for lecturers)



Assessment for active learning

What I teach: Micro 2, a *tool-based* math-heavy course

• Also: how to **think** as an economist (optimization, equilibrium,...)

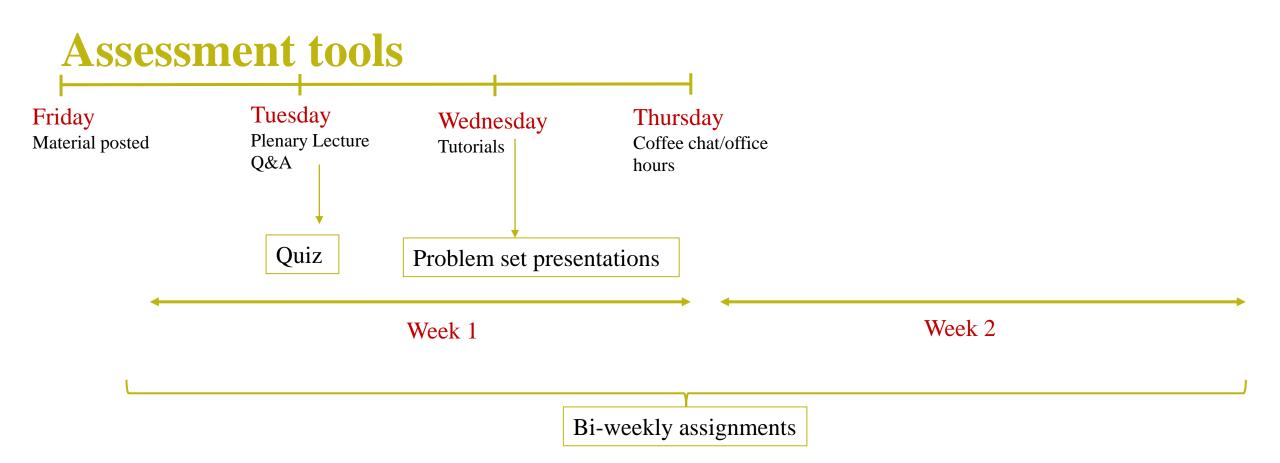
My guiding principles:

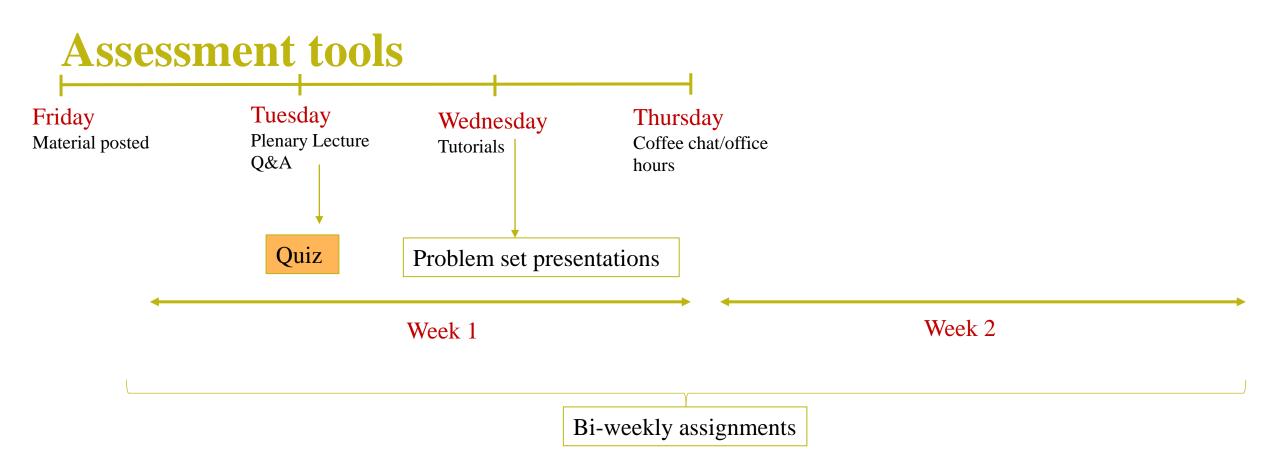
Active learning is about ownership of the material (capacity to apply the tools to new scenarios)

- Assessment needs to have **enough variation** so that mechanical/blind application of methods is
- Creative application of methods need **time**

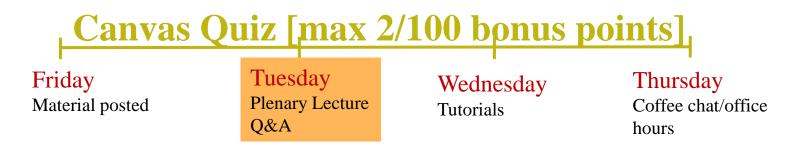
Active learning happens in multiple layers:

- memorization \rightarrow retrieval \rightarrow application \rightarrow memorization \rightarrow retrieval...
- Assessment should be recurring, **continuous** (within limits)

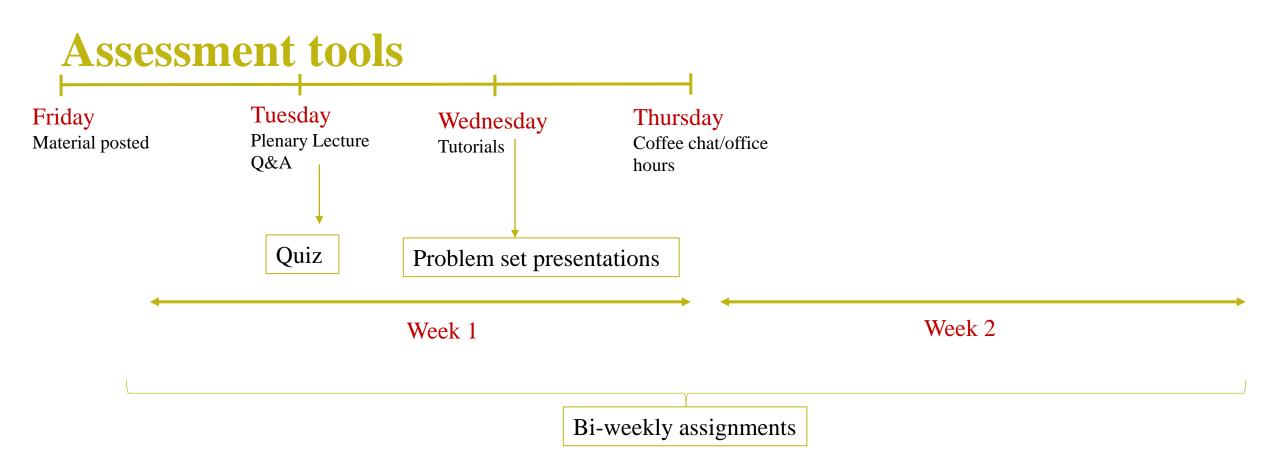


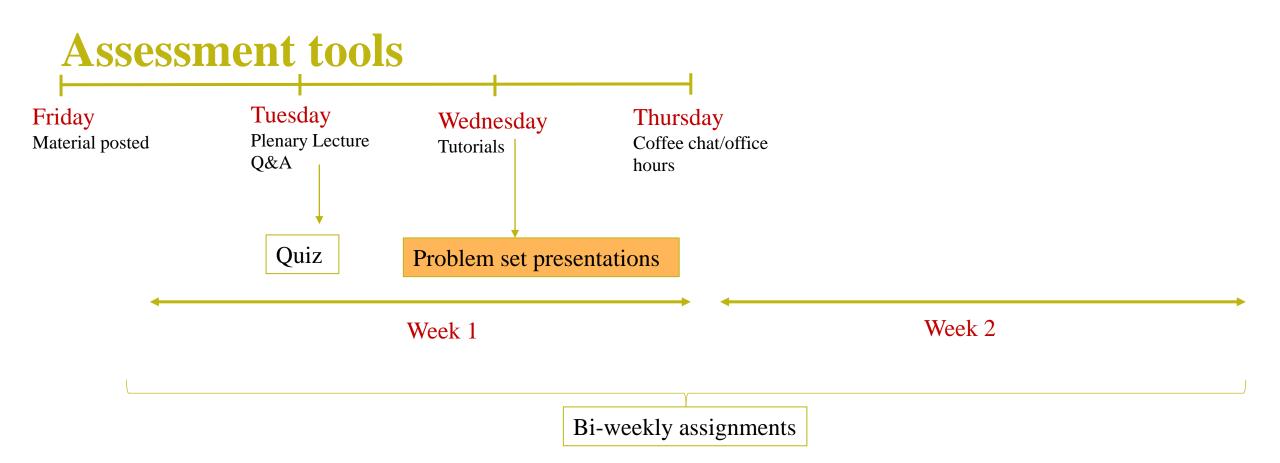




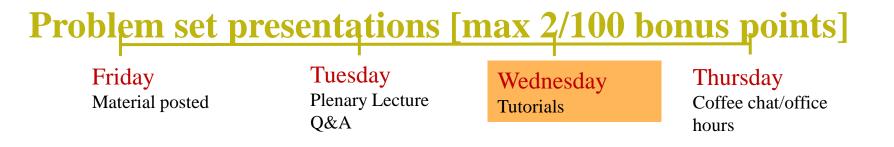


- Goal: students arrive at the plenary class prepared
- Structure:
 - Quiz opens for 10 minutes just before the break
 - Calibrated so that it can be passed by <u>all and only those who have watched the clips</u>
 - Easy level invites students to learn the first "layer"
 - Students are allowed to talk to each other: peer learning
 - The quiz is discussed right after the break with students' inputs [another 10 minutes of active learning]

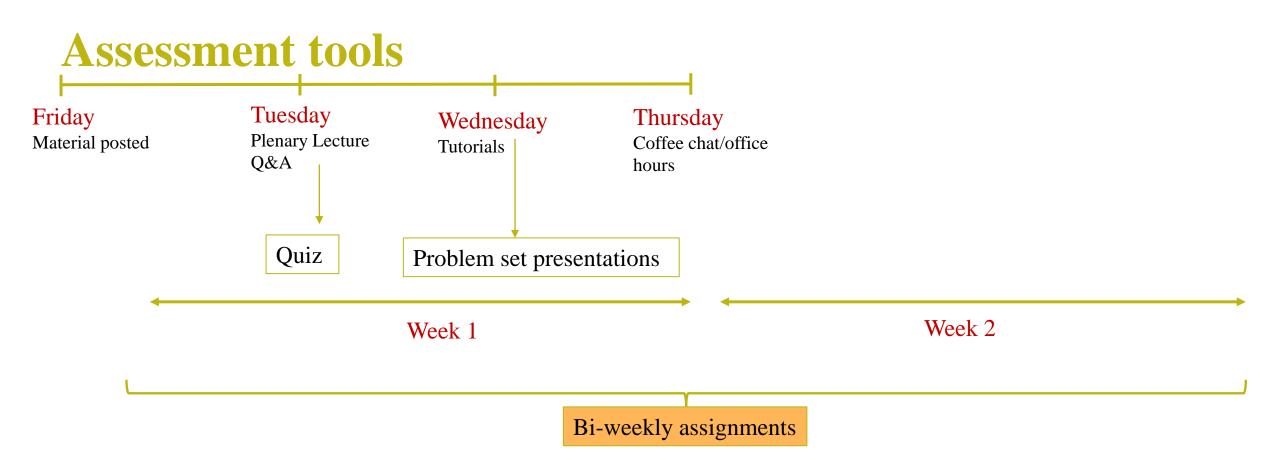








- Goals: students (1) actively work on assigned problem sets; and (2) learn from each other
- Structure:
 - Students self-sort into groups of max 4 participants
 - Rotating student representatives volunteer to present part of a problem set during each tutorial
 - Only groups who give 3 sufficient presentations get the bonus points [at the group level]
 - Work best in my experience: Voluntary structure, self-sorting, marginal points, coarse evaluation (sufficient/insufficient)





A lot of work! Only possible with student assistants.

Three bi-weekly assignments [30/100 points]



- Goal: students spend extensive time on highly incentivized [30% final grade] medium-difficulty creative questions
- Structure:
 - 12 questions of which 10 needs to be fully correct to earn full points
 - Individual versions (5 different parameters per exercise, each assignment is unique)
 - Grading is automatic on Canvas [uniquely based on final answer + sample check of entire procedure]
 - Students can work together, but each needs to cover enough mileage by herself
 - Variations on the same topic \rightarrow most questions cannot be answered with blind application of tools
 - Later assignments re-address some of the early topics [memoriz. \rightarrow retrieval \rightarrow applic. \rightarrow memor. \rightarrow retr. ...]



Assessment for active learning

My guiding principles:

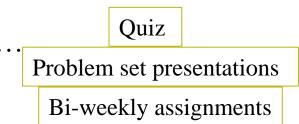
Active learning is about ownership of the tools (capacity to apply them to new scenarios)

- Assessment needs to have **enough variation** to avoid superficial mechanical application of methods
- Variation and creative application need time

Active learning happens in multiple layers:

- memorization \rightarrow retrieval \rightarrow application \rightarrow memorization \rightarrow retieval..
- Assessments should be **continuous** (within limits)

Bi-weekly assignments





Think about your own activities

1) Make a list of active learning activites you already apply or you consider to apply.

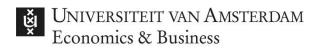
2) What are the learning goals of these activities?



To consider:

Quality criteria of assessments:

- Reliability
- Validity
- Objectivity



To consider:

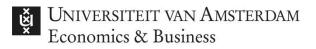
Let's talk about validity:

- Measure what you aim to measure
- Coherence of learning goal, assessment performance and rated outcomes
- Pay attention to: constructive alignment



Ensure coherence

- Learning activity and assignment (assessment) should be the same task.
- Learning goals (of activity) should match with the rating criteria.



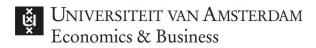
Example: group discussion \rightarrow You can use a group discussions as a active learning activity and as an assessment.

- First: consider how many students you could observe during the discussion.
- Match learning goals (e.g. course content and aspects of preformance) with rating criteria: using correct terms/definition in the right way active participation etc.
- Describe rating criteria specifically and on different levels (e.g. in a grid/rubric).



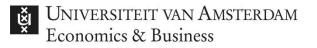
Example: group discussion.

Student A				
criteria	very good	good	sufficient	unsufficient
Meaningful	Uses always	Uses mostly	Uses sometimes	Uses merely
contributions	right	right	right	right
when speaking	terms/definitions	terms/definitions	terms/definitions	terms/definitions
	etc. in a suitable			
	way.	way.	way.	way.



Develop your own assessments using your list of activities and learning goals.

Discuss what you have developed.



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Thank you for joining and participating!