



UCD Teaching and Learning



Assessment in Practice

Supplemental_1



Contributing Lecturers

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CATs
<p>In class Quizzes/Problem Sheets</p> <p>Develop quizzes/problem sheets for groups of students in class, where they can learn from other students and monitor their progress against others</p>
<p>One-minute test</p> <p>Stop class 5 minutes before the end (or at beginning) asking; what the most important think you have learned; what important questions unanswered. Use result to adapt next lecture, clarify questions next time. Some marks can be given for participation in this activity.</p>
<p>Muddiest Point</p> <p>Invite students to describe what they didn't understand and what they think might help.</p>
<p>Exam Evaluations</p> <p>Using a test you (have) use(d), invite students to evaluate how well it measures their knowledge or competencies</p>
<p>Use of clickers; show of hands/cards:</p> <p>Similar to the quiz, but a more individual activity, use clickers in class (or show of hands/cards) to answer questions. If you follow this with a quick discussion in pairs, students will get feedback and learn other students' rationale for their answers.</p>
<p>In-class discussions:</p> <p>Allow opportunity for quick in-class discussion in pairs on more complex material or to discuss the application of the material to their programme.</p>
<p>Application Article</p> <p>During last 15 minutes of class, invite students to write a short news article about how a major point applies to a real-world situation</p>
<p>Using student generated on-line material for in-class discussion</p> <p>If students contribute on-line prior to a class, use some of their material/question to refer to in the lectures, address common misconceptions, errors, etc.</p>
<p>Chain notes</p> <p>Pass around a large envelope with a question about the class content. Each student writes a short answer, puts it in the envelope, and passes it on.</p>
<p>In-class feedback on assignment/assessment:</p> <p>Give feedback to whole class on common errors in continuous assessment assignments (or previous years exams)</p>
<p>Problem Recognition tasks</p> <p>Invite students to identify a set of problems/issues that can be solved most effectively by on of a few methods you are teaching in that session/module</p>

Student-generated test questions
Divide the class into groups and assign each group a topic on which they are each to write a question and answer for the next test. Each student should be assured of getting at least one question right on the test!
Problem-solving activities
Use established or create on-line problem solving activities. Students can attempt these multiple times to get correct answers and as such learn from the process. Grade can be given for participation.
On-line Formative MCQ's (set by staff) with feedback:
Similar to in-class, use MCQ's as a learning resources, where students attempt these as often as possible and gain grades for participation. Design automated feedback into the resource
Participation in Discussion threads
Provide <i>Rubrics</i> to aid construction and evaluation of knowledge.
Use of wikis
To facilitate development of shared information
Use of Blogs / Journals
To capture individual reflections / commentaries on procedural matters
Word Clouds
Use clouds to create synthesis from plenary discussions
Concept Mapping
Collaboratively design a map to explain, identify, evaluate a particular theme
Others...
Opinion Polls, Application Cards, Paraphrasing, News Reporting, Buzz Groups, Brainstorms, Syndicates, Fishbowls, Caption Gap, Reading rounds, Predictions, etc