

## ScratchJr Assessments Guide

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### 1. Overview

This guide will outline how to assess students' understanding of instructions and sequencing in the context of the ScratchJr iPad app. These assessments were originally designed to evaluate student learning in K-2 classrooms after finishing the ScratchJr "Animated Genres" curriculum (<http://www.scratchjr.org/teach>).

### 2. Setting Up

To conduct these assessments, you will need an iPad with ScratchJr installed and means to project it so each student being assessed can see it well. Each "Solve-It" project should be preloaded on this iPad.

Each student gets one (1) "Circle the Blocks Handout" and one (1) set of "Programming Block Cards." These cards must be cut out beforehand. Each student should have one (1) writing utensil.

### 3. The Assessment

There are two (2) types of "Solve-It" activities and six (6) "Solve-Its" total. Please note that all "Solve-Its" will include the "Circle the Blocks" activity but only half of them will include the "Sequence the Blocks" activity.

#### "Circle the Blocks"

Students examine a project as it runs and circle which blocks they think are part of the project's program in the section of the "Circle the Blocks Handout" corresponding to that project.

#### "Sequence the Blocks"

Students use their "Programming Block Cards" to show which blocks they think are used in the project's program and put them in the order they think the blocks should be in. For the projects that have two characters, a cat and a pig, students should use the cat

and pig cards to identify which program belongs to whom.

Ensure that every student understands the following:

- He/she cannot look at other students' answers
- He/she may not have enough time to finish each "Solve-It"
- He/she must write their name clearly on the bottom of their "Circle the Blocks Handout"
- He/she does not need to worry about number parameters or filling in the words for the "Say" block

#### **4. Running the Assessment**

For each of the six (6) "Solve-Its" do the following:

1. Announce the number of the "Solve-It" so the students know which part of the handout they should be writing in.
2. Announce which activities the class will be doing, e.g. "For this 'Solve-It' we will only be circling the blocks."
3. Display the project in "Presentation Mode."
4. Make sure the class sees whether the teacher begins running the project by tapping a character or by tapping the green flag.
5. Once the project finishes running, reset the project manually by moving the characters back to their original places on the screen.
6. Repeat steps 2-3.
7. If the "Solve-It" is rated "Easy" wait 30 seconds. Wait 1 minute for "Medium" "Solve-Its" and 2 minutes for "Hard" "Solve-Its."
8. Repeat steps 2-3.
9. Take pictures of each student's sequence.

At the end of the assessment collect all the materials.

#### **5. Solve-Its**

1. Cat Program: Start on green flag, hide, show This is a warm-up exercise to get students used to doing the "Circle the Blocks" activity. It is not meant to be used for data analysis.
2. Cat Program: Start on green flag, right turn (2), left turn (2), move up (2), move down (2)  
Difficulty: Medium  
"Sequence the Blocks": No
3. Cat Program: Start on green flag, say "do this", repeat { turn right (2), turn left (2) }

- (2), send white message Pig Program: Receive white message, say "ok", repeat { turn right (2), turn left (2) } (2)  
Difficulty: Hard  
"Sequence the Blocks": No
4. Cat Program: Start on green flag, hop, wait (6), hop  
Difficulty: Easy  
"Sequence the Blocks": No
5. Cat Program: Start on green flag, hide, show This is another warm-up exercise to get students used to doing the "Sequence the Blocks" activity. It is also not meant to be used for data analysis.  
Difficulty: Easy  
"Sequence the Blocks": Yes
6. Cat Program: Start on green flag, grow (2), shrink (2), go to page 2 (space background)  
Difficulty: Easy  
"Sequence the Blocks": Yes
7. Cat Program 1: Start on green flag, move right, repeat forever Pig Program: On bump, hide, show  
Difficulty: Hard  
"Sequence the Blocks": Yes
8. Cat Program: On tap, move right (5), change to fast speed, move right (5), go home, [change to medium speed]  
Difficulty: Medium  
"Sequence the Blocks": Yes