

Evaluating Mastery-oriented Grading in an Intensive CS1 Course

Igor Montagner, Rafael Corsi, Andrew Kurauchi,
Mariana Silva, Craig Zilles



Our context - Insper

- Brazilian private non-profit institution
- Scholarships + stipends for 10-15% of students
- CS major started in 2022
- Cohort-based (*no courses outside of major*)
- Enrollment: 50 students per semester



Developer Life - Intensive CS1 course

- 24 hours per week
- 6 two-hour in person meetings
- 5 office hours
- Active learning with occasional mini-lectures and live coding
- Shared between 3-5 professors

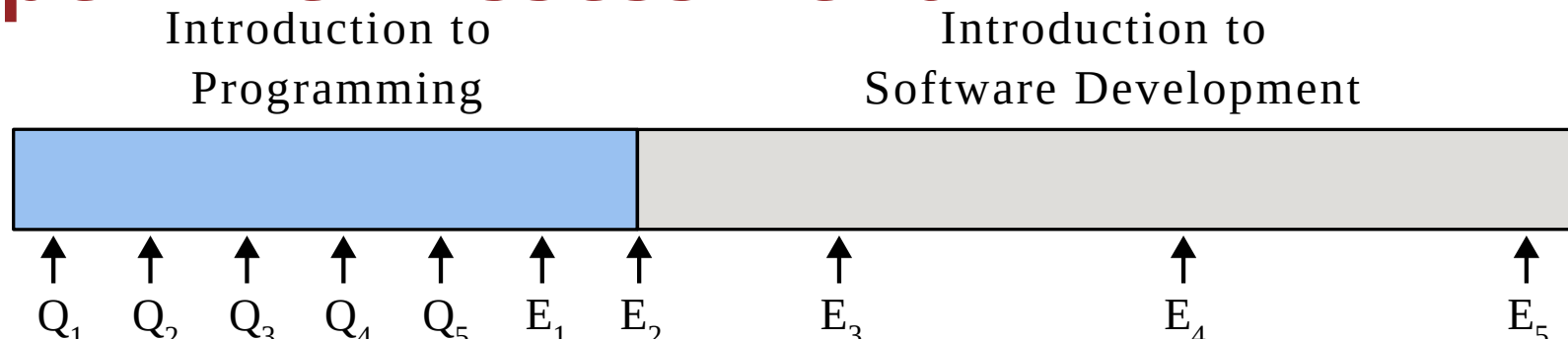
DeveloperLife - Intensive CS1 course

Broad view into many aspects of computing

Students are able to deliver a working software

Every course from the 2nd semester on can involve coding

Developer Life - Assessment



- 5 low stakes formative quizzes Q_i worth 10% of final grade
- 5 high(er) stakes Exams E_i worth 55% of final grade
- Each week a new topic is included

Exams are spread over the semester to allow student to catch-up if necessary

Final exam grade is the average of the 3 largest scores

First experience (challenges)

- Tendency to increase the gap between the faster and the slower learners
- For students, catching-up was hard even with 5 exams
 - Double the workload
 - Even higher stakes on the last exam
- Coding-only exams gave us (instructors) little feedback on students weaknesses

Mastery Learning and Second-chance testing

Incorporate a way to help students catch-up into the "regular" course path

Second-chance testing: Every assessment includes a retake a few days later and some time dedicated to reviewing mistakes.

- Reduce failure rates
- Study for the second-chance remediating material missed on the first one
- Reduces self-reported test anxiety

Research Questions

- **RQ1:** Do second chances help students to increase their performance over time in intensive courses?
- **RQ2:** Are second chances effective in reducing stress/mental load/weight of assessments in intensive courses?

Intervention

Cohort of Fall 2023 had the following changes

1. Add second chances for Quizzes
2. Two types of questions:
 - Short answer - parsons, multiple choice, fill the blank
 - Coding - autograded, involve problem solving, manual code quality evaluation
3. Extra week for reviewing material between Exams 1 and 2

Week 1: variables, operations
and functions



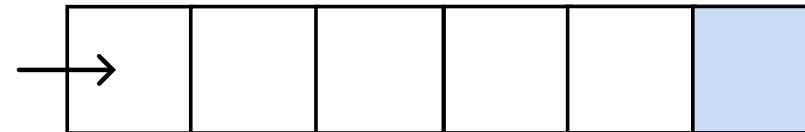
Week 2: conditionals
Week 3: loops (while)
Week 4: lists + for
Week 5: dictionaries



Week 6: problem solving



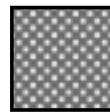
Week 7: coding competitions
(optional)



Legend



Content



Quiz



Retake



Exam

Methodology

Mixed-methods study, $N = 39$ students.

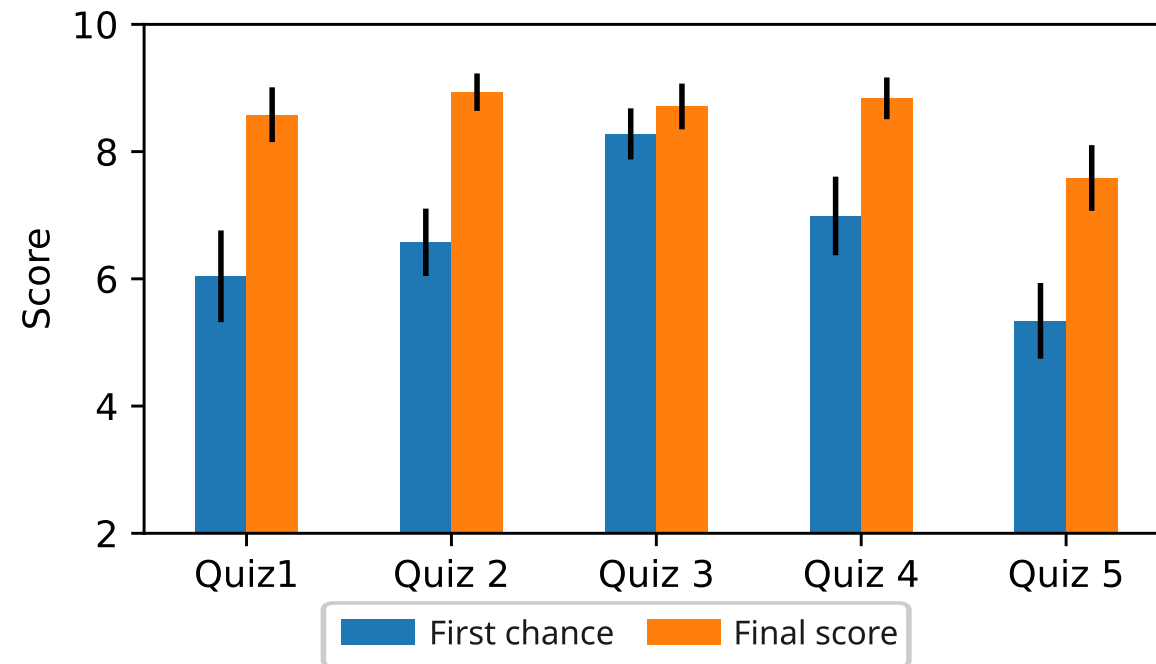
1. Quantitative analysis

- Quiz and exam grades
- Coding and short answer

2. Qualitative study

- Interviewed 10 students
- Grounded Theory
- Prompts about mental state, study habits and test-taking strategies

Second chances on Quizzes



Improvements in all topics

Final scores include both first and second attempts

Second chances on Quizzes

Students have different test-taking behaviors and gains

- **ALL** ($N = 12$):
 - From failing to passing grades
- **FIRST** ($N = 6$):
 - Improved from already good grades ($>70\%$)
- **SKIP** ($N = 21$):
 - Almost all skipped Q5 (dictionaries)
 - Might be procrastinating/gaming the system

Second chances on Exams

	E1	E2	E3	E4	E5
Short Answer	8.19 (1.11, N=39)	8.49 (1.21, N=36)	8.35 (1.28, N=38)	8.68 (1.11, N=32)	8.70 (1.27, N=27)
Problem Solving	6.82 (2.02, N=39)	7.29 (2.04, N=36)	8.53 (1.92, N=38)	7.73 (1.43, N=32)	8.80 (1.37, N=27)

Table 1: Mean, standard deviation and N for all 5 exams (E1 through E5)

- Short answers are satisfactory from the start
- Coding questions start lower and trend upwards with decreasing standard deviation

Second chances on Exams

- 5 exams, average of the largest 3 scores
 - Exams $E4$ and $E5$ are optional for some
- Taking $E4$ and/or $E5$ benefits students differently
 - $N = 5$ went from failing to passing grade
 - $N = 16$ improved a passing grade (<75%)
 - $N = 14$ improved an excellent grade (>75%)

Students are getting better over time

Encouraging results for the slower learners

Many students are taking all quizzes/exams even when they don't needed it

<p class="bottom-right"> More statistical details in the paper! </p>

Interviews analysis

- $N = 10$ volunteers with different final grades
- Grounded theory analysis, 2 coding steps
- Three main themes
 - i. retake decision making
 - ii. mental state
 - iii. study habits

Retake decision making

Students find grading system confusing and are not sure if they can skip

“ (...) I didn't know how to make the calculation to see if it was worth it for me to retake the exam

”

Exam is challeging in a good way

“ They were coding exercises that involved something quite challenging, you know? And we could do something interesting.

”

Mental state

First chance matters, but retakes help reduce anxiety after exams

“ It was good to have this second chance, because it was not discouraging. I think I even knew some cases of friends who didn't do so well at the beginning, but they're doing well now, and they didn't give up.

”

Being rewarded for persistence

Study habits

Study habits did not change over time. Student display good attitude towards learning

“ You must always be studying, always up-to-date with the subject matter because, otherwise, it will accumulate, and the faculty won't always be pushing you to study

”

Lessons Learned I

1. Adding second-chance testing had a positive effect on grades
2. Students reported decreased test-related stress
 - but not for the first-chance
3. Good attitude towards learning was observed

Lessons Learned II - improvements

Feedback delay is very relevant when multiple chances exist

Grading systems for extensive, content packed courses

Evaluating Mastery-oriented Grading in an Intensive CS1 Course

Igor Montagner, Rafael Corsi, Andrew Kurauchi,
Mariana Silva, Craig Zilles