

Assessing Students Online: Do's and Don'ts



Dr. Chalinda Beneragama

Types of Assessments

1. Diagnostic assessments
2. Formative assessments (assessments for learning)
3. Summative assessments (assessments of learning)
4. Forma-summative assessments (assessments as learning)

Formative assessment

Summative assessment

Grading

Usually not graded

Usually graded

Purpose

Improvement: to give feedback to instructor and students about how well students understand specific material

Judgment: to derive a grade, and to allow students to work intensively with course material

Focus

Very focused on whether students have acquired specific skills or information

Less focused on specific skills or information; instead, allows students to demonstrate a range of skills and knowledge

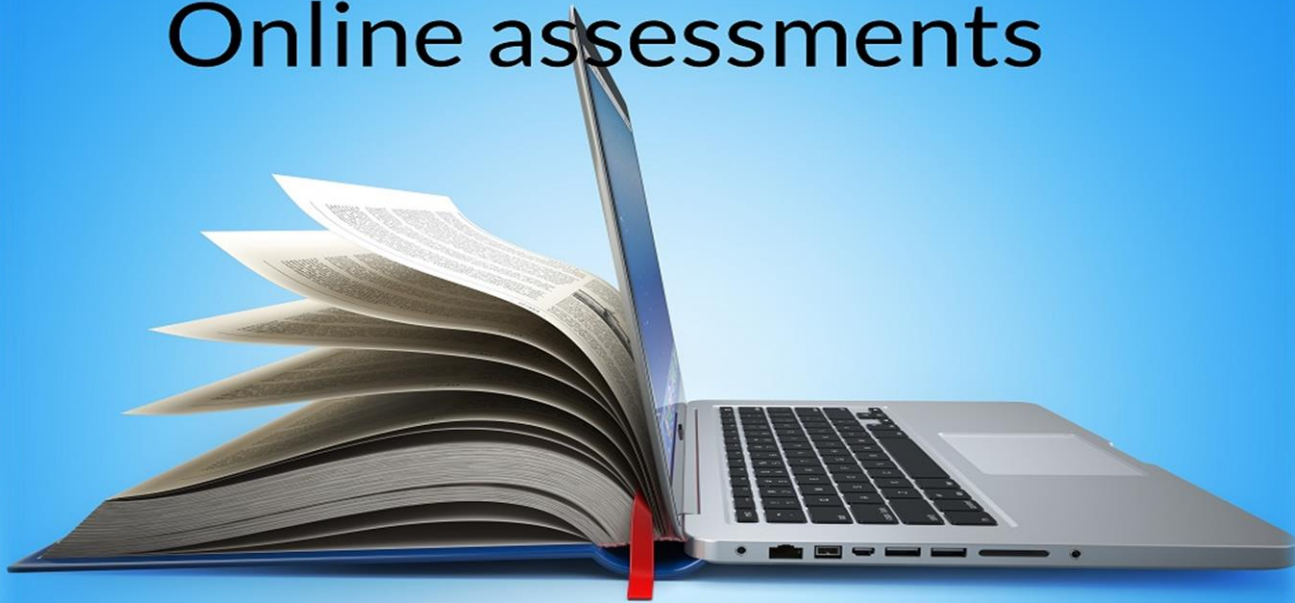
Effort

Requires little time from instructors or students; simple; done in class

Requires more time from instructors and students; complex; done outside of class



Online assessments



Can we do it?








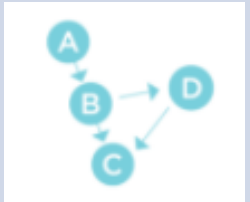




Should we do it?



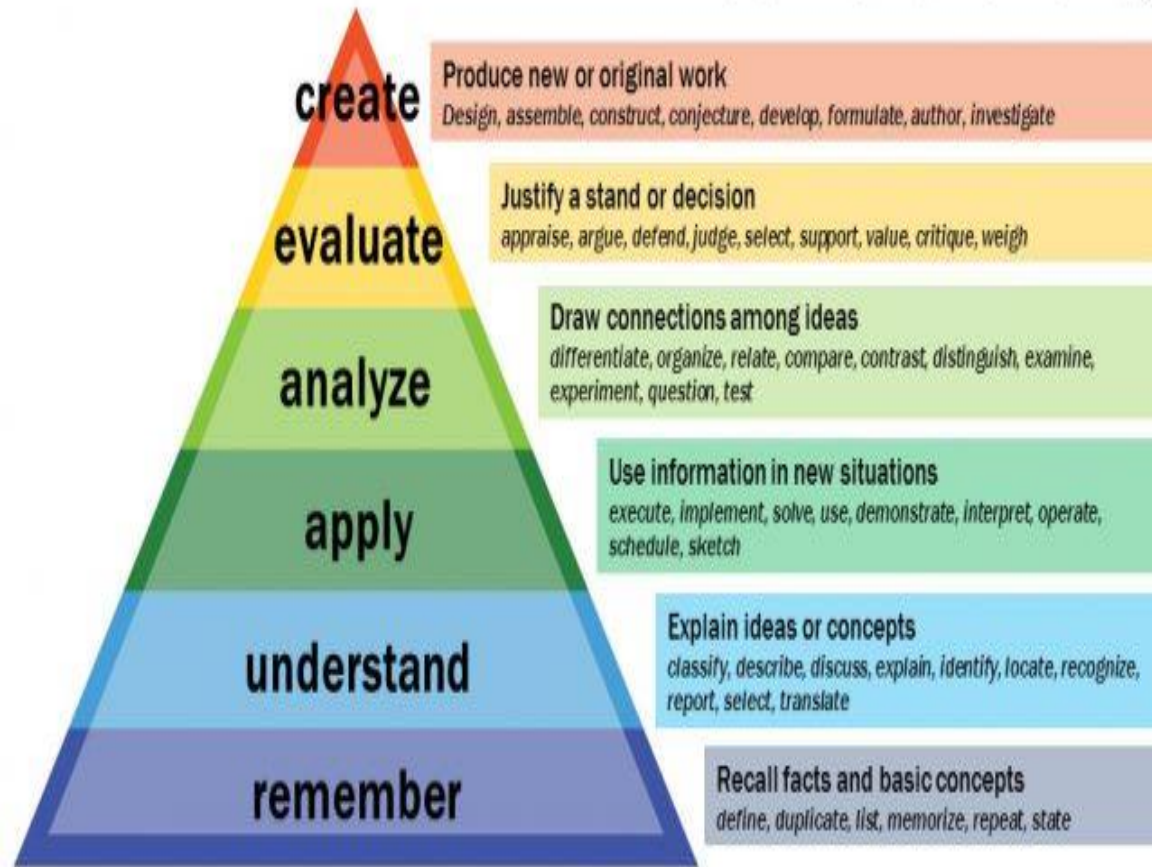
How can we do it?

Let's make this happen.



	Traditional	Next Generation (‘New Normal’)
Timing	After learning 	Embedded in Learning 
Accessibility	Limited 	Universally designed 
Pathways	Fixed 	Adaptive 
Feedback	Delayed 	Real-time 
Item Types	Generic 	Enhanced 

Bloom's Taxonomy



Online Assessments

e-Portfolio, Interactive Case Studies, Peer-reviewed video presentations, Virtual Labs,

Diaries, Product reviews, Journals, Case studies, Critiques, Studies

Case studies, Critiques, Concept Maps, Virtual Labs, Projects

Reflection discussion boards, Journals, Simulations, Interactive tutorials and Games

Practices quizzes, Concept maps, Problem sets, Video discussions, In-video quizzes

Practice quizzes (multiple choice, true-false, fill-in-the-blank, flash cards)

Kahoot!

- is a game-based learning platform, used as educational technology in schools and other educational institutions. Its learning games, "Kahoots", are user-generated multiple-choice quizzes that can be accessed via a web browser or the Kahoot app

The logo for Mentimeter, featuring a stylized bar chart with three bars in red, blue, and blue, followed by the word "Mentimeter" in a bold, black, sans-serif font.

Mentimeter

Mentimeter enables you to turn meetings, workshops, training, conferences or classes into interactive experiences that are fun for both you and your participants.



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The effect of using Kahoot! for learning – A literature review

Alf Inge Wang  , Rabail Tahir 

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The effect of Mentimeter and Kahoot applications on university students' e-learning

Bayram Gokbulut

Zonguldak Bulent Ecevit University, Ereğli Education Faculty, Department of Education, Zonguldak, Turkey

 <https://orcid.org/0000-0002-7218-5900>

Abstract

In the digital age, where technology is developing rapidly, there is a need for technology and game-based e-learning environments that students appreciate instead of traditional instruction. Interactive Web 2.0 tools can be utilised to develop e-learning environments. In this study, Kahoot and Mentimeter applications, interactive and game-based Web 2.0 tools, were used. The effect of Kahoot and Mentimeter applications on e-learning was investigated. This study was carried out at a state university in the Western Black Sea Region. It was carried out with prospective teachers studying in the Department of Primary School Education. This experimental study was conducted with 29 prospective teachers in the experimental group and 27 in the control group. Attitude Scale Against e-Learning was applied to prospective teachers before and after the application. Traditional methods were applied to the control group. Kahoot's evaluation feature and the word cloud feature of the Mentimeter program were used in the experimental group.



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gnowledge

 2012 Top 30 Best Web Tool for Teachers

Gnowledge is a free-to-use education platform where everyone can create, publish, share and take tests, exercises and assignments.



Edmodo

An educational technology company offering a communication, collaboration, and coaching platform to K-12 schools and teachers. The Edmodo network enables teachers to share content, distribute quizzes, assignments, and manage communication with students, colleagues, and parents.



- is an online quiz creation resource similar to Kahoot! and Quizizz, but with a few interesting differences as well. QuizPedia markets itself as being designed primarily for students to create quizzes (which is possible with other services as well), but what is unique to QuizPedia is their interface and unique features.



Artificial Intelligence for Education & Training

Auto grading of short essays, Virtual Learning Assistant optimized to engage students in a meaningful formative assessment; provides real time student feedback on their work and allows multiple attempts to achieve mastery.



Question-authoring system, AI-scoring with built-in exam security and progress dashboard, intuitive discussion, powerful rubric builder



Create grading rubrics for assignments and problem sets, online and handwritten; grade assignments anonymously; detailed analytics on an individual and class-wide level

Some best practices

- Start and end each test with an honor statement.
- Break up longer exams into small, lower-stakes, mini-exams.
- Use a large test item bank so that each student receives a different set of questions.
- Merge item banks across multiple faculty or use published item banks.

Some best practices

- Use problem- or project-based assessments instead of multiple-choice testing.
- Ask students to explain their problem-solving process.
- Convert problem sets, projects, worksheets, quizzes, or exams to PDF and require students to complete the document by hand, scan or photograph their work, and upload it on your LMS.

Some best practices

- Assess learning in online discussion forums.
- Use authentic assessments to prompt unique and genuine student responses.
- Offer students choice in how they demonstrate their knowledge.
- Don't base grades solely on tests



PLAGIARISM

Thank You!