

Assessment: The Silent Killer of Learning



Mercy College
Dobbs Ferry, NY, 23 May 2017



Assessment: The Silent Killer of Learning



Mercy College
Dobbs Ferry, NY, 23 May 2017



kosten

1. die Kosten (*pl.*)
2. kostbar

455

krank

1. die Krankheit, —, —en

COW

377

magnificent
glor

1. magnificent
2. master

430

das Kind, —(e)s, —er

1. kindisch
2. kindlich

der Kellner, —s, —

1. der Keller, —s, —

kennen

kannte-gekantt *irreg.*

1. kennen-lernen
2. erkennen
3. bekant
4. d

428

think o



kosten

1. die Kosten

2. 1. Kosten

accel.

poco rit.

think

428

kennen

kannte-gekant

1. kennen

2. erkennen

3. bekant

4. d

Verizon 3G 4:20 PM

Flashcard

23 of 100

pedantic

adj. ostentatious in one's learning

23 of 100

Verizon 3G 4:20 PM

Search

Popular

Subjects

Grade Levels

Standardized

Home

My Decks

Review

More

**35 % retained
after 1 week**

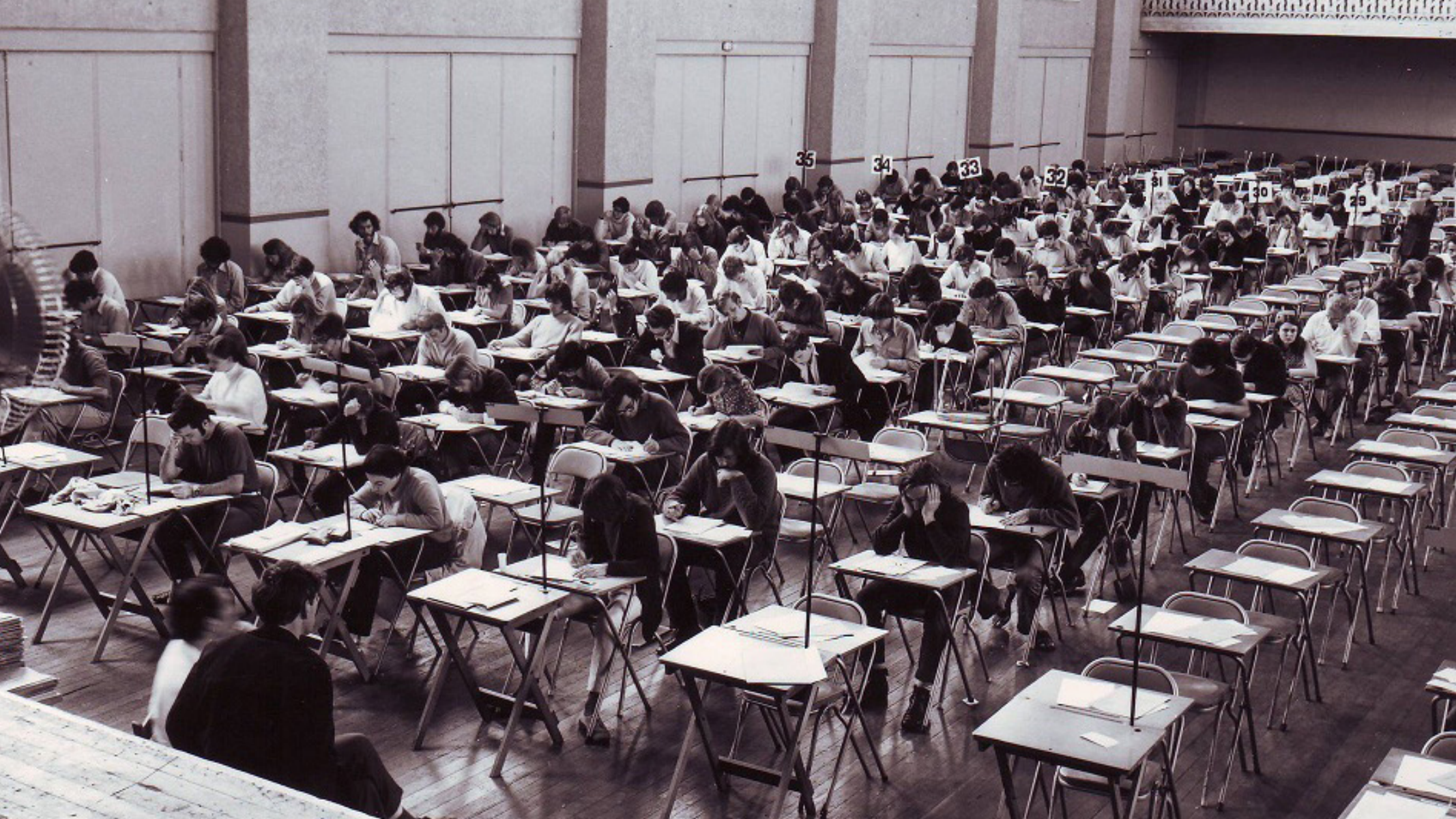
**we only guarantee
they'll pass the test**











A large, dimly lit classroom filled with students sitting at desks, appearing to be in a lecture or exam setting. The students are mostly seen from behind, looking towards the front of the room. The desks are arranged in rows, and the room has a high ceiling with large windows or doors in the background. The overall atmosphere is one of a traditional, lecture-based educational environment.

**assessment focussed on ranking and classifying,
not on developing 21st century skills**



1 purposes



1 purposes

2 problems



1 purposes

2 problems

3 improvements



**how many different purposes
of assessment can you think of?**

1 purposes

- 1. rate students**
- 2. rate professor and course**
- 3. motivate students to keep up with work**
- 4. provide feedback on learning to students**
- 5. provide feedback to instructor**
- 6. provide instructional accountability**
- 7. improve teaching and learning**



1 purposes

2 problems



inauthentic tests

1 purposes

2 problems

what is the meaning/definition of...?

1 purposes

2 problems



inauthentic problem solving

1 purposes

2 problems

problem

1 purposes

2 problems

problem

outcome

EDUCACION

1 purposes

2 problems

problem

outcome

KNOWN

1 purposes

2 problems

problem

solution

outcome

KNOWN

1 purposes

2 problems

problem

solution

outcome

UNKNOWNN

KNOWNN

1 purposes

2 problems

problem

solution

outcome

UNKNOWNN

KNOWNN

problem

UGACION

1 purposes

2 problems

problem

solution

outcome

UNKNOWN

KNOWN

problem

procedure

KNOWN

1 purposes

2 problems

problem

solution

outcome

UNKNOWN

KNOWN

problem

procedure

answer

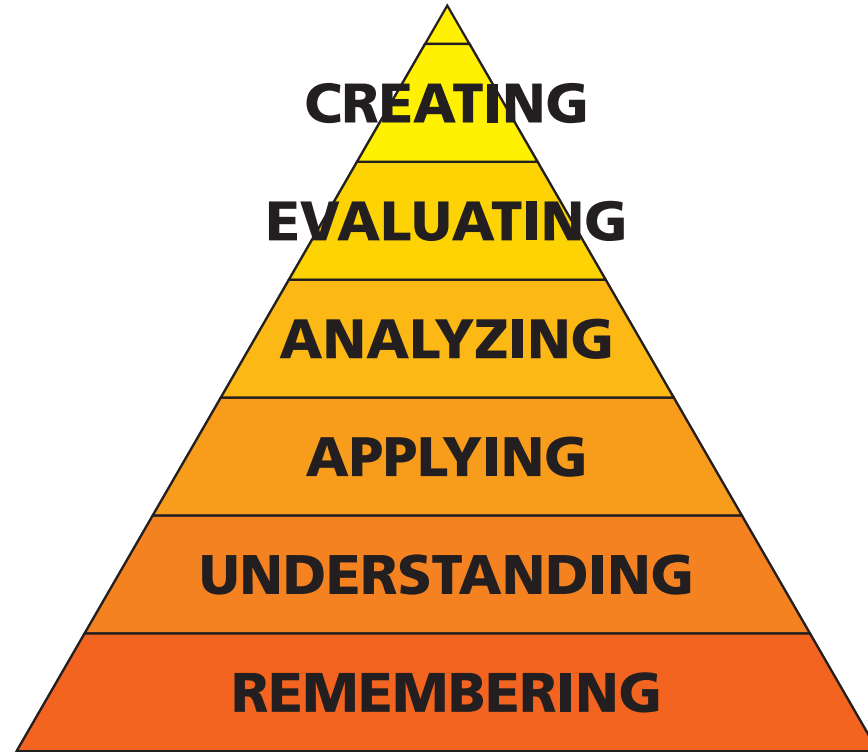
KNOWN

UNKNOWN

1 purposes

2 problems

Thinking skills



prob

prob

WIN

DOWN

1 purposes

2 problems

On a Saturday afternoon, you pull into a parking lot with un-metered spaces near a shopping area. You circle around, but there are no empty spots. You decide to wait at one end of the lot, where you can see (and command) about 20 spaces.

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How long do you have to wait before someone frees up a space?

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How long do you have to wait before someone frees up a space?

Requires:

Assumptions

Developing a model

Applying that model

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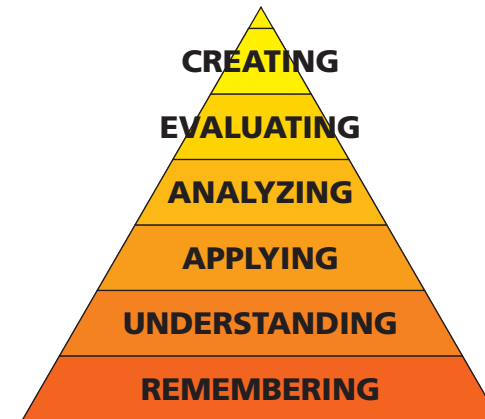
How long do you have to wait before someone frees up a space?

Requires:

Assumptions

Developing a model

Applying that model



On a Saturday afternoon, you pull into a parking lot with un-metered spaces near a shopping area. You circle around, but there are no empty spots. You decide to wait at one end of the lot, where you can see (and command) about 20 spaces. **On average people shop for 2 hours.**

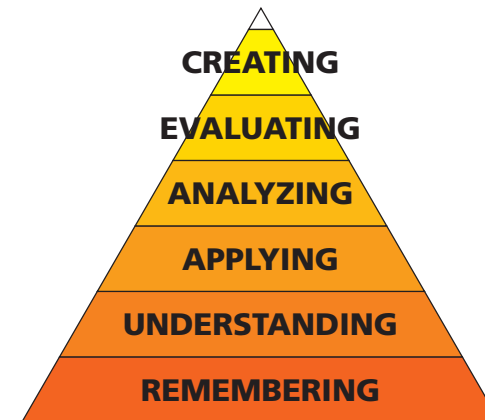
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Requires:

Assumptions

Developing a model

Applying that model



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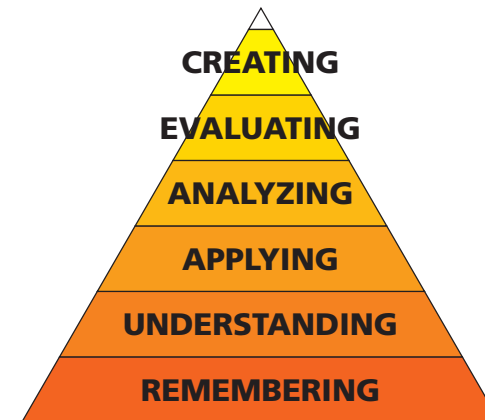
Assuming people leave at regularly-spaced intervals, how long do you have to wait before someone frees up a space?

Requires:

Assumptions

Developing a model

Applying that model



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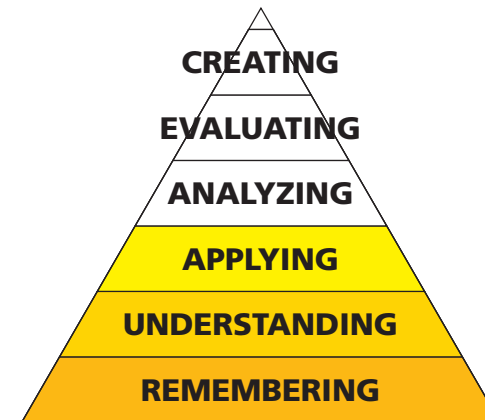
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Requires:

Assumptions

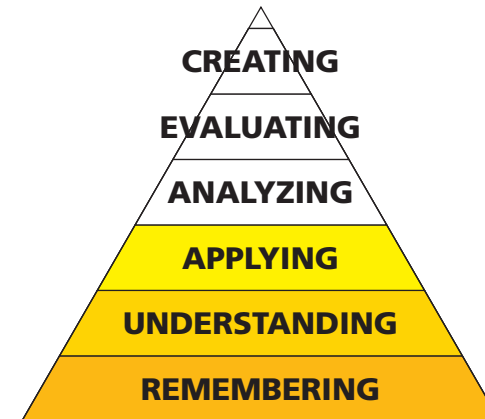
Developing a model

Applying that model



On a Saturday afternoon, you pull into a parking lot with unmetered spaces near a shopping area, where people are known to shop, on average, for 2 hours. You circle around, but there are no empty spots. You decide to wait at one end of the lot, where you can see (and command) about 20 spaces.

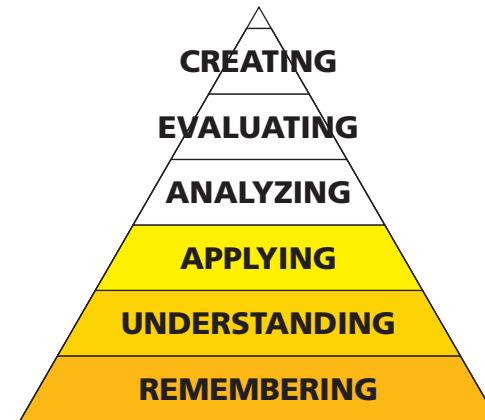
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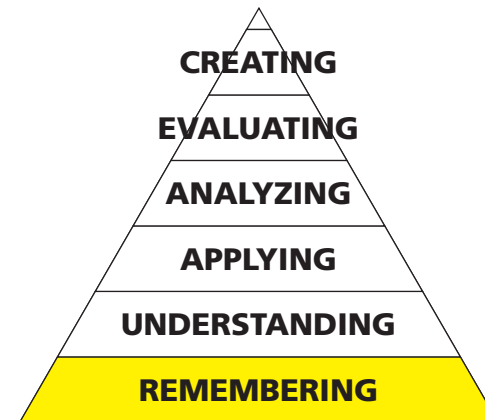
$$t_{wait} = \frac{T_{shop}}{N_{spaces}}$$



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How long do you have to wait before someone frees up a space?

$$t_{wait} = \frac{T_{shop}}{N_{spaces}}$$



pro

computers
can do this!

KNOWN

outcome

KNOWN

problem

procedure

KNOWN

answer

UNKNOWN

1 purposes

2 problems



1 purposes

2 problems



1 purposes

2 problems

problem

solution

outcome

UNKNOW

KNOWN

problem

problem solving

KN

OWN

REAL
problem solving

1 purposes

2 problems

problem

approach 1

approach 3

approach 2

outcome

grading incompatible with real problem solving

1 purposes

2 problems



1 purposes

2 problems



isolation

1 purposes

2 problems

④ We will use spherical coordinates:

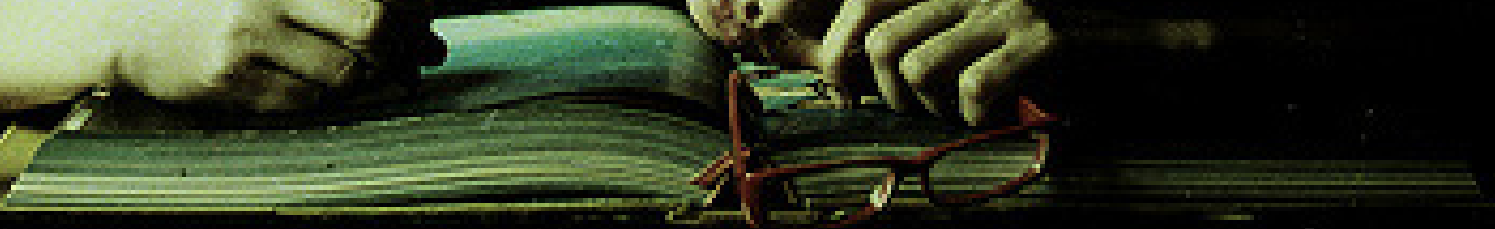
$$0 \leq \rho \leq 4, \quad 0 \leq \theta \leq 2\pi, \quad \frac{\pi}{2} \leq \phi \leq \pi$$

integral is thus:

$$= \left\{ \int_{\rho=0}^4 \rho^3 d\rho \right\} \left\{ \int_{\theta=0}^{2\pi} d\theta \right\} \left\{ \frac{1}{2} \int_{\phi=0}^{\pi} \sin(2\phi) d\phi \right\} = \boxed{0}$$

Final Exam

high-stakes examinations promote cramming



1 purposes

2 problems

A person with dark hair is sleeping at a desk. They are holding a pen over an open book. A white mug is on the desk to the left. A clock is visible in the bottom left corner. The background is a light, textured wall.

information stored in short-term memory

1 purposes

2 problems



no retention

information stored in short-term memory

no transfer

1 purposes

2 problems

assessment produces a conflict

1 purposes

2 problems

assessment produces a conflict

coach or judge?

1 purposes

2 problems

conflict resolved by:

objectivity (fairness, reliability)

1 purposes

2 problems

Law Model

mass makes me
fairly in humanity

Describe the Law of conservation of mass: Sometimes called the Law, states that mass of a closed system will remain constant, regardless of the process. Also, matter cannot be created nor destroyed.

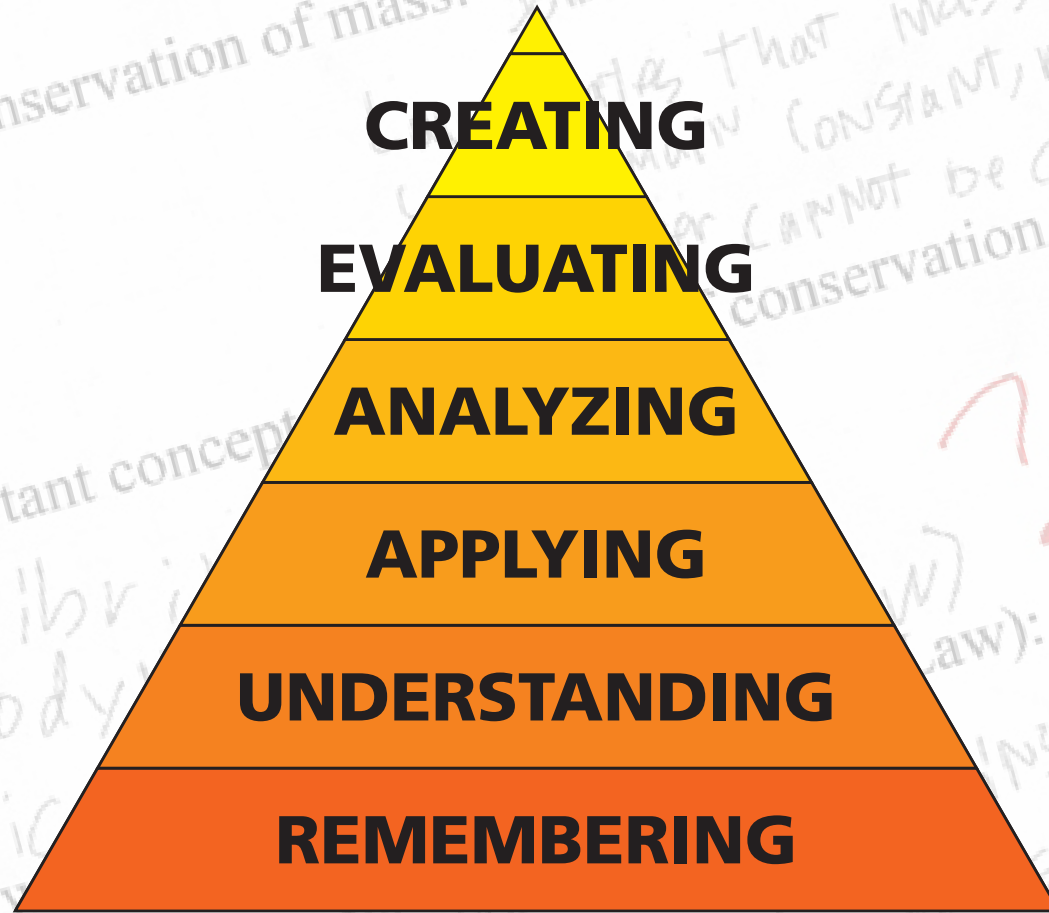
List the three important concepts that the Law of conservation of Energy leads to:
Equilibrium (boiling)
Thermodynamics (boiling)
Kinetics (how-chicka-wow-wow)

... but ...

Describe the Law of definite composition (Dalton's Law):
... always contains exactly the same parts by mass.

1 purposes

2 problems



1 purposes

2 problems

**only lowest order thinking skills
can be judged objectively**

1 purposes

2 problems

and then there is...

- grade inflation
- cheating

1 purposes

2 problems



1 purposes

2 problems

3 improvements



1

mimic real life

1 purposes

2 problems

3 improvements



open-book exam

1 purposes

2 problems

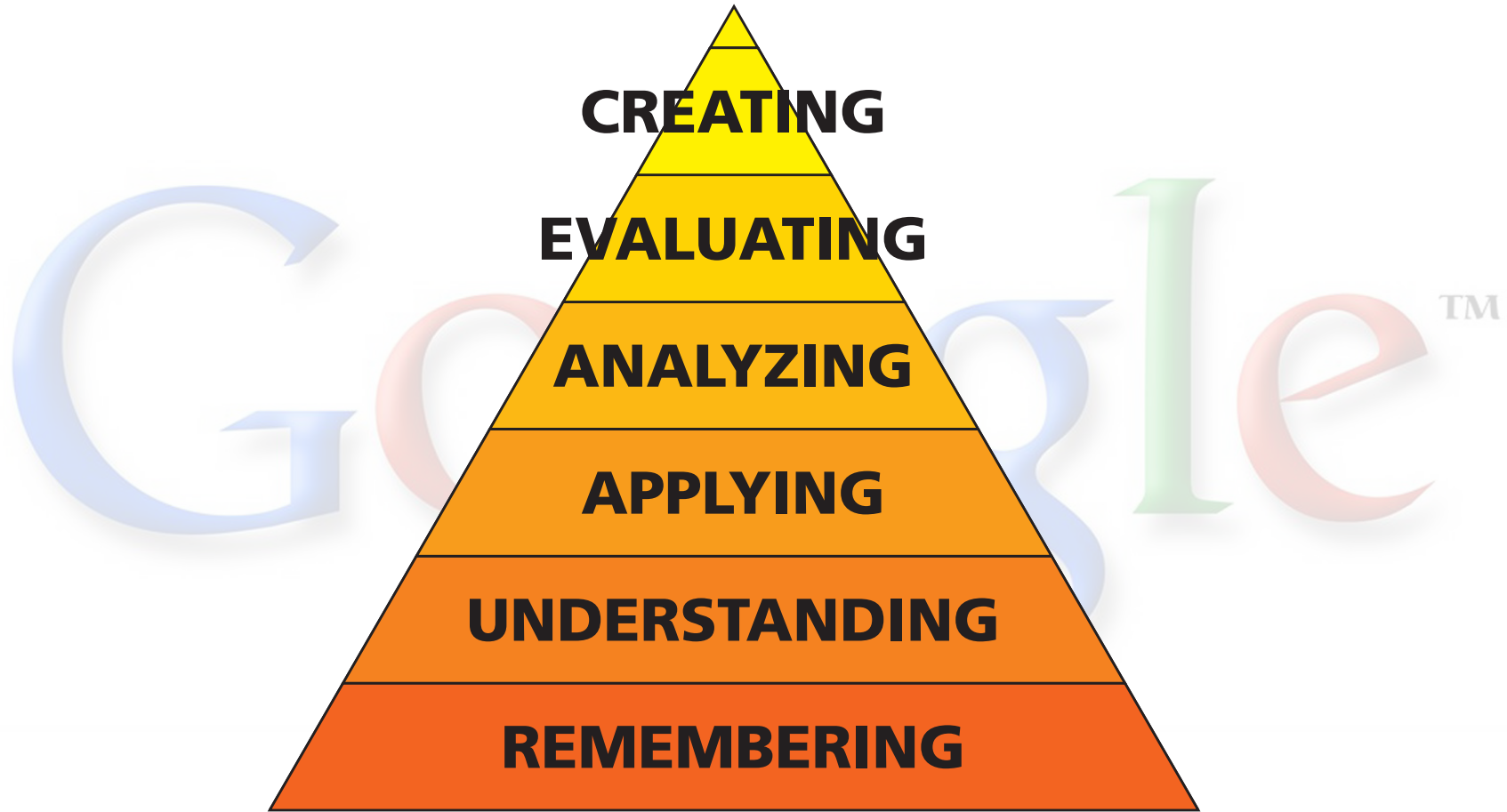
3 improvements

Google™

1 purposes

2 problems

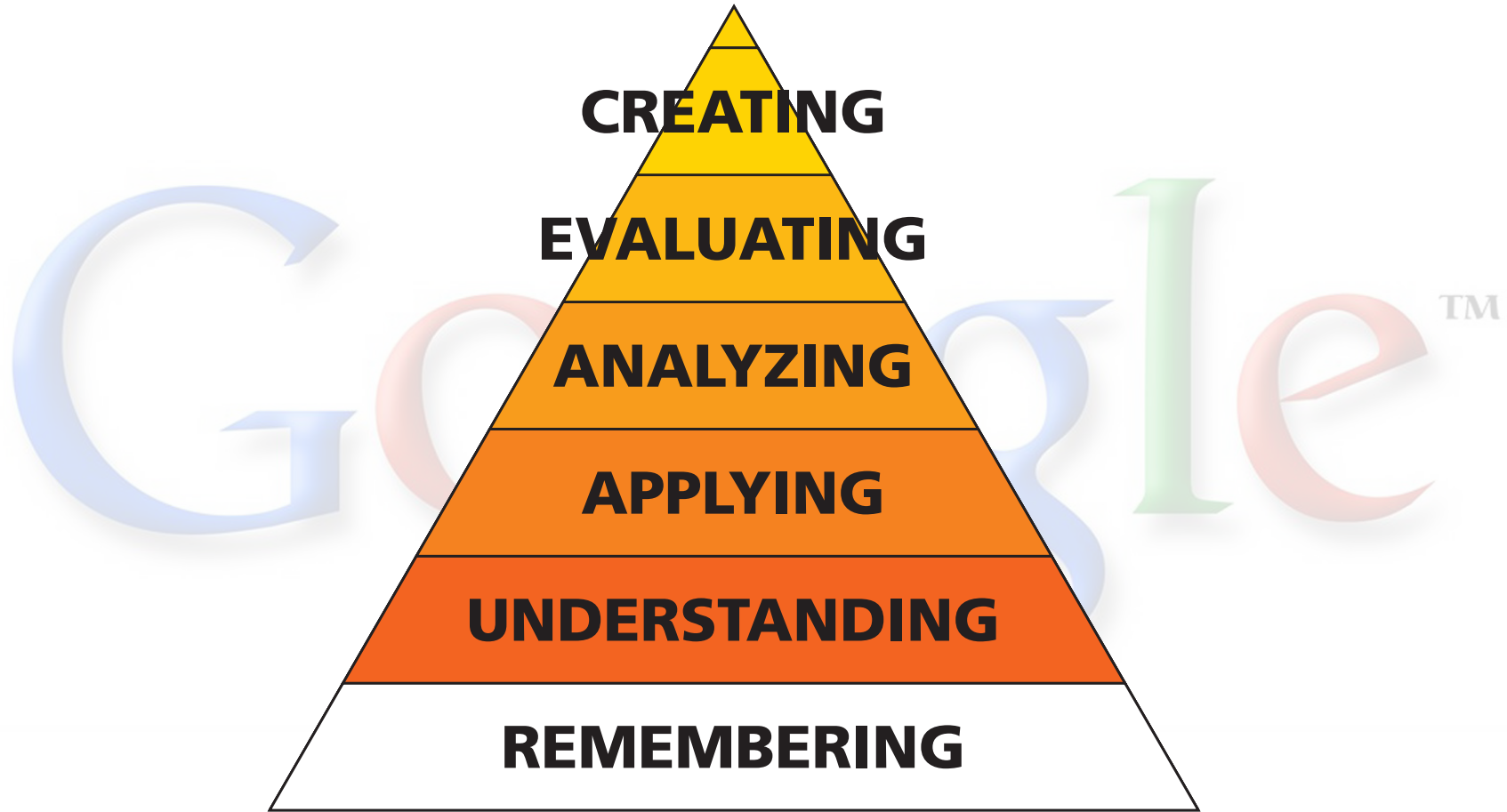
3 improvements



1 purposes

2 problems

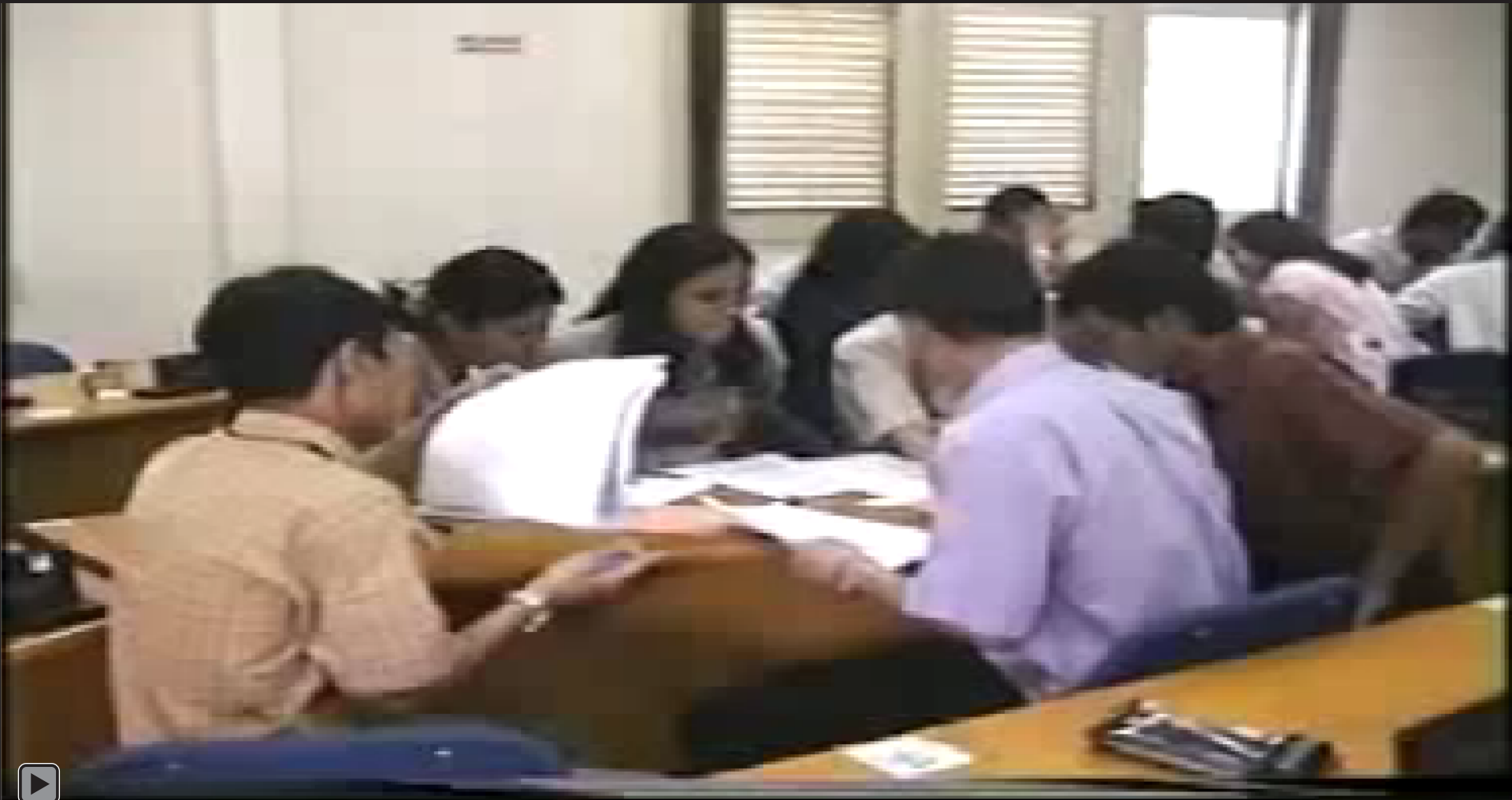
3 improvements



1 purposes

2 problems

3 improvements



1 purposes

2 problems

3 improvements

IMMEDIATE FEEDBACK ASSESSMENT TECHNIQUE (IF AT)

Name Team # 3

Test # 1

Subject _____

Total 23

SCRATCH OFF COVERING TO EXPOSE ANSWER

	A	B	C	D	Score
1.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<u>4</u>
2.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<u>2</u>
3.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<u>4</u>
4.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<u>1</u>
5.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<u>4</u>
6.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<u>4</u>
7.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<u>0</u>
8.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<u>4</u>
9.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
10.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____

1 purposes

2 problems

3 improvements



1 purposes

2 problems

3 improvements



2

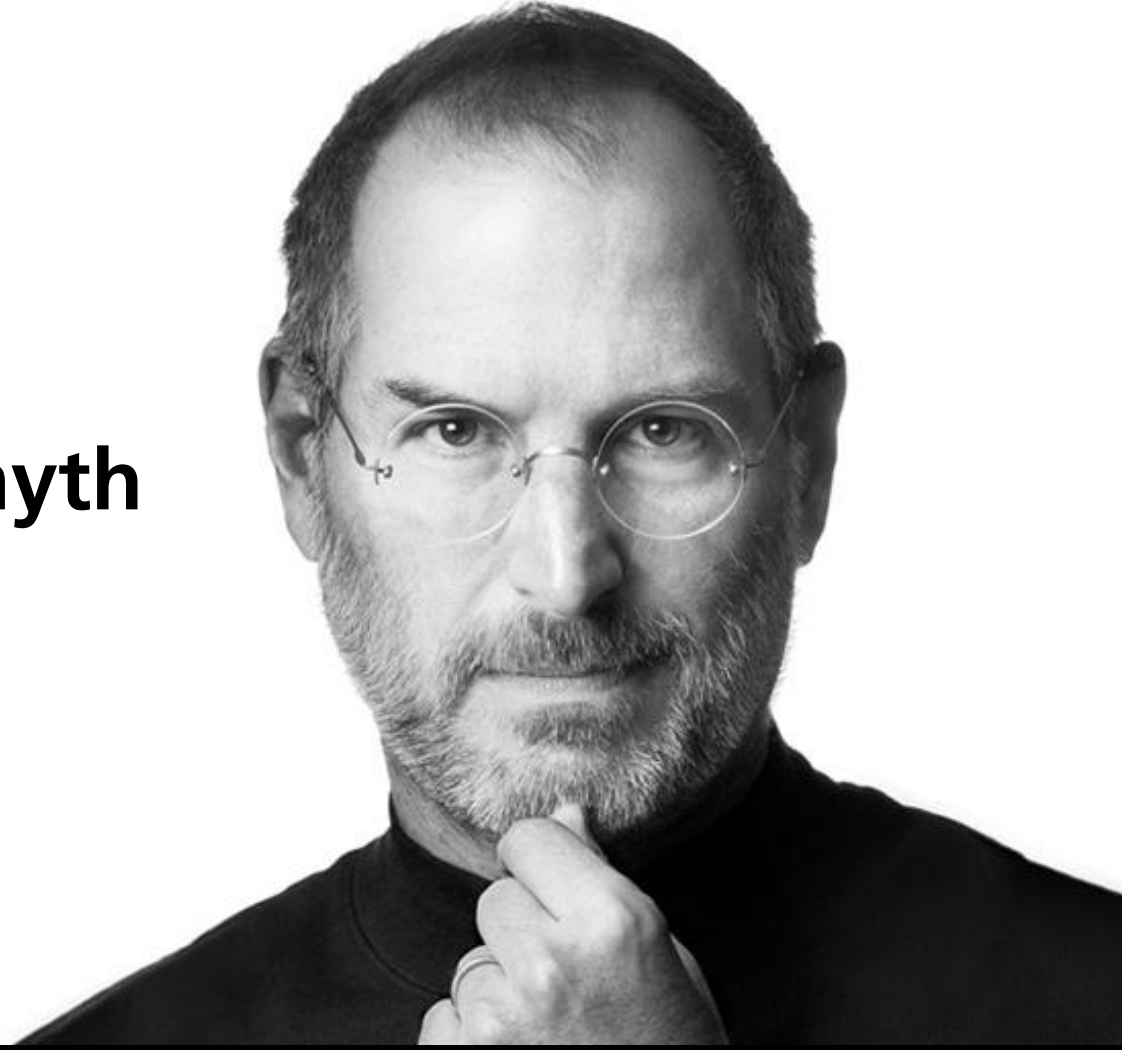
focus on feedback, not ranking

1 purposes

2 problems

3 improvements

objective ranking: a myth

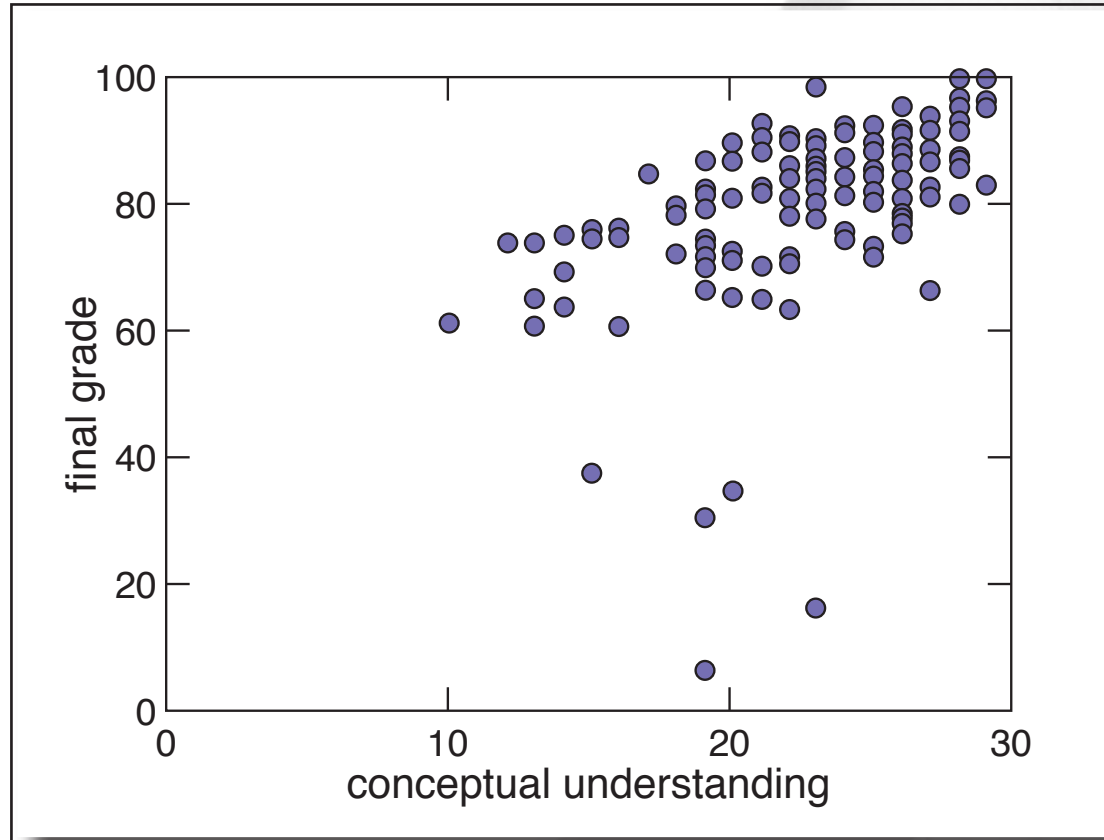


1 purposes

2 problems

3 improvements

2 metrics, 2 results

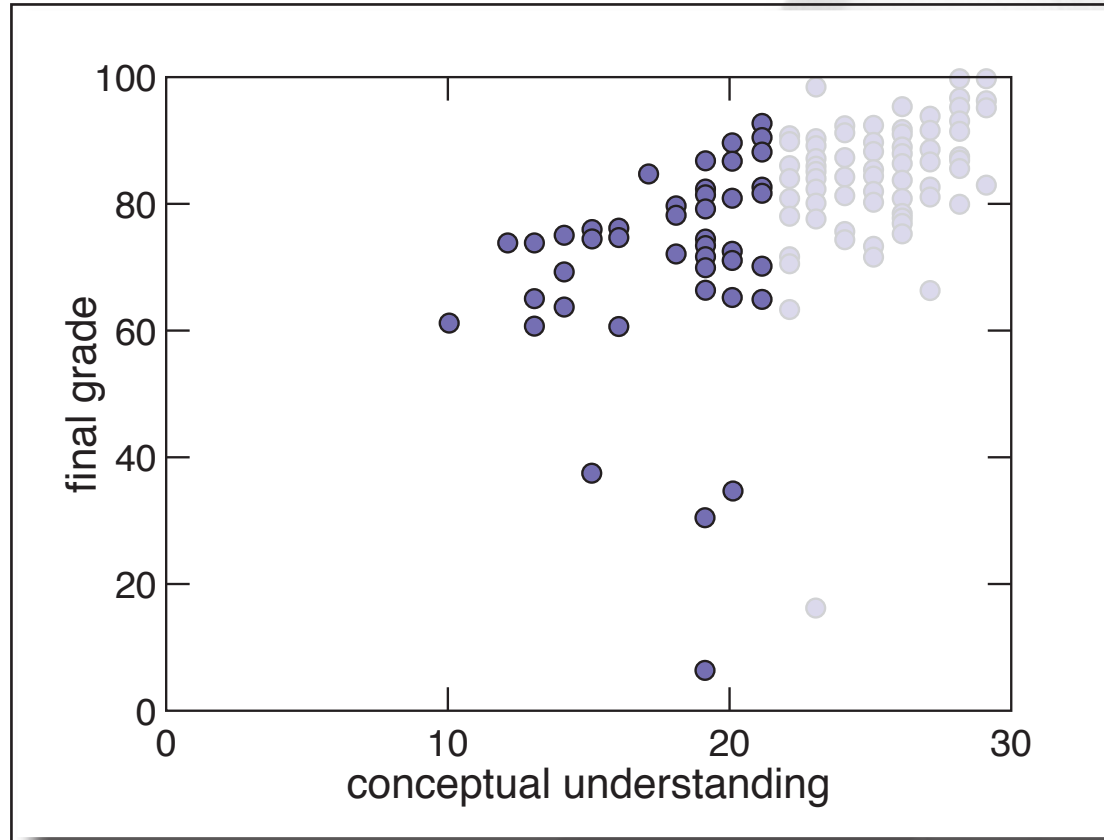


1 purposes

2 problems

3 improvements

Aristotelian thinkers

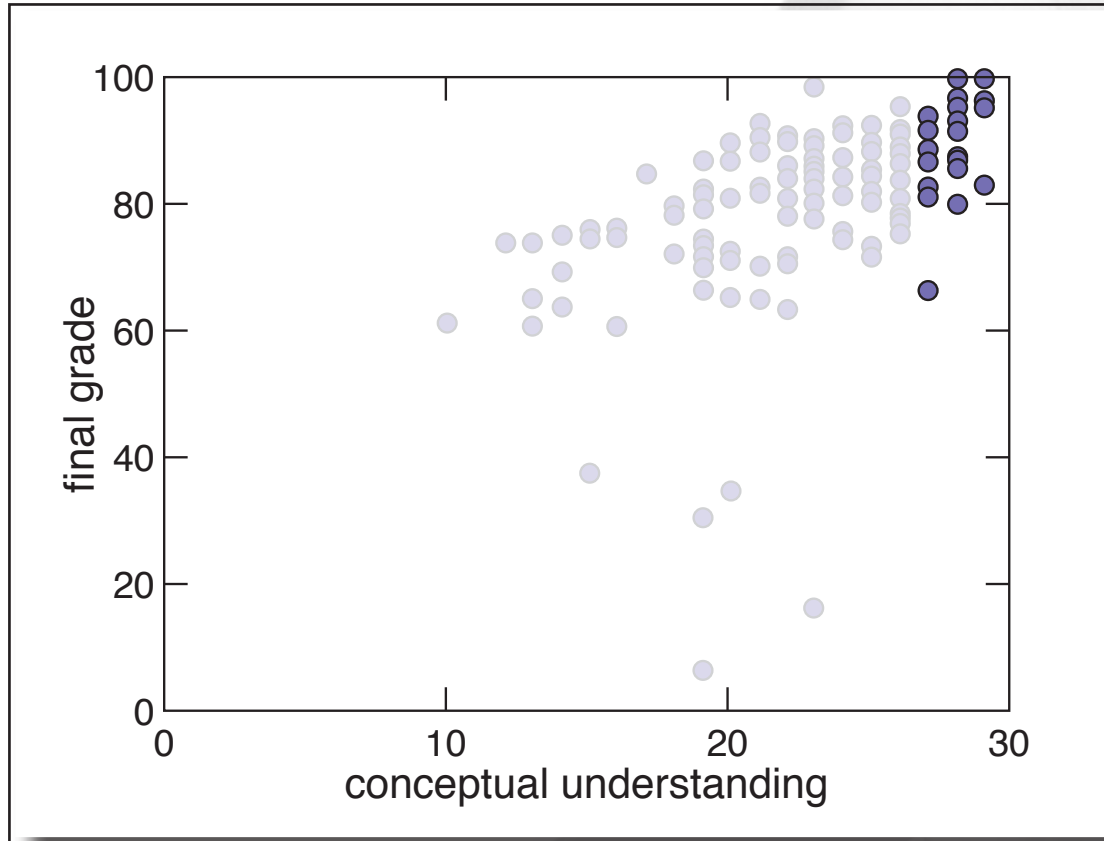


1 purposes

2 problems

3 improvements

top performers, broad grade distribution

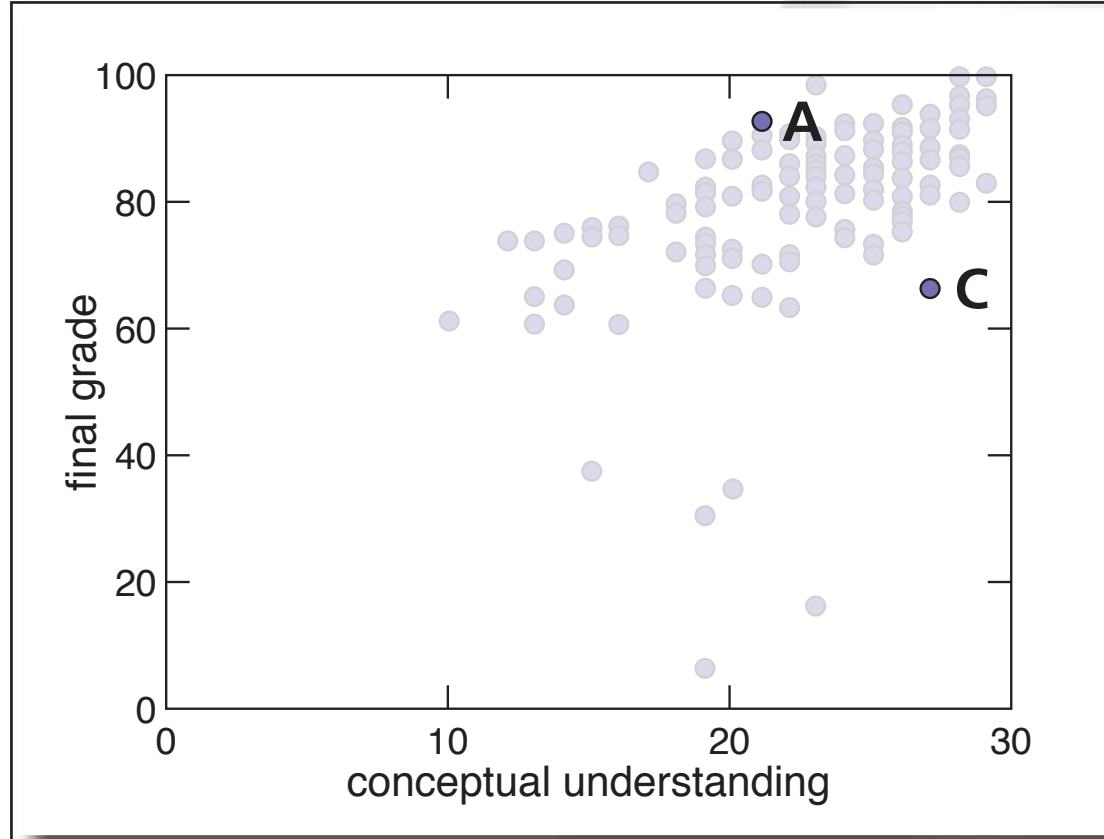


1 purposes

2 problems

3 improvements

objectivity or injustice?



1 purposes

2 problems

3 improvements



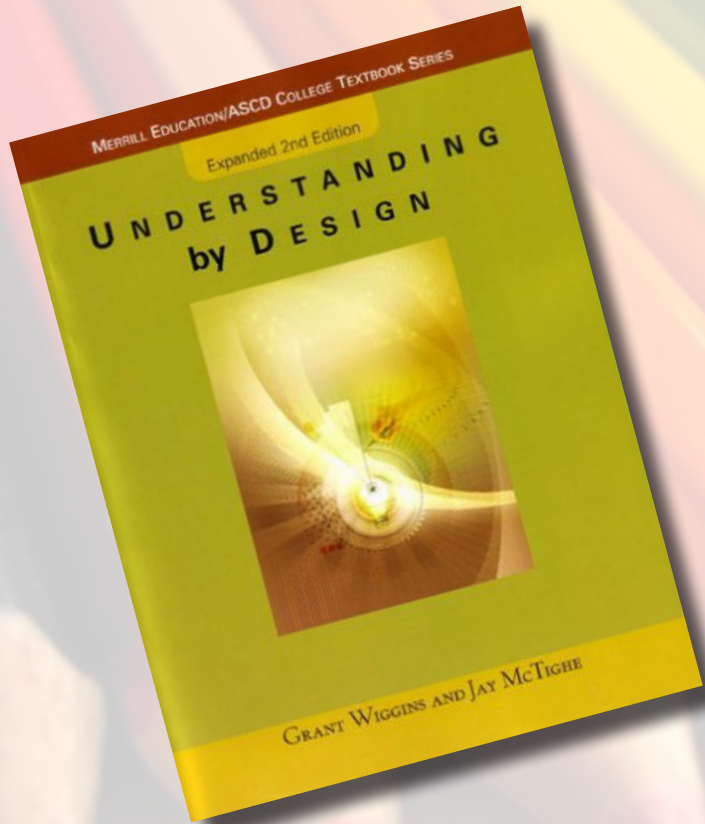
3

focus on skills, not content

1 purposes

2 problems

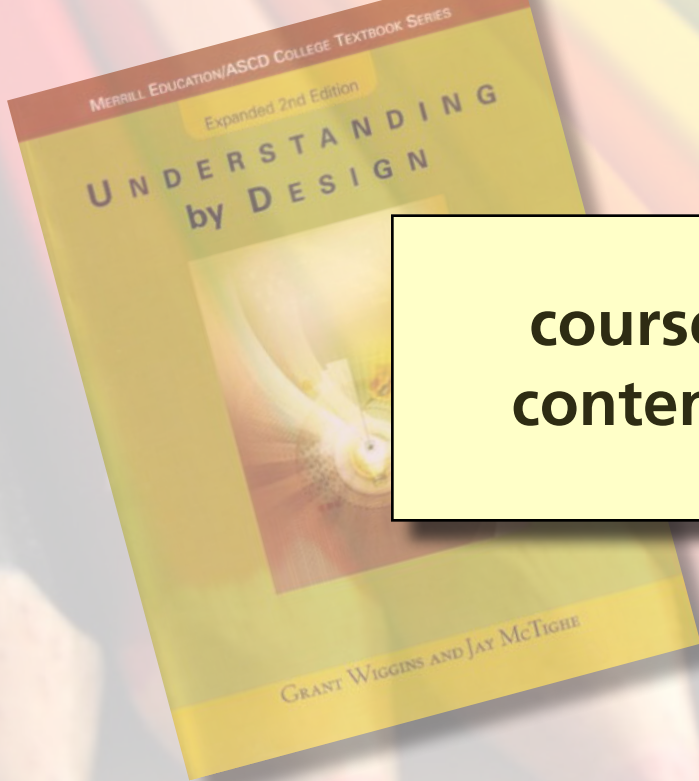
3 improvements



Grant Wiggins and Jay McTighe, *Understanding by Design* (Prentice Hall, 2001)

- 1 purposes
- 2 problems
- 3 improvements

Traditional approach to course planning



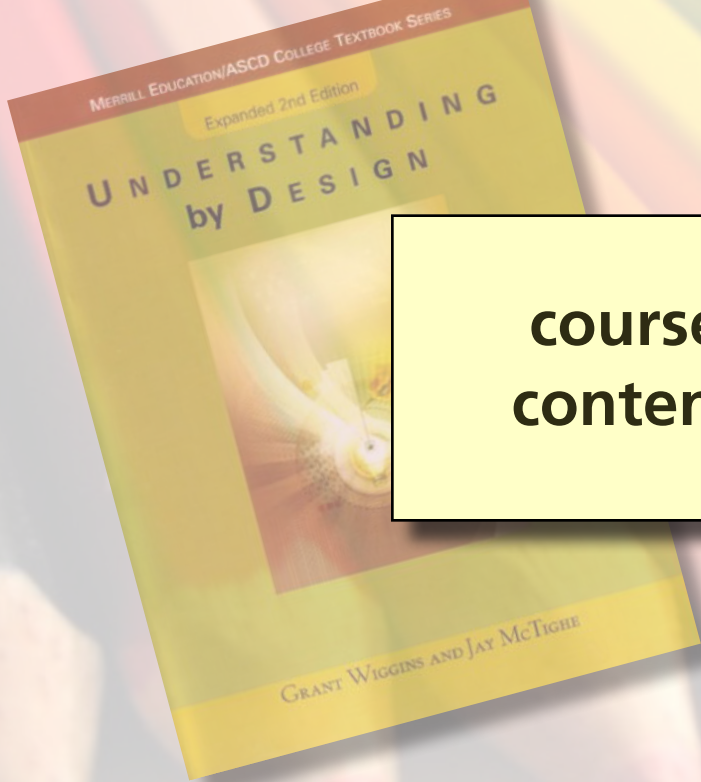
**course
content**

1 purposes

2 problems

3 improvements

Traditional approach to course planning



**course
content**



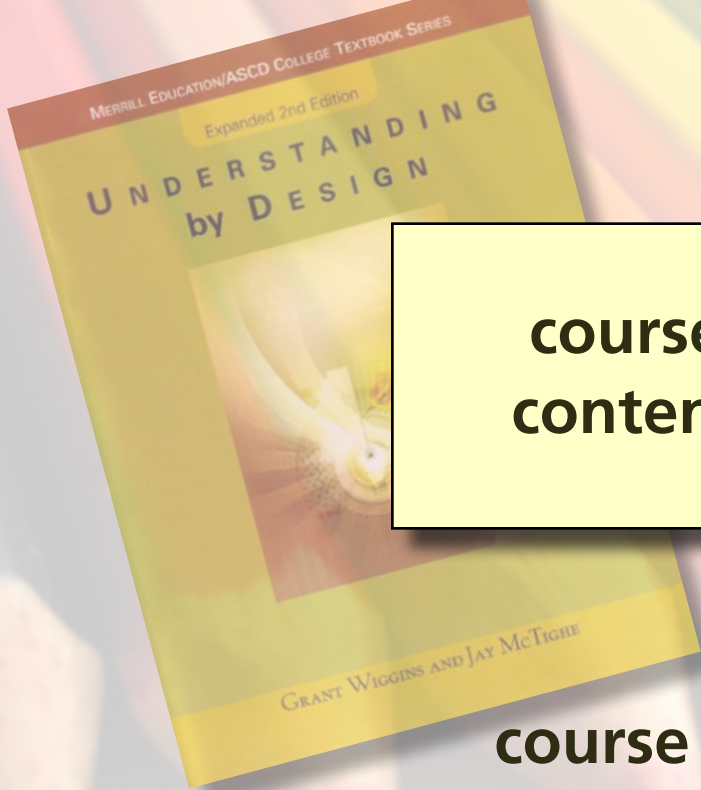
assessment

1 purposes

2 problems

3 improvements

Traditional approach to course planning



**course
content**



assessment

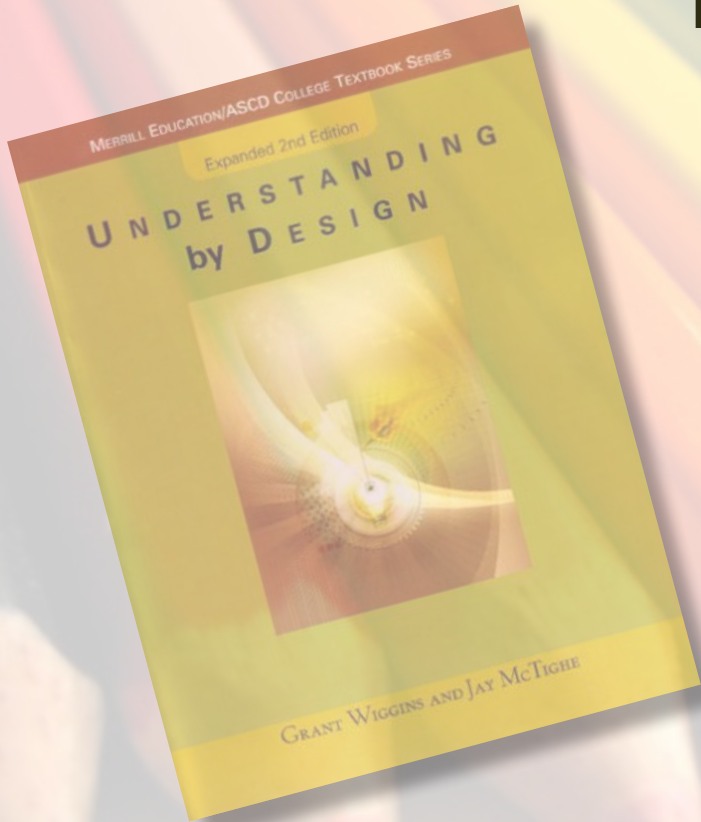
course determined by content

1 purposes

2 problems

3 improvements

Backward design



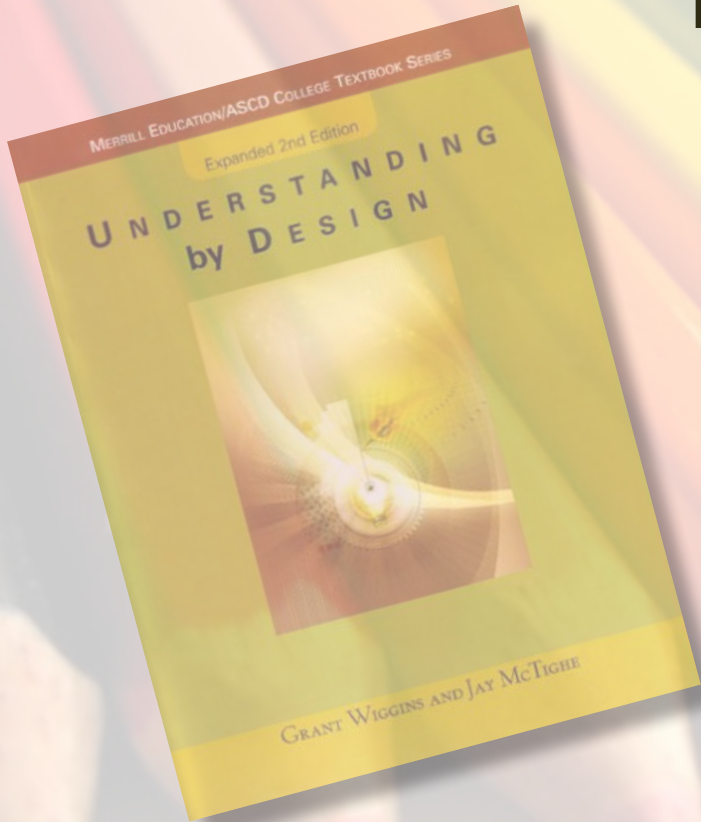
**desired
outcomes**

1 purposes

2 problems

3 improvements

Backward design



acceptable
evidence



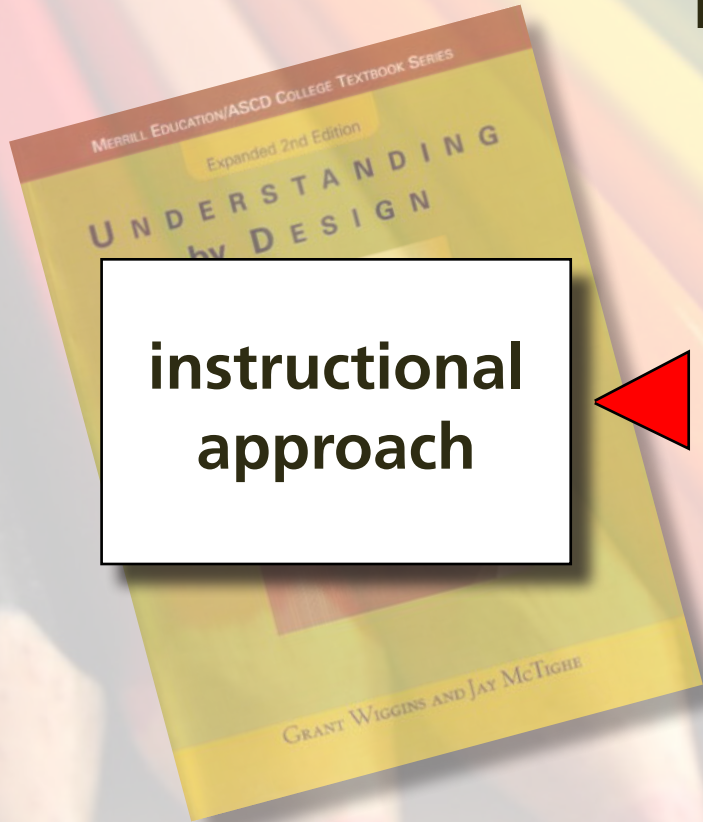
desired
outcomes

1 purposes

2 problems

3 improvements

Backward design



**instructional
approach**



**acceptable
evidence**



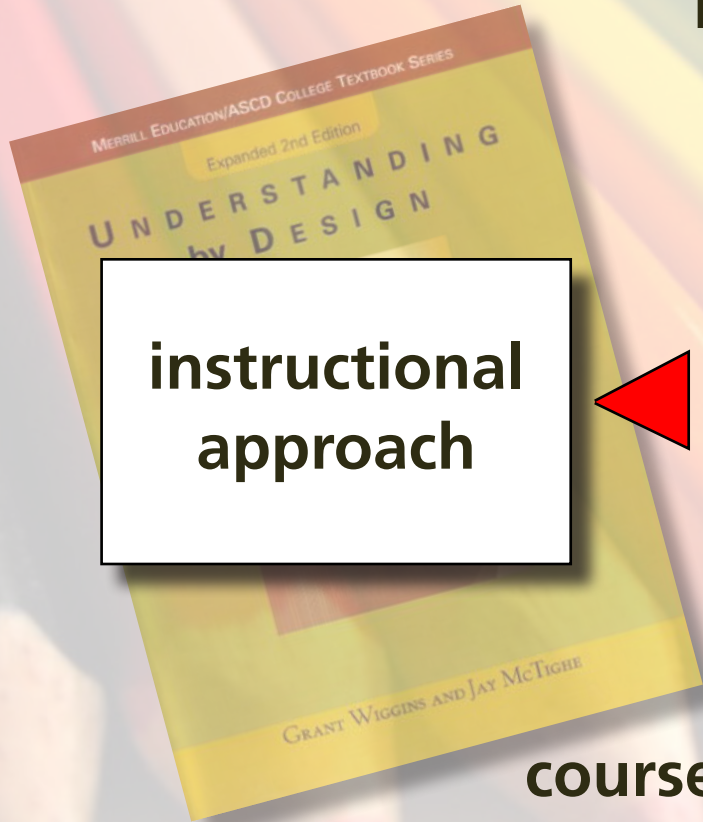
**desired
outcomes**

1 purposes

2 problems

3 improvements

Backward design



instructional approach



acceptable evidence

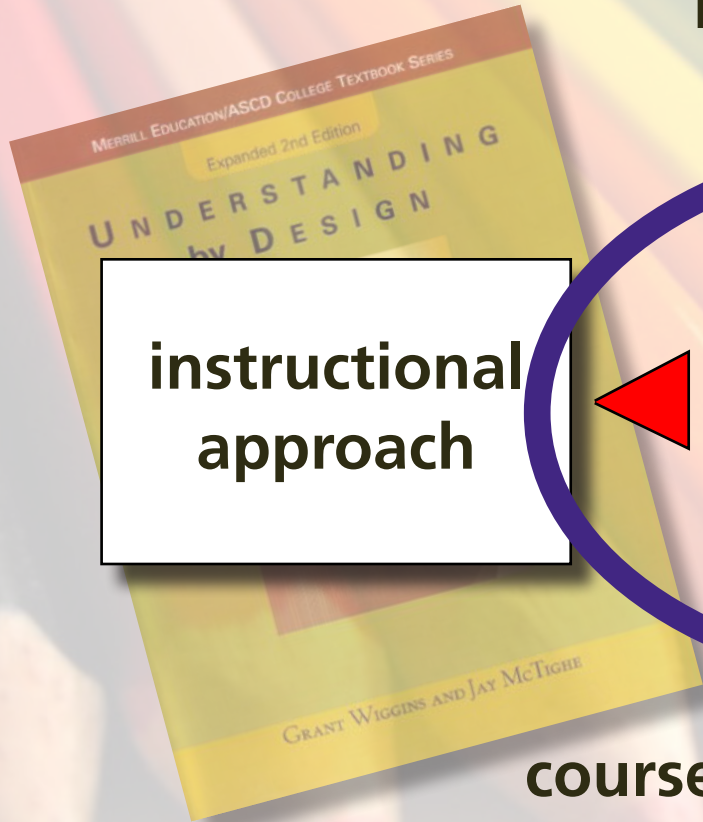


desired outcomes

course defined by outcomes

- 1 purposes**
- 2 problems**
- 3 improvements**

Backward design



instructional approach

acceptable evidence

desired outcomes



course defined by outcomes

1 purposes

2 problems

3 improvements



4

resolve coach/judge conflict

1 purposes

2 problems

3 improvements

use external evaluators

1 purposes

2 problems

3 improvements

peer- and self-assessment

1 purposes

2 problems

3 improvements

Calibrated Peer Review

cpr.molsci.ucla.edu

- 1 purposes
- 2 problems
- 3 improvements



A large, empty classroom with rows of desks and chairs. The text "rethink assessment" is overlaid in the center in a large, bold, black font with a blue outline. The classroom has a light blue floor with yellow and red lines, and a white wall with a door in the background.

**rethink
assessment**



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