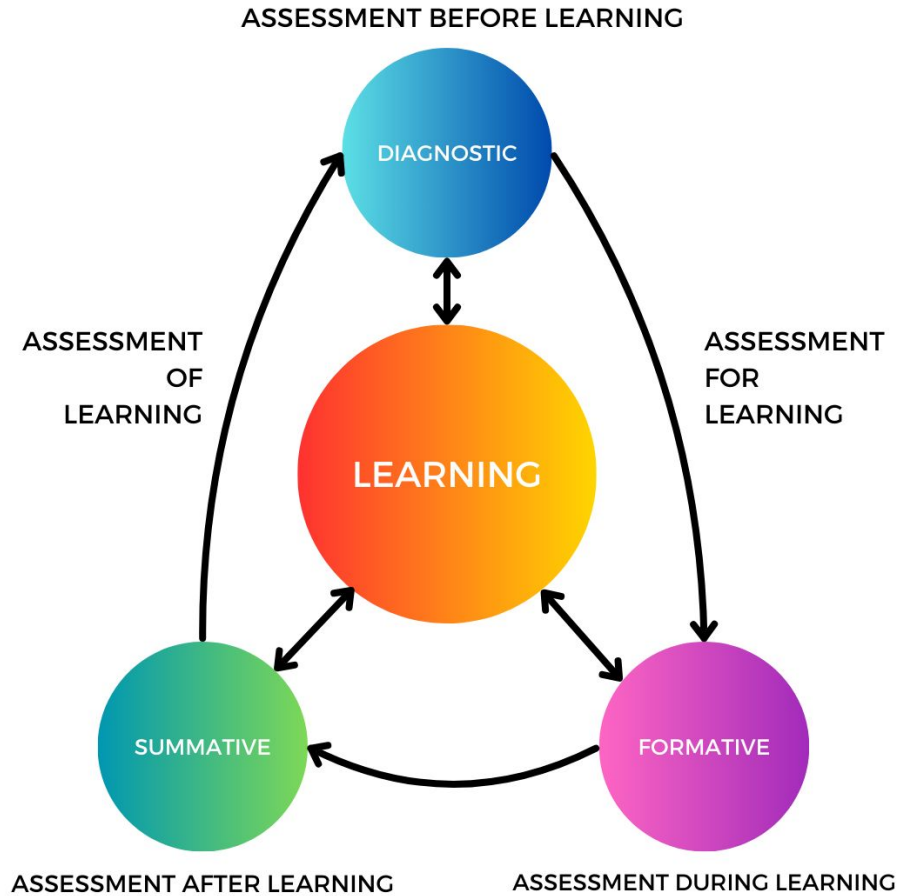




# Assessment tools



# Diagnostic assessment

---

- Used **before** a new unit or lesson to **understand prior-knowledge**
- Helps students to compare what they knew before a class and what they learned after to **measure progress**.
- Identifying concepts students are already familiar with **speeds up the lesson**
- Identifying concepts students are not familiar with provides hints on where it is needed to give them **background information**
- Allows to **differentiate instruction** based on students' strengths and weaknesses

# Formative assessment (or assessment *for* learning)

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- Used **during** and **throughout** the lesson/unit to **monitor student learning**
- Helps teachers recognize students' misconceptions and struggles to **address problems** immediately
- Helps students identify their strengths and **target areas** they need to work on
- Allows teachers to provide **ongoing feedback** on students' progress and achievements
- Used by instructors to **improve** their **teaching** and by students to improve their **learning** while it's happening.

# Summative assessment (or assessment of learning)

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- Used **after** an instructional unit or lesson to **evaluate student learning**, skill acquisition and academic achievement
- It compares learning against some **standard** or benchmark to determine whether and to what degree students have learned what they were supposed to learn
- Typically a major component of the **grading** process
- Information from summative assessments can be used **formatively** to guide students' efforts and teachers' instruction in subsequent units/lesson.

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# Entry & Exit Tickets

# Entry tickets

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A quick task that is assigned at the beginning of the class to get students thinking about the subject matter (useful both for introducing or reviewing instruction)

- Engage prior knowledge, assess mastery of previous concepts, get students' attention on a new topic
- Get students working immediately, increase instruction time and create a morning routine
- Useful to start a classwide discussion or to encourage individual reflection
- Collect the entrance tickets and review the responses together (to make decisions regarding the next instructional steps)
- Add a “**check-in**”: ask how they feel today, what they are interested in learning...

# Exit tickets

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**Questions that are posed to all students prior to class ending.** Students write their answer on a card or piece of paper and hand it in as they exit.

It can also be done digitally!

- Immediately assess students' understanding (who knows what and to what extent)
- Encourage students to reflect on what they have learnt
- Based on the answer, teachers can decide to cover some topics again, or group students in balanced teams to help each other revise, or to move on with new content

# Example of a paper exit ticket

<b>EXIT SLIP: 3, 2, 1</b>	Name: _____
<b>3</b> >>> Name <b>three</b> things you learned in art today:	
<b>2</b> >>> List <b>two</b> things you want to learn more about:	
<b>1</b> >>> Ask <b>one</b> question about today's lesson:	

---

**Ziplet:** entry and exit tickets,  
bellringers, social and emotional  
learning checks

# What is Zipler?

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- A formative assessment tool allowing to send questions to students instantly or schedule them in advance
- Gather, review and respond to student feedback quickly and easily

# Features

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- Works on all devices
- Extremely fast to run a quick question
- Customizable templates ready to be used
- Easily connect with Google classroom
- Possibility to collect only 20 answers
- No possibility to include pictures with the free account

# Classes and activities

---

You need few steps to get started in Zipler:

- Create or import a class
- Ask your own questions or use a template
- Student join the class with the Pin and answer the question
- Review the responses summary provided by Zipler

# How to use it in education

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- To monitor and support students' learning
- To assess students' understanding at the end of a class
- To provide interactive topic introductions
- To engage students throughout your lessons
- To let teachers reflect on students' opinion and learning progress

# Activity

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- Create an account on ziplet
- Create a Classroom
- Explore all the questions available
- Create and save some “favorite” questions
- Add 5 questions for your students
- Try it with your colleagues

---

# Socrative

A student response system that lets teachers create quizzes, polls, and activities for real-time feedback and engagement.



# What is it?

---

Socrative is a platform that allows you to ask swift and efficient questions, and measuring student understanding in real time.

It allows to quickly assess students with **prepared activities** or **on-the-fly questions** to get immediate insight into student understanding.



# Socrative

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- Accessible on any device (tablet, smartphone, or browser) via its web platform or student app. Students log in to participate. It's especially useful for large groups to monitor learning quickly and in a fun way, with **AI-assisted quiz creation**.
- **Free version:** only 5 quizzes available at a time. You can delete old ones to create new, and deleted quizzes can be restored if you upgrade to **Socrative Pro**.



# Launching activities

---

Socrative allows you to engage your students in several learning activities and competitions such as:

1. **Quizzes** to assess learning (that you can share with colleagues)
2. **Space race** (for fun assessment)
3. **Exit tickets** to wrap-up a lesson
4. **Quick question** for instant student feedback





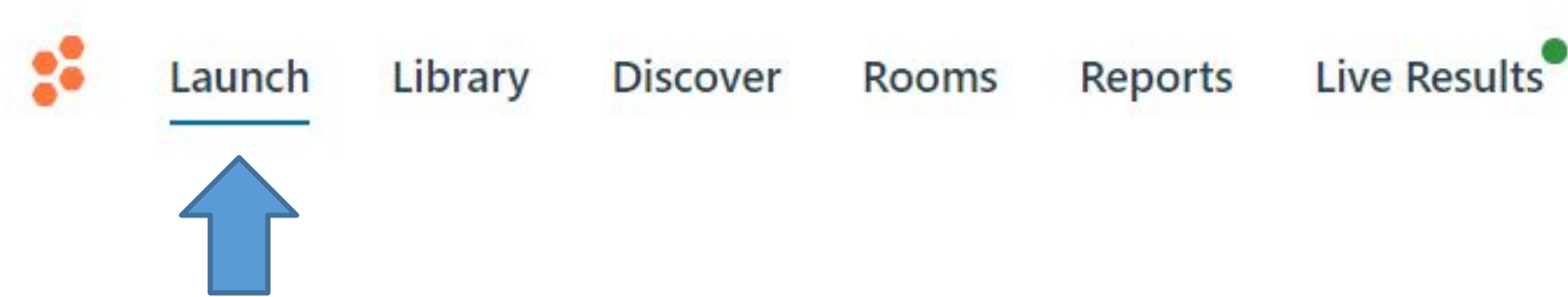
# Space Race

Fun Assessment

Countdown Timer

Encourage friendly competition among students with an intergalactic quiz bowl. Turn any gradable assessment into a crowd-pleasing activity as individuals or groups race across the screen with correct answers. Celebrations guaranteed.





**LAUNCH: to use when you want to start a quiz.**

In this tab, you have to choose the type of assignment that you want to start (quiz, space race, exit ticket)



# Exit Ticket with Socrative



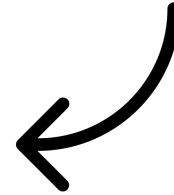
Quiz



Space Race



Exit Ticket



## QUICK QUESTION



Multiple Choice



True / False



Short Answer



# Exit Ticket with Socrative

1 of 3

How well did you understand today's material?

- A Totally got it
- B Pretty well
- C Not very well
- D Not at all

SUBMIT ANSWER

2 of 3

What did you learn in today's class?

Enter Answer Here

SUBMIT ANSWER

3 of 3

Please answer the teacher's question.

Enter Answer Here

SUBMIT ANSWER



# Exit Ticket with Socrative

- To give access information to your students, click on the top right on:



 Invite Students

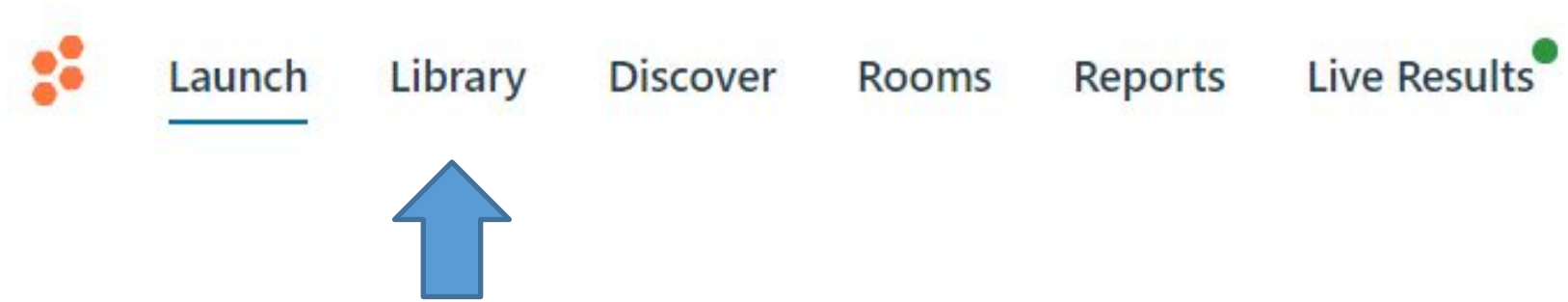
- When every student has finished, click on:



 Finish Activity

- You will be able to see the results for 30 days.



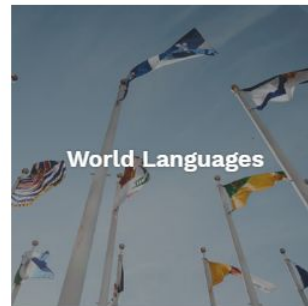
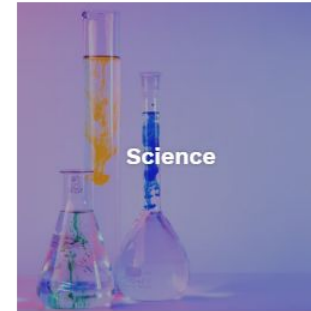
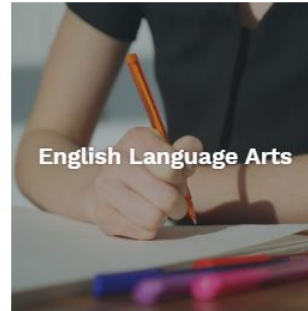
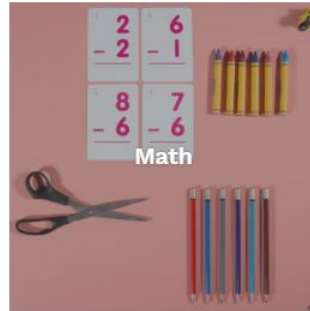


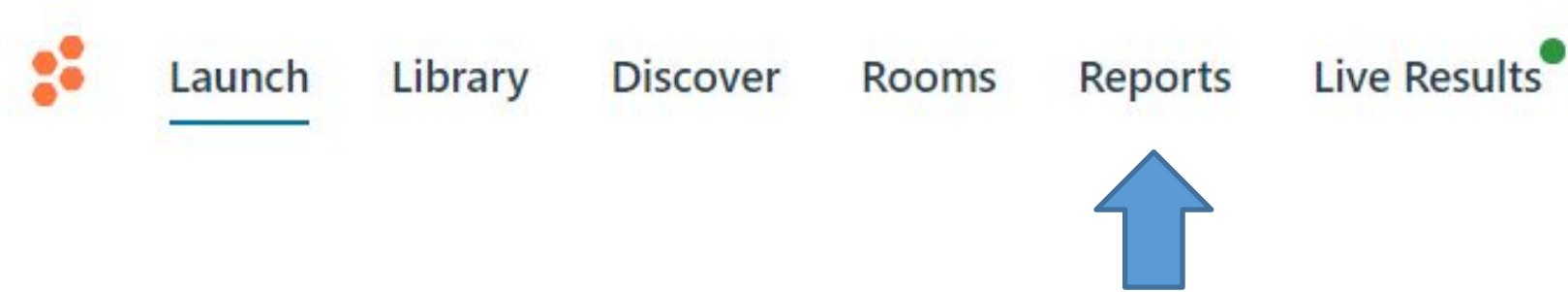
**LIBRARY: to use when you want to create a quiz.**

In this tab, you have the possibility to create your quizzes and share them with other teachers.



## Collections





**REPORTS: to see the results of the test when it is finished**

In this tab, you can read, browse and download the results of all the previous tests that have been done

*Note: you need to upgrade your plan to access reports older than 30 days.*



# Empathy Bingo

lunedì 22 agosto 2022 12:24

✉ Share

📄 Export

Show Names
  Show Responses
  Show Results

NAME ▲	SCORE % ⚡	1	2	3	4	5	6	7	8	9
.....	✓ 100%									
.....	✓ 89%									
.....	✓ 44%									
.....	✓ 67%									
.....	✓ 89%									
.....	✓ 78%									





**LIVE RESULTS: to see the results of the test in real time**

In this tab, you can monitor the progress of your students while they make the test. It will be clickable only when you have an “active” quiz. From here you can stop the quiz.



# How to use it in education

---

- To **assess** students' knowledge
- To **recap** a concept
- To **monitor student learning** to provide ongoing feedback (formative assessment)
- To help students identify their strengths and weaknesses and target areas that need work
- To wrap-up the lesson



# Try it yourself!

---

- Go to Socrative.com
- Create your **Teacher Account**
- Create quizzes with at least 8 questions (include different questions: multiple choice, true/false and short answer)

## OPTIONS FOR SHARING:

- 1) **Share your room name on Padlet if you want us to try the quiz:** run the quizzes with the other participants as students (your colleague must do student login > enter your Room Name)
- 2) **Share the link if you want just to show your work**



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# Baamboozle

A tool to gamify your classroom by creating educational games and quizzes.



# Basics

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- Make educational game and review game
- Online or in the classroom
- No student accounts needed to play
- Suitable for all ages
- Play in teams
- Enable/disable power-ups



# Baamboozle

---

**Devices:** PC, projector

**Main usage:** Create educational games

**AI Integration:** NO

**Pros:** Online or in the classroom; no student accounts or device needed to play; suitable for all ages; Easy set-up; customizable number of teams and power up; different themes for the boxes enhancing vocabulary and speaking

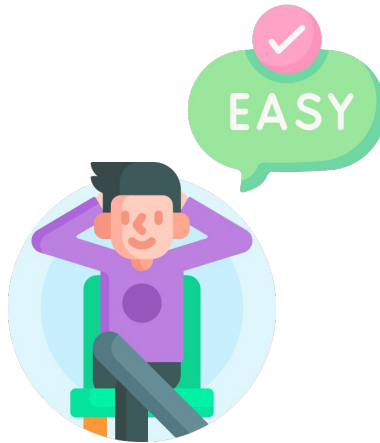
**Cons:** No possibility to add proper multiple coiches



# Zero preparation needed

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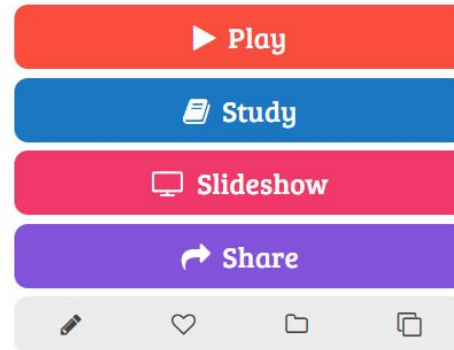
You just open Baamboozle in your class and jump straight into a game!  
It's perfect as a warmer, concept checker, review lesson.



# Online or classroom play

---

- Play from a single device on a projector, smart board or in an online lesson
- No student accounts are needed
- Easy set-up
- Other options: study or slideshow







Team 1		Team 2		Team 3	
1	2	3	4	5	
6	7	8	9	10	
11	12	13	14	15	

B


**Teams**

1 2 3 4 5 6 7 8

Options Power-Ups Themes

-  **Space**  
Vocabulary
-  **Sports**  
Vocabulary
-  **Clothing**  
Vocabulary
-  **Jobs**  
Vocabulary








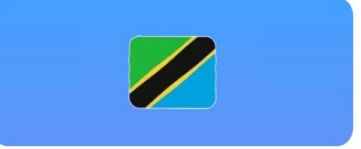








B

Team 1		Team 2	
			
			
			
			

B

Team 1		Team 2	
			
			
			
			

B

Team 1		Team 2	
			
			
			
			

B

**COLLECTIONS**

The best of Baamboozle



**The Past Tenses**

Games of the simple past, past continuous, past perfect, and past perfect continuous



**Jobs & Professions**

Learning about and reviewing different occupations and professions



**Articulation Targets: K G T D**

A variety of activities targeting the following sounds: /k/, /g/, /t/, /d/



**Seasons: Winter**

A series of games for the chilly winter solstice



**Mindful Classroom**

Weekly check-ins, mindful moments, confidence boosters and coping skills for students



**Countable & Uncountable Nouns**

Many fun ways to review different types of nouns



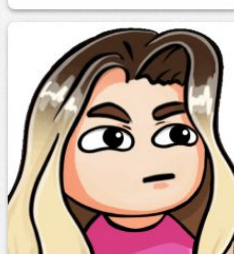
**Guess the Word**

Mystery words hidden behind clues, hints and images



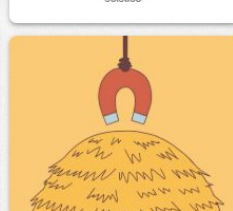
**The Continuous (Progressive) Tenses**

All of the present continuous (present progressive), past continuous (past progressive), and future continuous (future progressive) together in one collection



**I Spy**

I spy some articulation, clues and riddles as well as some excited students



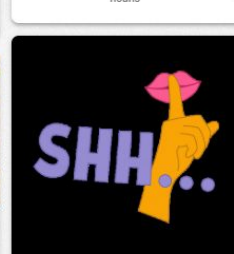
**Idioms**

Common English phrases and expressions



**Name 3 Things**

A Baamboozle favorite, a series of name "something" games



**Digraphs**

Articulation games to review the digraph sounds



## Now you try it!



Group 1: Ramona, Katrin  
Group 2: Patricia, Rute, Manuel

- Group 1 will create a game for Group 2, and Group 2 will create a game for Group 1.
- Each game should include **6 questions with images (15 points)**.
- Once finished, **share the game links on Padlet**.

*Have fun! ;)*

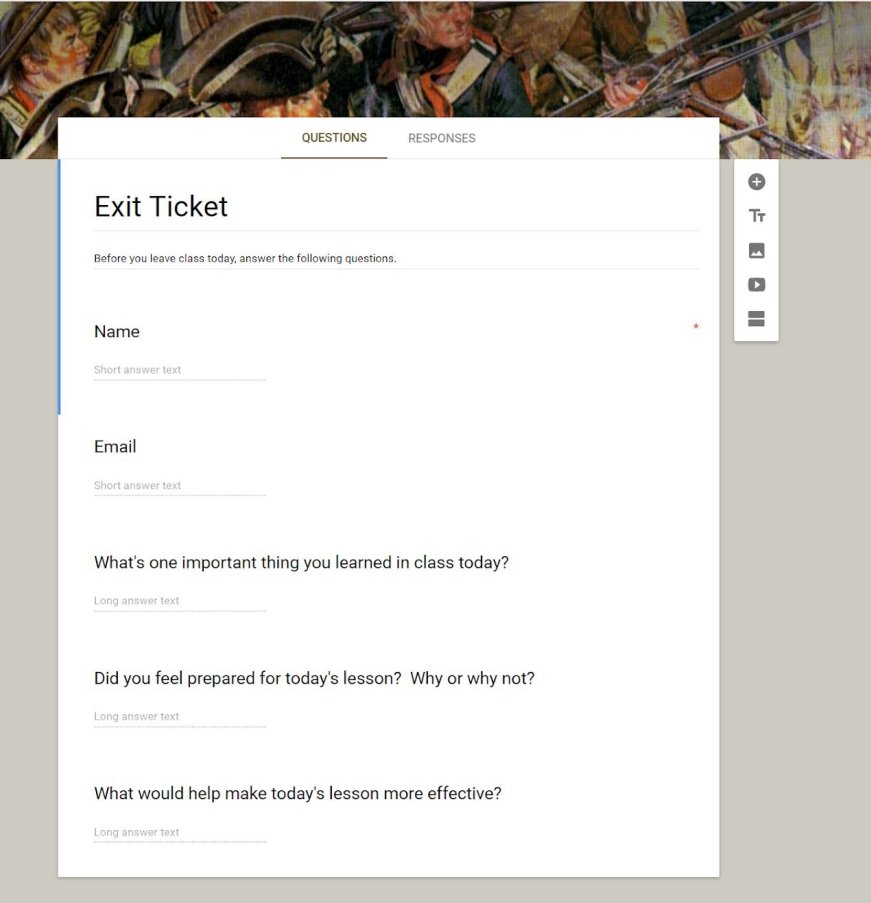


# Other tools

# Exit Ticket with Google Forms

Create a Google Form with the questions you wish to ask to your students and share the link with them.

Select “Required” if you want to make sure the form cannot be submitted unless students answer the question.



The screenshot shows a Google Form titled "Exit Ticket" with a "QUESTIONS" tab selected. The form contains the following elements:

- A header "Exit Ticket" with a red asterisk indicating it is a required field.
- A short answer text field with the prompt: "Before you leave class today, answer the following questions."
- A short answer text field labeled "Name".
- A short answer text field labeled "Email".
- A long answer text field with the prompt: "What's one important thing you learned in class today?".
- A long answer text field with the prompt: "Did you feel prepared for today's lesson? Why or why not?".
- A long answer text field with the prompt: "What would help make today's lesson more effective?".

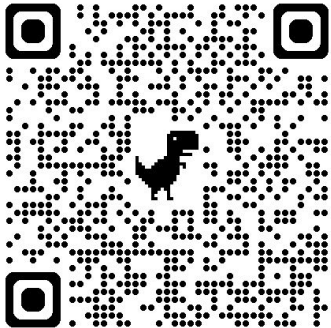
On the right side of the form, there is a vertical toolbar with icons for adding (+), deleting (Tr), inserting images, inserting videos, and a menu icon.


# Exit Ticket with Mentimeter

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Create a brief presentation with the interactive slides you prefer and ask a few questions for your students to create an exit ticket.

Scan the QR code to see an example:



*You would like to copy this exit ticket to your  
Mentimeter library, simply click on  on the top left.  
You will be able to assign it or edit it.*

