

Assessment for Learning - NetSupport School

NetSupport School provides a range of tools supporting assessment for learning.

Simply put, AFL is a way to track learning and can range from informal classroom discussions, peer assessment to an end of year external examination. The more regular the feedback, the better the learning outcomes and further helps learners to proceed with knowledge as to how to improve.

Assessment tools

Student testing

Design tests and examinations with the minimum of effort, including text, picture, audio and video questions and monitor in real-time progress and results achieved.

Assessments

Available Tests

- Example Test**
18 Questions Duration 10 mins.
- Advanced**
Select who performs a test and change test details
- Test Designer**
Use the Test Designer to create and modify interactive student tests
- Question and Answer**
Ask questions of the class to gauge student understanding
- Survey**
Send a survey to the class and show results to the students

- Create a library of resources and questions that can be shared.
- Create any number of tests using questions from your library.
- Now utilise up to 8 different question styles.
- Create questions with between 2 and 4 possible answers.
- Set examination grading levels (eg over 75% = A grade).
- Track student progress and see question success or failure in real time.
- Auto-mark the test so results are available as soon as it is completed.
- Display individual results back to each student.
- Deliver results (including highlighting the correct answers) to the class.
- Install the Test Designer on a standalone system.

Survey mode

Allows for simple questions to be asked to all or selected students and a selection of answers in multiple choice format to be presented to the student so they can 'vote' on the correct answer or statement. It allows teachers to instantaneously capture student understanding on a topic.



Question and Answer (Q&A) Module

Based on well-respected education standards, the Question and Answer Module is built around the concept of Pose, Pause, Pounce and Bounce - a strategy for structuring questions in the classroom, ensuring thinking time, selecting students to answer and collaborative sharing of ideas and response.

Pose - The teacher can simply ask a question verbally and choose a question type (random selection, first student to answer, first team member to answer or auto-mark entered answers). Once a question type is set, a teacher can then decide whether points will be awarded for correct answers, whether they wish to select multiple students to automatically bounce the question, and much more.

Pause - The teacher can specify thinking time before the students are able to respond, as well as specify a time window when answers can be given. Based on a game show-style theme, students see a countdown clock when answering questions.

Pounce - In **random selection mode**, the selector randomly moves between all student screens for a few seconds, before randomly selecting a student. This feature removes the tendency of some students to stay quietly below the radar of the lesson.

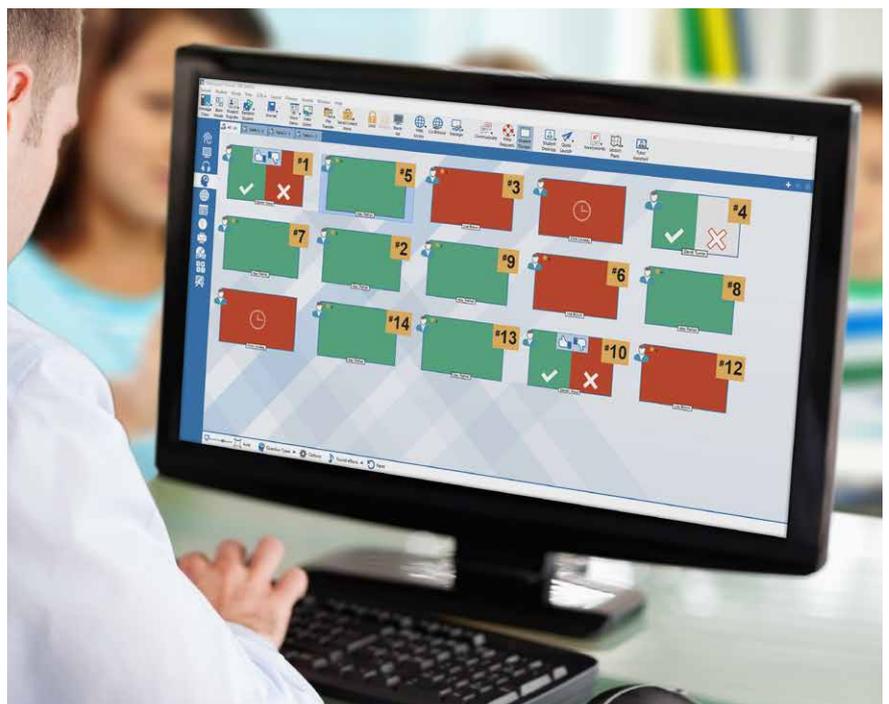
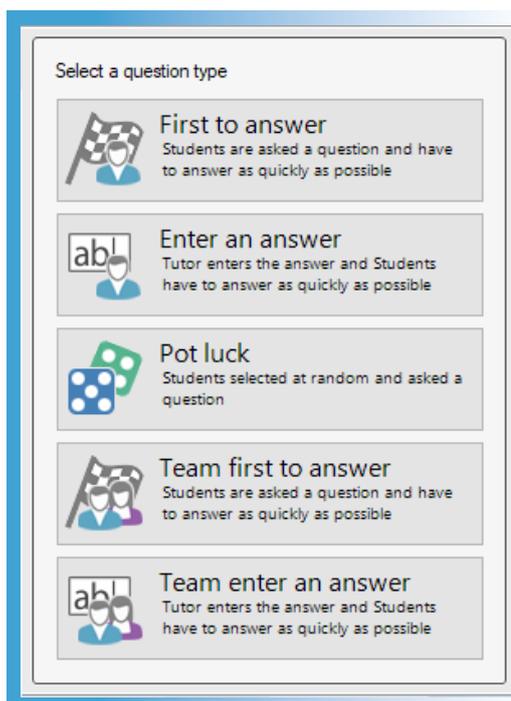
The second question type uses **response speed** to select the students, allowing the top 'X' fastest respondents to be selected. This introduces a level of competition and is most notably a positive impact with boys' engagement in the exercise. When selecting say, the top 5 fastest responses, it allows the teacher to develop the question between each selected student and develop the questioning.

Finally **'team mode'** is offered where students can be automatically grouped, randomly grouped, or grouped in pre-set teams such as their school house. In this mode, points are awarded to the teams and students can see a running total.

Bounce - Once a question has been answered by a student, the teacher can bounce the question to a second student and develop the question or ask them to assess the response of the first student. The question can be bounced any number of times. The beauty of this approach, linking verbal questions with an electronic module, is that the teacher can refine their questions depending on the each recipient and their academic ability

Peer Assessment

Regular self - and peer assessment is also considered to be good practice so that students can evaluate their own learning. Teachers can undertake a full Peer Assessment from the whole class at any time. Students give feedback in response to an answer given by one of their classmates. They indicate if the answer given was correct or incorrect and the teacher's screen displays the results.

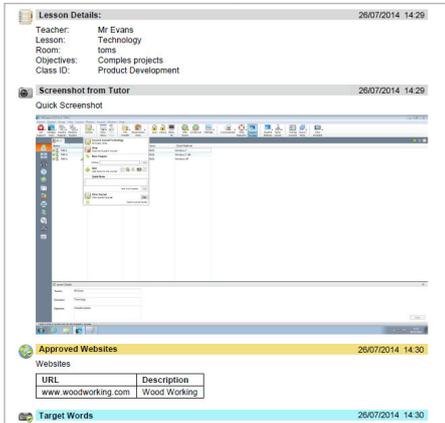




The 'Digital Student Journal'

The unique Digital Journal ensures all relevant information from a lesson is recorded for future review, from lesson content and teacher/student notes, to assessment results. Used as both a revision aid for students and a record of content covered for teachers, it helps ensure all information is stored in one place.

All key actions and events during the lesson can be added to a journal file, these can include:



- Details of the lesson objectives.
- A class attendance register.
- Specific notes, resources and screenshots taken or used during the lesson.
- Survey and test details and results.
- Question and Answer module scores.
- Lists of approved websites for research.
- "On the fly" screenshots during a demonstration (teacher or student).
- Details of any homework set.
- Individual student notes can be added whenever they are required.
- Target words / topics used for any comprehension or research assignments.
- Transcripts of any electronic chat conversations.
- Copies of any NetSupport School inbuilt Whiteboard sessions.

Student Toolbar

In addition to accessing relevant lesson information, personal resources, and restrictions, it also enables students to access the lesson objectives and learning outcomes throughout the lesson, ensuring learners are clear about what the aims of the lesson are and what they will have learned by the end of it- plus provides clear goals for the teacher to assess performance and understanding against.

- Lesson objectives and learning outcomes
- Real-time lesson information such as the lesson title; time remaining; any rewards they have been given by the teacher
- Request help from the teacher via the help button
- Access their digital journal
- Access to the student's personal resources folder
- Review what restrictions are currently in place i.e. internet, application, printing, USB memory sticks

English Poetry - Poetic Style - Room 1 - Mr Smith

Microsoft Education Apps
(<https://www.microsoft.com/en-gb/education/products/education-apps/default.aspx>)

Google
(www.google.com)

BBC
(www.bbc.co.uk)

Chrome App Store
(<https://chrome.google.com/webstore/category/extensions>)