



Tried and Tested: How to Assess Project-work



Claudia Rey

Objectives

- ❖ Implement practical ways to assess project work
- ❖ Apply strategies to foster learner autonomy

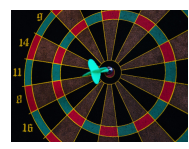


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What is a project?



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Project

Britannica Dictionary

a planned piece of work that has a specific purpose (such as to find information or to make something new) and that usually requires a lot of time

a task or problem in school that requires careful work over a long period of time



- PBL (Project-based learning)
- Active exploration
- Problem-solving situations

Examples of projects (Lynn Gallacher, British Council Spain, TeachingEnglish)

- ❖ Group wall display
- ❖ Class magazines
- ❖ Videos
- ❖ Songs
- ❖





Advantages **Challenges**



Advantages

- Fun, motivating
- Real-world connection
- Authentic communication
- Integration of macroskills
- Fosters collaboration
- Cross-curricular connections



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Challenges

- May be hard to implement with beginners
- Some learners may need more structure or guidance
- Time
- Different pace, multiple needs

Assessment

How to assess project work

- What: Based on learning objectives
- How: Formats and tools
 - Anecdotal record
 - Comment
 - Using rubrics*

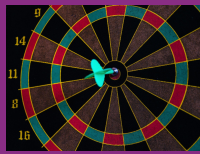

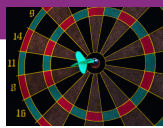



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Learning objectives

Goals, aims, outcomes


Content objectives




Raise awareness....
Come up with solutions..

(What)

Language objectives



Macroskills
Language functions, vocabulary, grammar points



How: Designing and using rubrics

Rubric: a scoring tool that lists the criteria for a piece of work or "what counts" (Andrade, 2005)

Holistic rubrics: overall judgement that takes into account several characteristics **at once**




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Analytic rubrics: examine and rate each **specific aspect** of the assessed product in **detail**






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Project: Creating a video game


Video game holistic rubric

Bad--did not even try it




Emerging

Ok. I can play from time to time




Developing

Really good. My friends and I enjoy playing it often





Proficient

Amazing! We can't stop playing it...so good it's addictive!



Outstanding

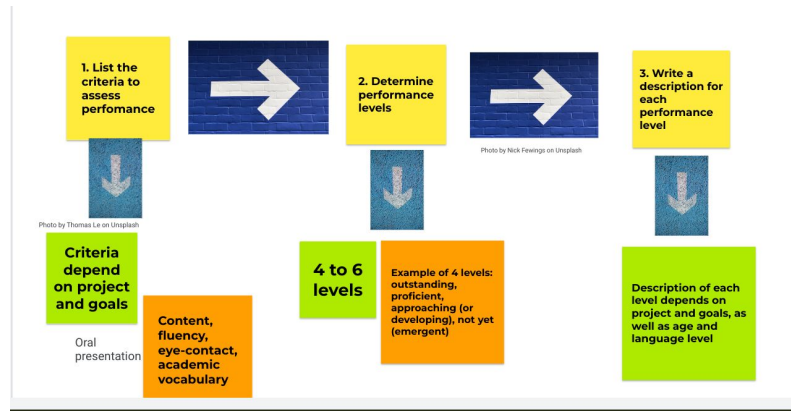



Project: Creating a video game

Analytic rubrics

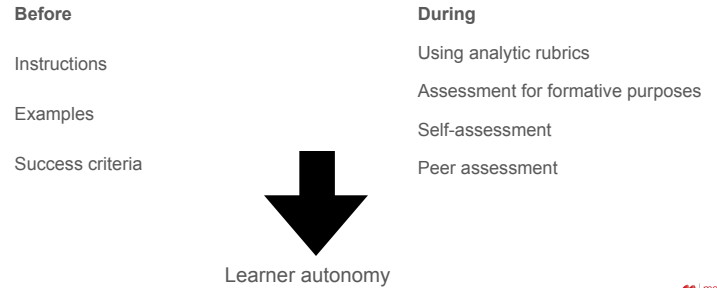
	Amazing	Really good	OK	Bad
Criteria				
Storyline	All elements of the plot and characters have been planned in detail. Player feels part of the video game	Solid storyline with an introduction, rising action and a climax	Weak storyline but keeps player on track	No storyline, just disconnected events
Level of challenge	Perfect balance to make it challenging for the player to advance but never frustrating	Well-balanced for the most part, with a few exceptions	Sometimes a bit too easy, sometimes frustrating	Way too easy or too hard to even try
Graphics	Excellent image resolution. Visuals are so detailed they seem to be actual films	Visually appealing. Good image resolution	Low quality, not visually appealing	Old-fashioned, very low quality

What is the procedure to design an effective analytic rubric?



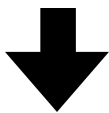
	OUTSTANDING	PROFICIENT	APPROACHING	NOT YET
CONTENT	Sticks to the topic consistently and gives complete information	Sticks to the topic most of the time and gives sufficient information	Sometimes wanders and/or does not give sufficient information	Does not have a main topic or sufficient information. Report is erratic
FLUENCY	Fluent. Uses clear and correct pronunciation	Stumbles a few times with fluency or pronunciation	Stumbles many times with fluency or pronunciation	Stumbles with fluency or pronunciation all the time
EYE CONTACT	Makes eye contact with audience all the time	Makes eye contact with audience most of the time	Seldom makes eye contact with audience	Does not make eye contact with audience
ACADEMIC LANGUAGE	Uses several examples of specific subject vocabulary and phrases	Uses some examples of specific subject vocabulary and phrases	Uses a few examples of specific subject vocabulary and phrases	Does not use examples of specific subject vocabulary and phrases

Assessing projects: before, during and after



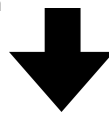
Assessing projects: before, during and after

After: Using analytic rubrics



Assessment for summative purposes

Using analytic rubrics for self-assessment and reflection



Learner autonomy

Objectives:

- ❖ Implement practical ways to assess project work: analytic rubrics
- ❖ Apply strategies to foster learner autonomy: Success criteria and rubrics before, during and after

Thank you!
claudia.rey50@gmail.com
 Q&A

19th February - 1st March