

Assessment for Life

- > Once upon a time: story-based teaching, learning and assessment
- > Unlocking Student Engagement: formative assessment tools for 2024
- > Teaching C2 Proficiency: fearless in the face of excellence



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> Contents:

- 1 Storytelling
- 2 Digital stories
- 3 Assessment
- 4 British Council Primary English Test
- 5 Q & A

> Why stories?

Background

- Platforms for people to understand the world
- Represent knowledge and experience society
- Children learn language through stories
- Active meaning makers

Research

- Story-based approaches create an entertaining environment
- Learners are actively involved in learning
- Story-based framework can contribute to the intellectual, cognitive and affective development of a learner
- Boost learners' confidence and self-esteem
- Obtain cultural awareness

Young learners

- Enthusiastic with anything new
- Short attention span
- Need of encouragement and reassurance



Digital stories

Technology

- Numerous opportunities to explore use of TL (target language)
- Learners can optimise use of TL outside the classroom
- Catalyst for learner autonomy
- Less anxiety and more confidence

Digital stories

- Multimodal narrative genre
- Gained popularity
- Multidimensional skill
- Enhance learner-centred learning
- Build a learner community of practice

Games

- Create a pleasant atmosphere
- Learners are motivated
- Promote interaction



Assessment

Young learners

- 'World's biggest policy development in education'
- 4th wave
- Early waves characterised by lack of consensus on proficiency and how we assess
- Development of comprehensive frameworks
- Adapting language descriptors from the CEFR (Common European Framework of Reference)

Digital assessment tools

- Online surveys (Microsoft Forms, Survey Monkey)
- Online quizzes (Kahoot)
- Digital storytelling (StoryJumper, MyStorybook, Little Bird Tales)
- Voice recognition tech (Dragon NaturallySpeaking, Google Voice Typing)
- Online language portfolios (Seesaw, Google Sites)
- VR language learning (ClassVR, Google Expeditions)
- Making and sharing videos
- Mobile chat groups

British Council Primary English Test

Why

- Impact
- Empower and motivate young learners
- Age-appropriate tasks
- Technology and gamification
- Game-based assessment

What

- Engaging characters and experience
- Immersive, gamified experience
- Timed for best experience → 60-75 minutes long
- Tasks embedded into an age-appropriate storyline → engaging
- Can be integrated into any curriculum
- Encourages learning progress (no pass/fail)
- Integrated skills testing in a single session → full language profile
- Detailed reporting → informs teaching
- Reliable machine scoring → quick and reliable results
- Can be scheduled any time and managed by the school



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Questions?

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