Alternative Assessment Design Process

Assistance with Alternative Assessment:

The Beyond Classrooms website, https://cs-cc.net/beyond , contains information on alternative assessments under the "Academic Testing" menu. A variety of suggestions are listed on the website. Digital Education & Instructional Services (DEIS) can assist with interactive multimedia alternative assessments. To request assistance, contact the Faculty Assistance Center (FAC), a department within DEIS, by emailing teaching@cscc.edu.

Examples of previous activities can be seen in this video: http://www.kaltura.com/tiny/mz0za

Designing Alternative Assessments:

Unlike traditional assessments, Alternative Assessments are typically authentic evaluative assignments where students demonstrate their understanding and mastery of material through projects or other activities. Completing these performance-based, learner-centered assessments allows students to develop critical thinking and problem-solving skills that can motivate their learning process.

Goals of Alternative Assessments:
- Demonstrate students' abilities through meaningful, authentic tasks
- Promote critical thinking skills as students make decisions resulting in the final product
- Allow students to learn from their mistakes through trial and error and continuous feedback
- Focus on creative and relevant student performance to foster long-term success
- Reduces the reliance upon traditional testing
  Some of these assessments may be informal so students can improve their understanding of the material and others may be used more formally to evaluate the students' performance.
  - Low-stakes assessments: student attempt multiple times without any repercussions to their grade
  - High-stakes assessments: graded and may replace traditional assessments

Benefits to Students:
- Content engages learners in multiple instructional methods, learning levels and multiple cognitive thinking types
- Students take responsibility for their own learning and work at their own pace
- Students practice what they are studying
- Simulations engage and lead students through complicated processes
- Increases access to the material for wide variety of students
- Remediation helps students identify what they have learned well and what they have not learned well

How can we help?

There are a variety of ways to incorporate alternative assessments in Blackboard courses. A member of DEIS can work with the faculty member to review course materials and help integrate them within Blackboard. The Beyond Classrooms website is a great resource for alternative assessment suggestions. While identifying alternative assessments, the faculty member may decide to create an innovative multimedia project to engage the student with active and collaborative learning experiences which will in turn improve student success.

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The Process

An instructional designer will be assigned to the faculty member to review their course, establish key informational items, and move towards an understanding of project scope. Once a Digital Production Plan is agreed upon, DEIS instructional designers help faculty develop alternative assessments for their course, but each faculty designer is the architect of the design process.

Identifying challenge points
> What information, content, handouts, video, materials are already available?
> Create a storyboard or framework for the interactive project

During the design process, faculty must:

- Define clear and measurable instructional outcomes or learning objectives, including the subject-matter and skills that students will exhibit
- Distinguish between outcomes that can be assessed by performance and those that can be assessed by knowledge checks
- Create tasks that illustrate evidence of the student's ability to perform a particular skill
- Decide what kind of teacher feedback is needed to allow students to learn independently
- Review the assessment and make necessary revisions such as providing more detailed instructions and expectations and clarifying the rubric used in grading

Source — [Brigham Young University (BYU) Center for Teaching and Learning](#)

Interactive Alternative Assessments:

Interactive alternative assessments are multimedia digitized assets that assess what the students can and cannot do instead of what they know or do not know. In other words, the alternative assessment measures applied proficiency more than it measures knowledge. Examples include user-driven simulations, academic games, digital flash cards, and competency-based activities. They are typically auto-graded assessments that include responsive remediation.

Benefits:

- Interactive activities reinforce learning through immersive content
- Enhanced digital course content allows for reflection and remediation of course content
- Assessments/Exercises may be connected to the Blackboard Grade Center
- Analytics can be used to gauge effectiveness of all digital content assets

Interactive activities help the student learn course material through practice exercises that reinforce critical course concepts and allow both the faculty and student to understand how well the student is mastering the digital content. Scores from the exercises can be included in the Grade Center or can be ungraded. It is very important that students and faculty are able to view students' progress throughout the course and that the students receive immediate feedback on how well they understand course concepts. Often the activity will include responsive remediation that inform the student about which answers are correct and what areas need review. The progression of activities can also level up, meaning students must master one exercise before they may move on to the next section of course material.

Many examples of alternative assessments are listed on the Beyond Classroom website, but the following are some ways multimedia digitized assets can be used:

- Low/high stakes assessments
- Academic games (flash cards, Jeopardy, drag and drop, etc.)
- Interactive problems and equations
- Lab practice skills assessment

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Types of Multimedia Digitized Assets:

- **Video/content presentation with assessment:** This asset contains dynamic, motion-driven videos that include comprehensive educational lessons addressing challenge points in the course. There can be one video with an assessment at the end or multiple video segments with an assessment after each segment. The assessment contains questions that are auto-graded and may be connected to the Blackboard's grade center. A study guide may be provided for students to review lesson material as well.

- **Interactive Video Pathways:** This asset contains dynamic, motion-driven videos with interactive opportunities that allow students to make different choices and observe different outcomes. Examples include user-driven simulations and competency-based activities. These activities can only be ungraded learning activities.

- **Interactive Drag and Drop:** This asset contains interactive digital activities that reinforce learning through immersive content. Examples include user-driven simulations, academic games, and competency-based activities. They are typically auto-graded assessments that include responsive remediation.

- **Primary Source Reading Assessment (PSRA):** This asset contains interactive digital activities in which students respond to text that reinforces learning. Some of the responses are auto-graded assessments that include responsive remediation, and others require a response that creates a PDF for the student to download and submit to Blackboard.

- **Flashcards:** This asset contains digital flash cards where the students can test their knowledge and select the flash cards they need for further review. This is an ungraded learning activity.

- **Jeopardy Game:** This asset contains an interactive game where the students can assess their knowledge through a Jeopardy Game Show format. This is an ungraded assessment that includes responsive remediation.

Type of Asset	Blackboard Grade Center	PDF Available
Video/content presentation with assessment	Yes	Study Guide
Interactive Video Pathways	No	
Interactive Drag and Drop	Yes	
Primary Source Reading Assessment (PSRA)	No	Activity Results
Flashcards	No	
Jeopardy Game	No	