Direct versus Indirect Assessment

Assessment is the process by which programs evaluate what students know, think or do as a result of those programs. Programs then use assessment results to make any improvements needed to the curriculum.

Direct Assessment

- This is assessment that demonstrates learning. Its focus is on students' achievements of the learning outcomes.
- We use it because it provides us with insight of how well students are meeting the learning outcomes, and guides us in terms of our instruction.

Indirect Assessment

- This is assessment that describes learning. It assesses perceptions and behaviors during the learning process.
- Indirect assessment provides feedback on how learning is valued and how students perceive their own level of learning.

Examples of Assessments for the Experiential Learning Classroom

- Portfolios
- Research paper
- Team projects
- Discussion board (Canvas)
- Applications cards
- Socrative
- Prezis
- 1-minute papers
- GoSoapbox
- Focus Group
- Group evaluations
- Muddiest/Clearest Point
- End-of-course evaluation
- Self-reported learning surveys
- Thesis/Dissertation
- Oral Presentations
- Game/app creation
- One-sentence summary
- Poll Everywhere
- Paper/Project prospectus
- World Café
- Mentimeter
- Reflective Journals
- Peer Evaluations
- Punctuated Lectures
- Gap analysis (pre and post surveys)
- Visual essays
- Lab reports
- Concept maps
- Think/pair/share
- Twitter
- Quizlet
- Gallery Walk
- Kahoot
- Online surveys
- Student Interviews
- Self-evaluations
- Student Interviews
- Student satisfaction surveys

Description of Tools

- World Café – A form of classroom discussion that involves students moving from one station to another sharing ideas.
- Gallery Walk – Post a question on several posters around the room and invite students walk around and write their ideas on the posters.
- 1-Minute Paper – Present students with an open-ended question and give them one minute to answer on a sheet of paper or index card.
- Application Cards – On index cards, students write one or more real world applications for a concept.
- Paper / Project Prospectus – Students write a detailed plan for a project or a paper.
- Kahoot – A game-based online quiz tool. Can be used in large classes.
- Quizlet – Creates flashcards for students and can be used to create quizzes for large classes.
- Prezi – visually stimulating presentation software.
- GoSoapBox – A web-based clicker tool that checks for student understanding of concepts.
- "How to Write a Visual Essay"
- Poll Everywhere – Can be used to ask questions or create polls.
- Think/Pair/Share – Present students with a reflection question and ask them to pair up and discuss their answers. Invite some of the pairs to share their ideas with the entire class.
- Mentimeter – Can be used to ask questions, create polls, and create online quizzes.
- Socrative – Can be used to create quizzes and exit tickets for easy assessment of student learning.
- One Sentence Summary – Students summarize a concept in one sentence.
- Twitter – Can be used to ask questions or field responses to questions.
- Evaluations – Can be used to ask students to reflect on peer performance, their personal growth and learning, and group dynamics.
- Gap Analysis – Provide students with a pre-survey and post-survey to gauge student perspectives and feelings on a new experience.
- Muddiest/Clearest Point – Students write down the "muddiest" and the clearest point of a lecture or a presentation.
- Punctuated Lectures – This technique provides immediate feedback on how students are learning from a lecture or a demonstration and how their behavior may be influencing the process.