



# Exercises for developing digital assessment

*Tasks for the video lesson "Evaluation  
in a digital environment"*

*Prepared by Hajnalka Fülöp, andragogue,  
founder of the Digitally Aware Parent programme*

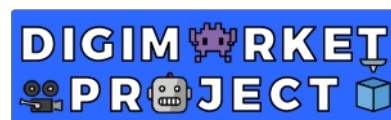
**Marketplace of Knowledge  
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## 1. How has the pandemic affected your child/student?

### Which impacts value:

- social aspects.....
- from a learning methodology perspective.....
- motivational aspects.....
- digital device usage .....
- for text comprehension.....
- from a communication point of view? .....
- for knowledge acquisition.....
- other?.....

## 2. What impact have you had from this perspective?

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## 3. What were the benefits of online education?

- social aspects.....
- from a learning methodology perspective.....
- motivational aspects.....
- digital literacy ..... text
- comprehension.....
- for knowledge acquisition.....
- from a communication point of view? .....
- other?.....

#### 4. What were the disadvantages of online education?

- social aspects.....
- from a learning methodology perspective.....
- motivational aspects.....
- digital device usage .....
- for text comprehension.....
- for knowledge acquisition.....
- from a communication point of view? .....
- other?.....

#### 5. What is it that you can take forward?

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#### 6. What changes have taken place in your use of digital devices?

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#### 7. How was the assessment during the online training?

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## 8. What do you think is the function of evaluation?

- feedback
- Motivation
- encouragement
- penalty
- community building
- inspiration
- developing data for measurement
- check
- surveillance, threat

## 9. How do you think evaluation has changed in the online space? Which features have been retained and which have been lost?

- feedback
- Motivation
- encouragement
- penalty
- community building
- inspiration
- developing data for measurement
- check
- surveillance, threat

## 10.- For children born after 2010, choose from the content consumption habits of the so-called Alpha generation, which is your also applies to your child/student:

- surfaces that can be quickly abandoned
- instant feedback, positive/negative messages, feedback campaigns (like hunters, popular content sharing, etc.)
- platforms that encourage competition, e.g. video games, social media platforms
- peer -process communication spaces
- social and cognitive skills development in mediatised space rule-following and rule-making in virtual reality

***We offer topics for discussion with the Alpha generation, as they often perceive expectations and rejection from older generations.***

***You can start a conversation with them along the following lines:***

1. Topic 2: Do you use these platforms, apps, tools?
2. Topic 1: How do you manage evaluations?
3. Topic: do you give or receive feedback? How do you rate them?
4. Topic: does your child/student give or receive feedback? How do you value them?
5. What do likes, reactions, comments, shares mean to him?
6. topic: list me            - List 5 ways to respond that social media platforms use!
7. topic: how can you work with your child?
8. What is the biggest challenge?

## 11. Mindset test

***The evaluation and feedback depends largely on the person doing the evaluation, his or her way of thinking and values.***

Test whether you have a fixed or developmental approach! Ask yourself these three questions and answer!

1. When do you feel smart?
  - a) When you make no mistakes or finish something quickly and perfectly.
  - b) If something is easy for you but others can't or find it difficult to do.
  - c) If the task is hard and you try hard, you will get something out of yourself that you didn't before.
  - d) If you've been trying to figure it out for a long time and you finally get it.

What do you think about intelligence?

2.
  - a) IQ is a basic trait, it cannot be changed.
  - b) You can learn new things, but you cannot change your IQ.
  - c) As much as      also from people      IQ,      at any given time, can be significantly changed

d) You can fundamentally change your intelligence level throughout your life

3. What do you think about personality?

- a) Everyone has a personality and there is not much you can do to change it.
- b) We can change certain habits, but important parts of our personality do not change.
- c) About \_\_\_\_\_ is \_\_\_\_\_ it's about, a \_\_\_\_\_ personality anytime can change significantly at any time.
- d) At any time, we can make significant changes to our personality

For each question, the first two answers are fixed, the last two answers indicate a developing personality. A developmental person is not about achieving perfection, but about meeting the challenge and developing through it, learning something as a result of their efforts. The fixed mindset considers intelligence and personality to be eternal and if it is possible to improve, it does not affect IQ or personality."

Source : <https://365letszikra.hu/fejlodo-szemleletmod-rogzult-infografika-kreativ/>

***Gamification can help you to understand how assessment is used in the digital world.***

As a foundation, let's look at the following elements:

## **12. Let's think about what other assumptions are behind our evaluation process?**

- pedagogical objective
- rethinking the pedagogical role
- survey
- Design
- small change at a time
- feedback,, feedback request-add
- documentation
- existing good practices
- in partnership with the student
- consistency and flexibility similar to algorithms

## 13. How to design a gamification project that includes digital assessment?

We can use Werbach's model to create our own model:



1. ábra A gamifikáció összetevőinek piramismodellje (Werbach, 2018 alapján)

A pyramid elements, let's insert the components of our own project and design the evaluation system!

The following resources can help:

Important! This is a process that we can continuously improve based on feedback from users (children, users) and our own emotional, mental, measurement and other data!

Good luck to all!