Design Case 3: Assessment

**Assessment tool:** Kahoot- [www.Kahoot.com](http://www.Kahoot.com) ([www.kahoot.it](http://www.kahoot.it) to play the game)

**Standard:** 1.MD.B.3b. Recognize and identity coins (penny, nickel, dime, and quarter) and their values and use the cent symbol (¢) appropriately.

**Description of Activity:** This could be used as a pre and post assessment. As a pre assessment it could tell me what knowledge my students already possess and where I need to focus my instruction. As a post assessment it can aid in showing me how much students have progressed, what misunderstanding still exists, and what I need to continue to work on with my students.

**How would this activity facilitate student learning:** This activity facilitates student learning because it allows for more effective lesson plans. Pre assessment informs what I will be teaching. It prevents me from wasting time on things my students already know and not teaching things that my students do not yet understand. Post assessment allows me to analyze the results and determine what to teach next. Student learning is facilitated because the activities created as a result are informed by data, and thus more likely to teach students the next thing they need to know. For example, if I see most of the class can identify the coins and how much each is worth, I know that I’m ready to start scaffolding students into doing math problems with the coins.

**Pros:** Students get immediate feedback on their answers. This can prevent any misunderstandings from being reinforced. There is the option to include media in every kind of question, unlike other technological assessment choices such as Poll Everywhere. This is great for visual-spatial learners and younger students that are still developing their foundational reading skills. I also liked how once a game was completed you could download an excel spreadsheet with the data collected.

**Cons:** Kahoot can be a competitive form of assessment. This could make some students who are struggling feel badly. However, with explicit teaching about competition and the creation of a welcoming and supportive classroom culture, some of this can be mitigated.

Screenshots:



