Assessing Coding Coding & STEAM 2019

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Week 2: Teaching Coding with Scratch

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Assessing Coding

- Unplugged
- Multiple Choice Quizzes
- Debug Its
- Dr Scratch

Unplugged

- Tasks and worksheets for students to complete outside of Scratch
- Examples from Scratch website: <u>Scratch worksheets</u>
- We will look at some more examples (some not related to Scratch) as we move through the program

Unplugged: Bebras 365

- Bebras (the Lithuanian word for Beaver)
- A bi-annual challenge for students from Years 3 12
- You can sign up your class and take part in the challenges
- Past challenges and questions are available (without an account) on Bebras 365

Multiple Choice Quizzes

- Multiple Choice Quizzes (MCQs) are commonly used for assessing Computational Concepts
- Could use platforms like Kahoot! or similar Quiz websites

MCQs: Project Quantum

- Project Quantum: A large question bank
 - Not just Coding and Computational Thinking
 - general Digital Literacy as well
- Involves registering a <u>Diagnostics Questions</u> account
- Computing at School is one of the main contributors

Debug Its

- Scratch programs that are not working correctly
- Students try and find the cause of the problem and fix them (debugging)
- There are Studios of Debug It problems online:
 - Creative Computing Unit 1 (Exploring) Debug It!
 Studio

Dr Scratch

- Online tool for automatic assessment of Scratch programs
- Analyses a Scratch program and gives mark out of 21
- Not ideal for measuring students' understanding
- Tool to support reflection and self-evaluation

Assessing Coding

- We have quickly looked at some different approaches for assessing Coding
- In this program you will learn more about these approaches as we progress through the weeks
- We have included links to the different resources, so that you can explore these resources for assessing Coding