LT 716

Chapter 6 Questions Name: Matthew Brue

Write your responses in the space below each question. Be sure that you support your response for each question with direct citations from the text or other relevant and related sources. It must be evident that you connect your response to the textbook and/or other relevant and related sources. Follow APA guidelines for citations.

1. Summarize the key points of this chapter. How are the ideas presented consistent or inconsistent with your beliefs and prior knowledge?

One of the first key points in chapter 6 is the section on formative and summative evaluation. It states that "formative evaluations are conducted during the process of designing and developing the materials—while there's still time to make changes. Summative evaluation measures the effectiveness of instruction after it has been finalized. "

Cennamo, Katherine. Real World Instructional Design (p. 147).

As teachers we use formative and summative evaluations or assessments all the time to check for understanding or as a way to gauge learning has happened.

The next few sections are all similar in the sense that they help in the evaluation process, they are:

- Internal Reviews
- Identifying errors (Quality assurance)
- Aligning components
- External reviews
- Expert reviews
- One-on-One Reviews
- Pilot Tests
- Field Trials

The last key point is about reporting your results on evaluations. "Once you have analyzed the data and identified areas needing modification, organize the data and your conclusions into a report. It's often a good idea to review the evaluation results with your team and client."

Cennamo, Katherine. Real World Instructional Design (p. 163).

2. Create a written justification for conducting an evaluation. Remember to keep the values of your clients in mind as you prepare your justification

Written Justification example

Dear John Doe,

Based upon previous formative and summative assessments, we believe it may in your best interest to begin the evaluation process. After aligning the design components, outcomes, assessments and activities, we believe it would be in your best interest to perform a quality assurance evaluation or possibly one of the various types of reviews such as external, expert, or one-on-one review. This will give us proper data from pilot tests and field trials so we can identify areas which may need modification.

Thank you.

- 3. Read the Chapter 6 Case Study (found in content area in D2L). Respond to the following:
 - a. What do you believe are the main problematic areas?

I believe the main problematic areas are that of the three students in the one on one evaluations, none of the students had any prior knowledge on website development. Another main problematic area is that Sherry could only allocate one 2.5 hour class period to this topic.

- b. What aspects of instruction should be investigated for possible revisions? I think the small group evaluation portion might need to be investigated for possible revisions. I think its strange that 8 volunteers left the class for the small group evaluation while the remainining members received information on the same topic. It just feels like a strange way to approach a lab to me. I would think there is more effective ways to handle it.
 - c. Put yourself in Roger's position. Speculate about possible problems with the instruction and describe what things you may have done different?

I think I would have administered a variety of pre tests rather than just a paper based pretest. I would have done a paper based pre-test, a computer based pre-test and probably most effective, I would have conducted a skills based pre-test. I think the best way to test knowledge on a topic is to see if students can actually exhibit said skills and utilize them for themselves. I also don't know how effective an attitude questionnaire would be if the students were previously frustrated, it seems like that would throw off your data/results.

4. At the beginning of the course you were asked to think about a topic for your final project and did some brainstorming about possible project ideas. (see week 2 Chapter 1 questions and week 5 Chapter 4 questions) You will begin developing this project starting in Chapter 8. Time has come for you to make a decision on what you will be doing for your final project.

The general requirements for your final project are:

The client will be the school district where you work (if you are a K-12 educator) or if you are in a business or non-education workplace your client will be your current work environment. The instructional design project

- <u>must</u> be centered around developing instruction/professional development for other teachers, school employees, or co-workers (depending on your work environment).
 NOT students in your classroom.
- The focus of the instruction <u>must</u> center around delivering technology training (professional development, in-service, etc. about technology).

Respond to the following about your final project:

After further insight from the professor, I am going to narrow down my topic from gamification, which is a broad topic, to a more narrow topic of implementing edtech review games like (Kahoot, Quizizz, Gimkit, Quizlet Live, Poll Everywhere, padlet)

- a. What is the problem? Justify that this problem can be solved by instruction.
- The problem is our district is tired of the same old pencil and paper review packets that students receive before assessments. There are lots of studies that support the use of edtech tools to gamify the classroom.
 - b. What is the project goal?

The goal is to present teachers through professional development a series/list of edtech review games they can use in their classroom and show teachers how to use them.

c. Describe the audience.

The audience will be all teachers at the Tea Area Middle School. Grades 6-8

d. Write a description of the final product.

My final product will include a list of 4-5 of my favorite edtech review games with instructions on how they can or should be utilized in the classroom. I plan on being as detailed as possible so teachers can see the practicality of these review games.