

iPad Apps for Teaching And Assessment



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Designing Assessments for Mobile Use

Assessment Goals:

- *Psychomotor Assessments:*
 - *Formative* - a skill assessment that focuses on the specific cues or skills of the lesson.
 - *Checklists, skill assessment practice scores, task cards, individual and partner designed exercise sequences.*
 - *Summative* - an end of unit assessment that assesses the key skills for the unit.
 - *Formal skill assessment, Exercise or dance sequence performed to desired parameters.*

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Performance Levels:

Proficient (Got it!)

- Students score 80% level or above on skill assessment

Competent: (Almost Got it!)

- Student scores 70% or above on skill assessments.

Basic: (Getting There!)

- Student scores below 70% on skill assessment.

- Level of performance based upon time, distance, accuracy or other criterion.

Designing Assessments for Mobile Use

Designing Psychomotor Assessments:

- *Step # 1: Identify the Critical Phases of the Skill:*
 - What are three to four key things a student must do to perform the skill correctly?
- *Step # 2: Break each Phase into components:*
 - What would you see in each phase that would indicate correct performance?

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Steps in the Process:

- *Step # 3: Accuracy/Assessment:*
 - *How will you assess the skill for accuracy?*
 - *How will you determine the student can perform the skill?*
 - *Describe the specific skill assessment you will use to evaluate student performance.*

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- **Level I: Remember/Understand:** retrieve knowledge and construct meaning:
 - Define, identify, label, list, match, name, recall, recognize, repeat, clarify, classify, describe, discuss, explain, extend, give examples, illustrate, interpret, paraphrase, represent, summarize.
- **Level II: Apply/Analyze:** use procedures, knowledge or separate and understand the parts of something.
 - Classify, collect, demonstrate, discover, implement, predict, relate, show, solve, use, compare, contrast, distinguish, draw conclusions, focus, infer, integrate, point out.
- **Level III: Evaluate/Create:** make decisions. Judge something based on criteria or put elements together to create something new
 - Check, choose, conclude, critique, judge, measure, rate, select, test, weigh, combine, compose, create, design, develop, imagine, plan, produce, rearrange, suppose, what if.

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- *Cognitive Assessment Performance Levels:*
 - *Proficient: (Got it!)*
 - *Level of performance defined by student producing all parts of the desired response.*
 - *Competent: (Almost Got it!)*
 - *Level of performance where individual is missing only 1-2 components of a Level 3 score.*
 - *Basic: (Getting There!)*
 - *Level of performance where individual is missing more than 2 components of the Level 3 score.*

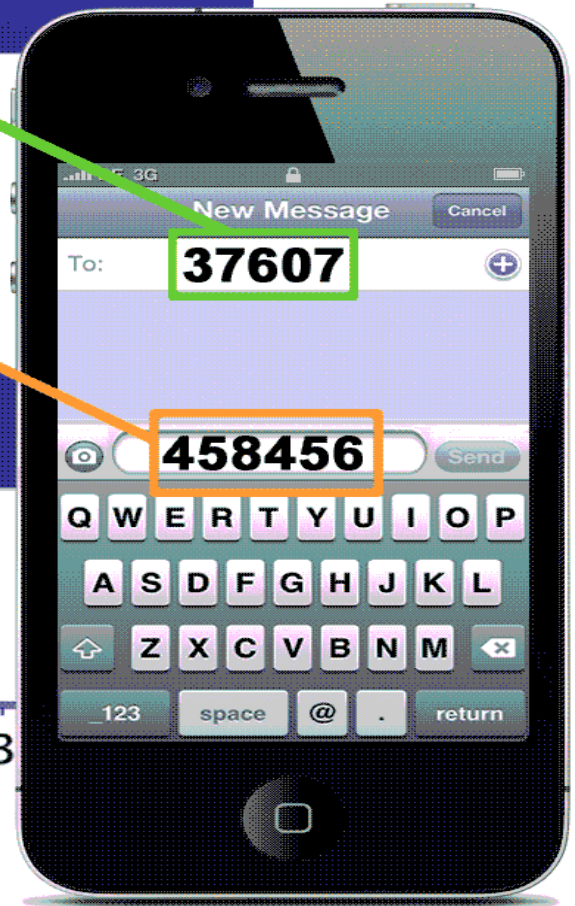
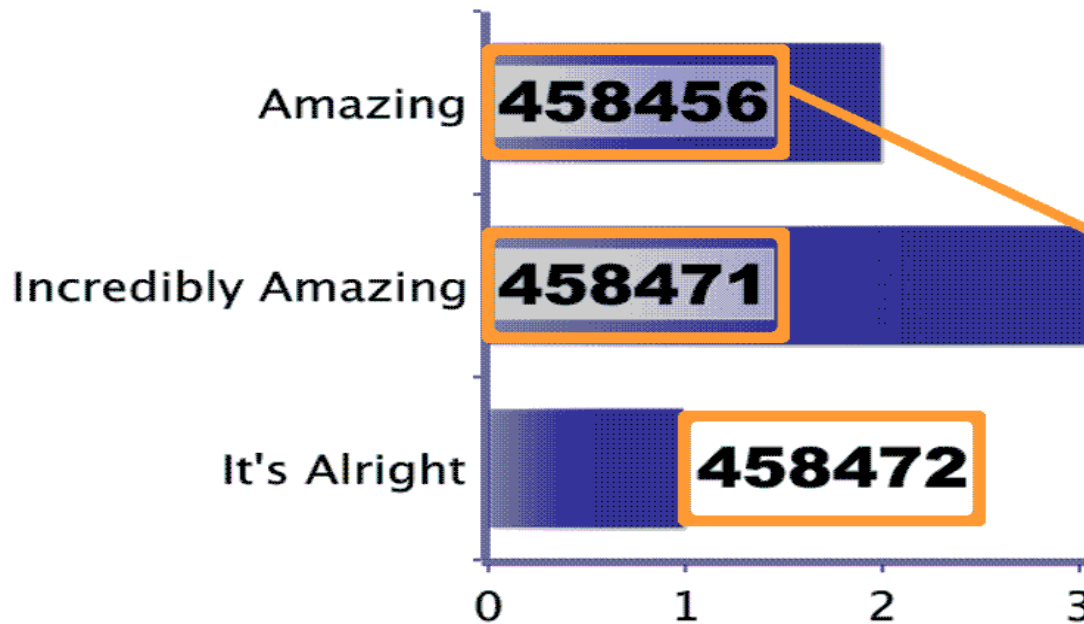
Designing Assessments Using Web-Based and Mobile Applications



How To Quiz via Texting

How do you like my presentation so far?

Text a **CODE** to **37607**



How To Quiz via the Web

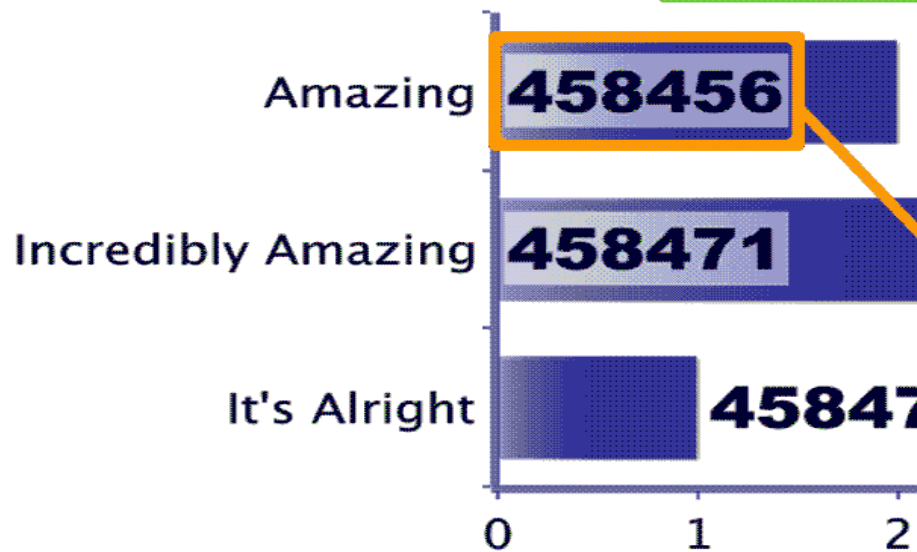
How do you like my presentation so far?



Text a **CODE** to **37607**



Submit a **CODE** to <http://PollEv.com>



Web Response

458456

Submit response

Login if you're a registered participant.

Are You Smarter than a 5th Grader

Critical Elements
Grade 5

Space Relationships-
Game Strategies
Grade 5

How do you like my presentation so far?



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Poll Everywhere

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Presentation App List

- **Wufoo**-creates web-based assessments
- **Pico**-interfaces with Wufoo on the iPad
- **iAnnotate**-markups of papers
- **Tap to Talk**- communication app for students with verbal communication disabilities
- **Common Core**- lists all standards
- **Numbers**- iPad version of Excel
- **QR Code Reader**-reads QR codes
- **QR Code Creator**-writes QR codes
- **Ubersense**- video skill analysis
- **Dragon**- voice to text conversion
- **Virtual Heart**- simulates BPM heart rate
- **Speed Grader**- interfaces with Canvas
- **iMuscle 2**- exercise demonstrations, anatomy and program design
- **Fat to Fit**- BMI, BMR calculator
- **Coach My Video**- video annotations
- **Google Drive**- access Google forms
- **Flashboard**- creates flash cards and memory games
- **Calorie King**- food and nutrition information database

Presentation App List (continued)

- **SlideShark**- Power point presenter for iPad
- **BT Free**- app for giving the pacer test
- **Seconds**- app for designing circuits
- **Whiteboard**- app for diagramming activities or brainstorming
- **SeeTouchLearn**- app for designing elementary assessments and communication
- **Inspiration**- app for graphic organizers
- **UX Recorder**- creates demonstration videos
- **List Selector**- sorts random groups
- **Calories Burned**- contains calories burned information for different exercises
- **iMovie**- creates, edits and saves movies
- **Garage Band**-creates music supplements
- **Poll Everywhere**-web-based application that interfaces with Power point to give student polls and quizzes
- **Canvas**-course management system that allows the design of scoring rubrics which can be used with the Speed grader app

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