

A-Z of Assessment Supports for SPHE



Action Plan, Awareness Campaign, Animation, Article, Assessment for Learning (AFL), Assignment, Abstract, Advertisements, Art, Assessment Stations - students move around a series of testing stations, Anticipation Exercise - used to connect new information to prior knowledge

Bookmark, Bingo, Brochure, Booklet, Budget, Bounce Answers Around, Book Creator - digital book making tool, Blog, Blue Sky Thinking - asks students to provide a limitless variety of ideas

Checklist, Collage, Chart, Case study, Concert, Comment Only marking - can be linked in with success criteria, Community Work, Concept Map

Discussion, Diagram, Debate, Drawing, Designing Resources, Dotmacracy - students work together through group voting to make informed decisions, Diamond 9 - students rank statements/topics in order of importance

Evaluate, Excel Spreadsheet, Exemplars of Work, E-assessment, Exit/Entrance Slips - written student responses to questions teachers pose at the end of start of a class

Feedback, Factsheet, Field Reports, Focus Groups, Formative Assessment, Facts and Falsehoods - evaluate a series of statements on whether they are true or false, Fishbone - a fish-shaped cause and effect diagram, Four Corners - students make a decision on a question/statement by moving to a different corner of the room which has been labelled

Graphic Organisers, Goal Setting, Google Forms

Hurdle Help - help to get started or past a problem, Homework Choice, Hands Up for answers and Hands Up for Questions

Infographics, Illustrations, Interview, Incorrect Answer Discussion - an exemplar of work is given to students (not their own) and they are asked to improve and develop it, iMovie - digital movie making tool

Jenga, Journal Jigsaw - student divided into 'home teams' and set a problem, they divide up into 'expert groups; and gain knowledge that feeds into the overall problem

Kahoot!, KWL - what to I know, want to know and have learned.

Learning Log, List, Letters, Laughable List - challenge to students to say the most important takeaways in a humorous manner

Mindmap, Movie, Mural, Menti, Make/Design, Multiple Choice Questions, Misconception Check, Media Campaign, Menu Board (choice board), Media Profile - using the media to illustrate the public perception of a topic/area

Notice-board, Names - using name cards and picking from a hat to get answers

Oral Communication, Online Pledge, Observation, One Sentence Summary, Online Discussion Boards, One Question Quiz

Portfolio, Pamphlet, Podcast, Poster, Presentation, Project, Photos, Peer Assessment/Feedback, Performance, Patchwork Texts, Popplet, PicCollage, Photo Booth, Placemat

Quiz, Questioning - usage and stems, Question Car Park, Question Banks - students are assessed on their ability to produce a certain number of questions on a topic

Reflection, Roleplay, Recording, Review of Lesson, Response Cards, Research, Ranking Ladder, Randomisers - enables a 'no-hands up' approach

Success Criteria, Survey, Social Media Site, Storyboard, Stop and Jot, Self-assessment, Scaffolding, Skype Interview, Summary, Student Voice - listening too and involving students

Think-Pair-Share, Through the Lens - looking at different forms of representation, Traffic Lights, Thinking Hats, Ted Talk, 3-2-1 - three things I have learned, two things I found interesting, one question I am left with

Upcycling - conversion of waste material to something useful or valuable

Video, Venn Diagram, Video Conference, Vlog, Visualise

Written work, Webinar, Website, Wait Time, WALT - we are learning to, WILF - what I'm looking for, Walking Debate, What Else

X-ray - what is the skeleton of the idea/topic, this can be used with the Fishbone to make connections

YouTube, Yo-Yo - students express how they feel and think about how they can 'up themselves up'

Zoom Meeting/Interview, Zebra Crossing - questioning in order, white questions are lower order and black higher order