

# Digital Technologies Hub Webinar

Assessment for Digital Technologies

Wednesday 30th of August, 2017

## Presenters



The graphic features a light blue background with a yellow and teal circular design on the left containing a lightbulb icon. It displays two presenter profiles side-by-side. Each profile includes a headshot, name, title, affiliation, a Twitter bird icon with a handle, and a location pin icon with a website URL.

Presenter	Title	Affiliation	Twitter Handle	Website
REBECCA VIVIAN	Research Fellow	Computer Science Education Group, The University of Adelaide	@RebeccaVivian @CSERadelaide	csermoocs.adelaide.edu.au
MARTIN RICHARDS	Digital Content Manager	Education Services Australia, Digital Technologies Hub	@DigiTechHub	digitaltechnologieshub.edu.au

## Access presentation slides:

[tinyurl.com/DigiTechHubAssessment](http://tinyurl.com/DigiTechHubAssessment)

## Access supporting assessment planning guide:

This document supports educators in the interpretation of the Australian Curriculum: Digital Technologies F-10 Achievement Standards. This resource was the guiding framework used to describe a process for developing assessment activities in our webinar.

Please note this is a **DRAFT** version. We are currently seeking educator feedback as we refine this document and build additional supporting assessment resources for the Digital Technologies Hub. If you would like to provide feedback, please contact us.

<http://preview.tinyurl.com/AchievementStandardGuide>

# Supporting Digital Technologies Hub Resources

## ScratchJR

This assessment section provides two guides that outline how to assess students' understanding of the programming blocks in the ScratchJr iPad app. The ScratchJr Solve-Its where students watch the videos in the playlist and record their answers on an answer sheet. The other assessment guide involves "reverse-engineering", in which students determine what visual programming blocks have been used to create a simple animation (program).

<https://www.digitaltechnologieshub.edu.au/teachers/assessment/scratchjr-assessment>

## Dr Scratch

Dr Scratch is a free online analytical tool that evaluates Scratch projects. To use the tool, students insert the URL to their Scratch project, or upload their Scratch project file. The tool analyses the presence of Scratch blocks, functionality of scripts and use of sprites.

<https://www.digitaltechnologieshub.edu.au/teachers/assessment/dr-scratch>

## Literature Review of Assessment Practices

The report provides advice about designing assessment activities and assessment approaches and strategies that includes programming assignments, artefact analysis, cognitive interviewing (think aloud), test questions, problem-based puzzle projects and rubrics.

[goo.gl/rehrSV](http://goo.gl/rehrSV)

## Digital Technologies Hub Assessment-Themed e-Newsletter

Learn more about available assessment resources in the Digital Technologies Hub. Subscribe for their free e-newsletter for updates on free resources and professional learning opportunities.

<http://createsend.com/t/r-CD58470EA6B8E96A2540EF23F30FEDED>

## Makey Makey Webinar

This webinar was presented by Jo Klein, and focussed on design thinking by integrating Makey Makey and scratch. It is suitable for Years 3-7.

Jo provides practical examples of design activities. She covers what Makey Makey is, how to introduce it, and how to integrate it with Scratch programming. Jo talks about how it applies to the Australian Curriculum: Digital Technologies.

<http://bit.ly/2go0ORf>

## Binary lesson idea

This short sequence focuses what a binary number is, what a decimal number is (revision), why binary numbers are important in digital systems and how to read and understand a binary number.

<http://bit.ly/2wmZORi>