

Assessment and Feedback Superchargers Workshop

Part A Record Of Cards Played During The Game

[illegible]

Part B Programme Level Action Plan

Priority Rank	Principle Theme & Card Number	What Action Do You Recommend?	Who, by role or name, will take this forward?

Part C

Notes based upon others Presentations

Part D Subgroup reflection 2 and Revision of Plan

Discuss what you might change, considering what other subgroups have presented.

Priority Rank	Principle Theme & Card Number	What Action Do You Recommend?	Who, by role or name, will take this forward?

Summary of Cards

Card Title	Card 1	Card 2	Card 3	Card 4	Card 5	Card 6	Card 7	Card 8	Card 9
Real World Application	Re-imaging	Contextualise	Original research	Integrating	Stimulating 1	Stimulating 2	Live Case Studies	Work Integrated	
High Expectations	Induction	Early Formative	Self-Assessment	Understand	Design Tasks	Emotional	Enactment		
Public Display of Competence	Oral	Capstone	Conference	Industry Pitch	Public Display	Live Case	Internship	Research Experience	
Working with Diverse Others	Task Purpose	Assigning	Inclusive Collaboration	Teaching Collaboration	Diverse Contribution	Breaking things down	Managing Conflict	Employ	Account
Reflection & Learning	Student Responsibility	Self-reflection - Study	Self-reflection - Process	E-Portfolio	Capstone				
Meaningful Interactions	Emotional	Games	Dialogic	Peer Review	Self-Assessment	Interactive	Group Work		
Sustained Student Effort	Emotional Response	Sustained	Games	Self-reflection	Authentic Processes	Authentic Tasks	Automated Feedback	Iterative Refinement	
Feedback	Assessment Criteria	Feedback Expectations	Exemplars	Timing	Marking Process	Technology Enhanced	Automated Feedback	Self-Assessment	