

ASSESSMENT

THE GAME

Because variety in assessment is important for constructive alignment to our outcomes and the skill development and motivation of our students

FACILITATORS GUIDE

Pre-game

1

- The game is effective as part of a team meeting (or similar) can take as little as 15 minutes to play. To enable two rounds of play and opportunity for stretching discussion allow 35-45 minutes.
- Consider the audience prior to playing and if necessary,
 - Modify the number of assessment cards each player receives to manipulate the choices available.
 - Remove specific assessment modes. E.g. removing an areas current signature assessment mode(s).

During game

2

- Encourage players to consider the detail of the word on the assessment card. For example, the "essay" card could be a short essay or timed essay, have titles that are pre-determined or chosen by students. Players often ask these questions to the facilitator, echo them back and ask them to decide as group. If necessary, by working through the various options.
- Encourage the players to consider the levelness of their suggestions by asking
 - What level do you think this assessment mode is suited for and why?
 - How would you differ in your approach if this assessment was for level [insert level]
- Blank cards are included in the resources pack. These can be used to add new assessment modes or purposes of your or your players design.

3

Post game

- Consider the next steps / what activities you wish to signpost players to. It is important that the good discussions from the game are channelled appropriately.