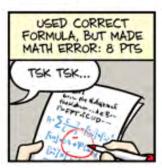


GRADING: THE WORST PART OF THE JOB!

GRADING RUBRIC

PROBLEM 1 (TOTAL POINTS: 10)

















WWW. PHDCOMICS. COM

TYPICAL POINTS MODEL OF GRADING

- What are the benefits?
- What are the problems?

SCENARIO A

- Adam has been averaging 70/100 on his tests, a bit lower than the average. With attendance and participation points, his final grade is a B+.
- Do you think Adam is a B+ student?

SCENARIO B

- Beth is getting near perfect scores on every test, but she never shows up to class. She told you that she had a really good high school class and learned it all then. With participation and attendance points, her final grade is a B+.
- Do you think Beth is a B+ student?

SCENARIO C

- Curtis is an engineering student who did great work on labs and projects, though his tests scores were around the B- mark. When he takes the next course in his major, the teacher is frustrated because Curtis can't do a basic skill he should have learned in your class. But he got a B+ in your class.
- How do grades tell you what a student has learned?

SUMMATIVE ONLY GRADING

- Typical course assessments are focused on the summative—tests, final exam
- Learning is a process
- Growth mindset
- How does summative assessment help with growth?
- Why do we put feedback on exams?

GRADING PHILOSOPHIES

 Norm-referenced grading: standard curve, your grade tells you where you are relative to the class

 Criterion-referenced grading: your grade is based on a predetermined set of criteria

(Your philosophy might be between these two)

AN ALTERNATIVE TO POINTS: STANDARDS-BASED GRADING

- Been used for years at various educational levels
- Outcomes based
- Focuses on formative assessment

MY JOURNEY TO SBG

- Colleague in department tried it
- Community of practice in department
- Spring 2012 and onwards
- Started easy—used colleague's list of standards/course objectives
- Adjusted every semester
- Still adjusting!

WHAT IT LOOKS LIKE FOR ME

- No points, no attendance checked, no participation grades
- No homework collected
- Grades based solely on quizzes (assessments)
- Assessments directly tied to course objectives/standards
- Students have three tries per assessment
- Assessments weekly
- No final exam

SCHEDULE

- Thursday: start content (projectile motion concepts)
- Friday: projectile motion concepts and start problem solving [homework/practice available on D2L]
- Monday: lab on projectile motion
- Tuesday: practice problem solving [more practice on D2L]
- Wednesday: practice (1 hour) and assess (1 hour) on projectile motion
- Thursday: hand back assessment
- Friday through Thursday: Students re-assess up to two more times if necessary

REASSESSING

- Pros:
 - Students have motivation to go back and learn material
 - Three tries allows almost every student to pass
- Cons:
 - Lots of grading
 - Need many versions of assessments
- What other pros & cons can you think of?

GRADING

- Simplified scheme, no points
 - High Pass
 - Pass
 - Minor Error
 - Major Error
 - Insufficient/Incomplete

Very fast; minimal feedback

STUDENT RESPONSIBILITY

- Students are responsible for their own learning, keeping track of what they need, what grade they are earning
 - They step up!
- Do homework as needed, do practice as needed
- Some students are comfortable skipping classes and showing up to assessments only

THE GOOD PARTS

- Student feedback is positive about the grading system
- I feel like students are more motivated
- Definitely puts the responsibility of learning on the student
- No keeping track of attendance or participation
- No graded homework
- No arguing about an 87 vs 88 on a test
- Start hard and they have a chance to improve without hurting their grade

THE BAD PARTS

- Students really like points; they understand how they are doing and they understand how to make the system work to their advantage
- Can be a lot of grading
- Takes time to implement
- Requires proctors or your time
- Might be uncomfortable at first

THE DETAILS—OBJECTIVES

- Used old tests to determine what I really was assessing/testing for
- Decided which objectives were absolutely essential to pass the class (to get a C)
- Other objectives help improve grade above C
 - ► Ended up with C-level and A-level objectives

THE DETAILS—OBJECTIVES

Projectile Motion

- (C) I can solve problems involving objects experiencing projectile motion with horizontal launch.
- (A) I can solve problems involving objects experiencing projectile motion with angled launch.

Balanced Forces

- (C) I can draw a properly labeled force diagram showing all forces acting on an object.
- (C) I can relate balanced/unbalanced forces to an object's constant/changing motion.

THE DETAILS—OBJECTIVES

Lab Standards

- (C) I can communicate clearly in complete sentences.
- (C) I include all necessary information in a lab report.
- (C) I understand the errors associated with experimental designs.

Science Communication

- (C) I can communicate clearly about science topics.
- (C) I can critique a scientific research summary.

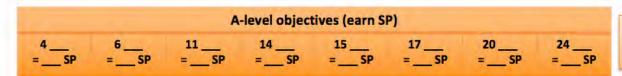
THE DETAILS--REASSESSING

- Google form for students to sign up
- I print at end of day for next day
- Different version for each day
- Open lab for retakes
- Student workers as proctors
- Available 10-20 hours a week
- Students show up, give name, get assessment
- Picked up at end of day for grading

THE DETAILS--GRADESCHEME

- Different for each course
- Based on objectives
 - C-level objectives
 - A-level objectives
- Pass on C-level earns experience points towards "C"
- High pass or A-level earns skill points towards "A"
- Number of points needed carefully calculated
 - All pass, no high pass → "B"
 - All high pass on C-level, no A-level → "B"

DETAILS: GRADESCHEME



A-level: Pass = 10 SP High Pass = 20 SP

PHYS-241 Experience Points/Skill Points Chart

C-level objectives (earn XP and SP)

Constant Velocity	Constant A	cceleration	Projectiles	Balance	d Forces	Unbalanced Forces						
1=	2= XP	3= XP + SP	5 = XP + SP	7= XP	8= XP	9= XP + SP	10 = XP + SP					

Circular	Motion	Springs	Balance	Torques	Conse	ervation of E	nergy	Momentum
12= XP	13= XP	16= XP	18 = XP	19 = XP + SP	21= XP	22 = XP	23 = XP + SP	25 = XP + SP

Lab Star	ndards (average	of top 3)	Science Communic		
26= XP	27= XP	28= XP	29= XP	30= XP	Pass = 1 XP High Pass = 1 XP + 10 SP

	F	D-	D	D+	C-	C	C+	B-	В	B+	A-	A
XP needed	<12	12	14	16	18	20	20	20	20	20	20	20
SP needed					-		30	50	70	110	150	200
Your level				7	I or		J.	19-01				

LEVEL UP YOUR PHYSICS!

DETAILS: GRADEBOOK

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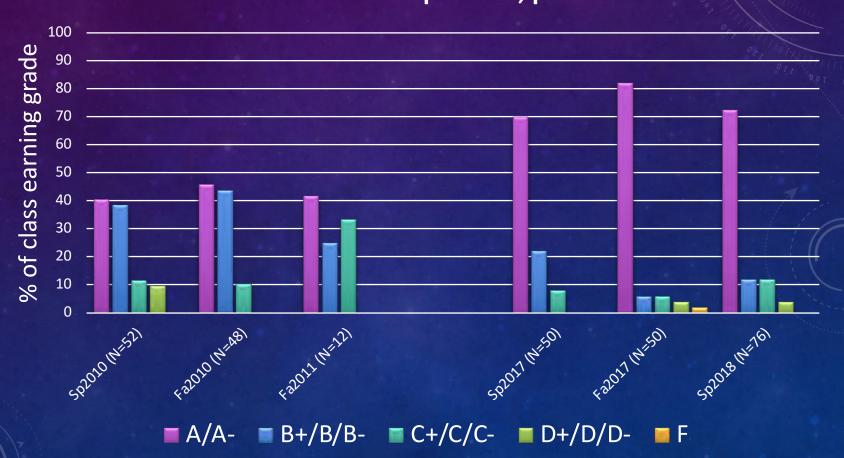
DETAILS: GRADEBOOK

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Student 1	4.0	2.3	4.0	2.4	2	3	3	3	3	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Student 2	1.3	1.3	1.3	0.8	0.6	3	3	2	0	0	0	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Student 3	4.0	3.7	4.0	1.6	1.4	4	3	4	4	4	0	3	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Student 4	3.7	2.7	3.7	2.4	1.8	4	3	- 5	- 5	5	5	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Student 5	1.0	1,3	1.3	1.6	1.2	3	3	0	0	1	1	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Student 6	3.7	2.0	3.0	2.4	2.2	4	4	5	5	5	5	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Student 7	4.0	3.0	3.7	2.4	2	4	4	5	5	- 5	5	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Student 8	3.3	3.0	3.0	2.2	2.2	4	4	4	0	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Student 9	3.7	3.7	4.0	2.4	2.2	4	4	- 5	5	5	5	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Student 10	4.0	2.7	2.7	2.4	1.8	4	4	5	5	5	5	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Student 11	4.0	3.3	4.0	0.8	0.6	4	3	3	3	4	5	4	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Student 12	4.0	2.7	2.7	2	1.6	4	4	5	5	5	4	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Student 13	3.7	2.7	3.3	2	1.8	4	3	4	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Student 14	2.7	2.3	3.0	1.4	1.4	4	3	5	4	5	5	4	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Student 15	3.7	4.0	3.7	2.4	2.4	4	4	5	3	5	5	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Student 16	3.3	2.7	4.0	0.6	0.4	4	4	5	4	5	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46	

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THE DETAILS: EFFECT ON GRADES

Grade Breakdown pre-SBG, post-SBG



IS SBG RIGHT FOR YOU?

- Criteria-based or norm-based grading?
- Clear set of objectives?
- Resource availability?
- Other issues?

HOW COULD YOU START?

- Step one: develop set of objectives based on current class
 - Decide if all objectives are equal or if you want levels
 - Determine what needs to be known for passing/"C" grade
- Step two: determine resources (current/needed)
 - Grading help?
 - Proctor room and proctors?
- Step three: given your resources and your philosophy, how many retakes? Timeframe for retakes?

MOVING TOWARDS SBG

- Step four: develop grading scheme
 - Ease of understanding how grade is earned
 - Ease of calculating grade
 - Ease of keeping track of grades
 - Level of feedback given
- Step five: write an assessment designed for one or more objectives
- Step six: get colleagues to look at your plan***
- Step seven: make (frantic, last-minute) changes

MOVING TOWARDS SBG

- Step eight: set low expectations for the first run
- Step nine: give it a try!
- Step ten: tweak, adjust, retry
- Step eleven: repeat step ten

RESOURCES

- Laura McCullough: McCulloughL@uwstout.edu
- https://www.chemedx.org/article/standards-basedgrading-chemistry-classroom
- http://mctownsley.net/top-10-standards-based-gradingarticles/

Thank you!