Dial “M” for ASSESSMENTS!

Ranjani Ramesh & Allison Bάby, graduate students – Applied Linguistics, York University
@TESL PHE 2017
CALL/MALL Tools for Formative Assessments: There are plenty out there!

- qzzr
- Socrative by MasteryConnect
- plomers
- nearpod
- playposit
- formative
- Kahoot!
What are the benefits of using CALL/MALL for learning/assessment?

- They serve as an **extension**, to create new spaces in new environments.
- **Potential for learning** is spontaneous, informal, and personalized.
- Learning becomes **multimodal**.
- **Learning can happen anytime, anywhere** due to portability and connectivity!
- **Social interactivity** can become stronger when learners engage in gameplay challenges.
Disadvantages of using MALL/CALL tools

- **Digital divide**: not everyone possesses laptops, android phones, tablets, etc.
- **Technical issues of connectivity**: problems with WiFi, internet connectivity, power outages
- **Technological learning curve** for teachers and learners
- **Getting used to the new environment** may be challenging for some.
- **Simple tasks can take longer** on a smart device.
- **Sometimes popular online tools may stop existing!** Eg. Zaption
What is Socrative?

It is an **interactive student response system** that works with smartphones, tablets, and laptops.

- What does that really mean?
- Learners can get instant feedback and/or explanation for each question they attempt.
Socrative FAQs

• Is it difficult to use?
• Is it difficult to set up?
• Do we need to be tech savvy to use it?
• Do the students need to register for it or download it?
• Do we have to pay for it?
• Do we have to mark the quizzes?

• The answer to all these questions is NO!!!
Let’s take a quiz!

Type **Socrative** on your search engine and log-in as a student. The following screen will appear.
Enter the room number: DY2015

Ready, Set, Go!
Socrative lets you know when your teacher starts a new activity.
Create your own Socrative account!

- Type **Socrative** on your preferred search engine (EG Google)
- Click on “Get Account”
- Choose “Get Free”
- Enter the details of your profile as required
- Follow prompts to enter demographic details
- Click “I agree to the terms”
- Select Socrative **free** account
- You will see your unique room number on top of the screen
- You are all set to start adding quizzes to your cyber classroom!
### Quizzes

<table>
<thead>
<tr>
<th>Name</th>
<th>Date</th>
<th>Copy</th>
<th>Download</th>
<th>Share</th>
</tr>
</thead>
<tbody>
<tr>
<td>Know your Coffee!</td>
<td>4/28/17</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Canadian Slang</td>
<td>4/27/17</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fact or opinion?</td>
<td>4/7/17</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Let’s try Creating a Socrative Quiz!

In pairs, create quizzes.

- Search for Socrative on your search engine.
- Click on **teacher LOG IN**, and enter your username and password:
- Create a quiz title and add two or three questions.
- Click on **SAVE and EXIT** button.
- Next, **Launch** the quiz on your device or PC.
- Click **FINISH** once your partner is done answering the quiz and download the report.

Your partner will have to:

- log in as student on their mobile phones/smart device
- Enter the room number
- Take the quiz.

Once quiz is done, view/email/download the report.
KAHOOT

Q1 What is Kahoot!?

- A game-based blended learning platform
- A classroom engagement tool
- A place to ask thought provoking questions
- An audience response system
What is KAHOOT?

- Kahoot is a platform by which users can create simple multiple-choice quizzes or jumble quizzes. There are also options to create class polls and discussions (but these aren’t the focus today).

- During game play, the questions are displayed on the projector and students answer on their devices.

- Players get points (or Kahoots) for how fast and how accurate they respond. The fastest answers get up to 1000 points; wrong answers get 0.
New in late 2016, Jumble-style quizzes were added to the platform. Here, the quizzes focus more on accuracy than speed. The question type is different, whereby players order or rank responses.

Student responses and points are calculated after each question, and a simple bar graph shows how many students chose each response (anonymously).

Standings are given after each question, so it promotes friendly competition.
Kahoot, ...3

- At the end, reports are kept on results, (but only useful if you know all of the players’ nicknames)

- With practice and a little creativity, teachers can make quizzes on grammar points, word choice, idioms, reading comprehension, punctuation, question formation/response….the sky is the limit!
Why KAHOOT?

- EASY!!
- Also, there is a large cache of already-made quizzes created by fellow users (teachers) that are “public” and shareable.
- Quizzes can be as long or as short as you wish.
- Since teachers create the questions, one quiz can be used across many classes OR they can be customized and contextualized for specific learners.
- Teachers can control the “speed” of the quiz and pause mid-quiz to explain/debate answers, as necessary.
- Informal assessment.
- Free!!! Only the “teacher” needs an account.
- Great alternative to “drill and kill” activities from the textbook - tends to elicit great buy-in.
- All students get equal voice; quieter students can really emerge.
Activity

- Go to getkahoot.com

- Option 1:
  - Create an account
  - Make your own quiz & demo

- Option 2:
  - Login to our sample account, explore the quizzes that have been created, add a few questions, & demo
  - Email: tml12017@groupmail.com
  - Login: tml12017
  - Password: ILoveESL (case sensitive)