**Session 1 (19**<sup>th</sup> **November):** Pedagogical principles of a learner-oriented approach to teaching and assessment in GBAs: an introduction to scaffolding as a pedagogical resource

Session 2 (26th November): Learner-oriented Instructional and social scaffolding in GBAs

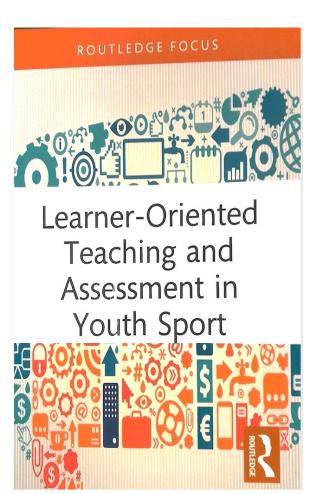
Session 3 (3rd December): Learner-oriented instructional appropriateness and creativity in GBAs

Session 4 (10th December): Learner-oriented assessment in GBAs





# Part IV Learner-Oriented Assessment



# **CHAPTER 10:**Harmonizing the teaching-assessment learning cycle

Patrícia Coutinho, José Afonso, Ana Ramos, Cristiana Bessa, Cláudio Farias and Isabel Mesquita

# CHAPTER 11: Implementing learner-oriented assessment strategies

Cláudio Farias, José Afonso, Ana Ramos, Patrícia Coutinho, Peter A. Hastie, Pedro Esteves, Bruno Travassos and Isabel Mesquita



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## **Learning is not linear**

(same task conditions promoting different movement outcomes in different learners)

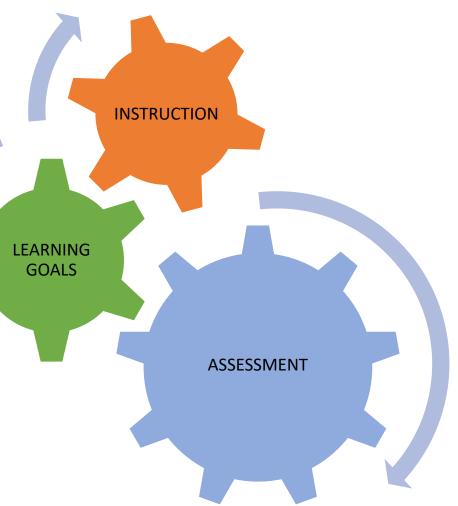






## **Assessment in Physical Education and Youth Sport Contexts**

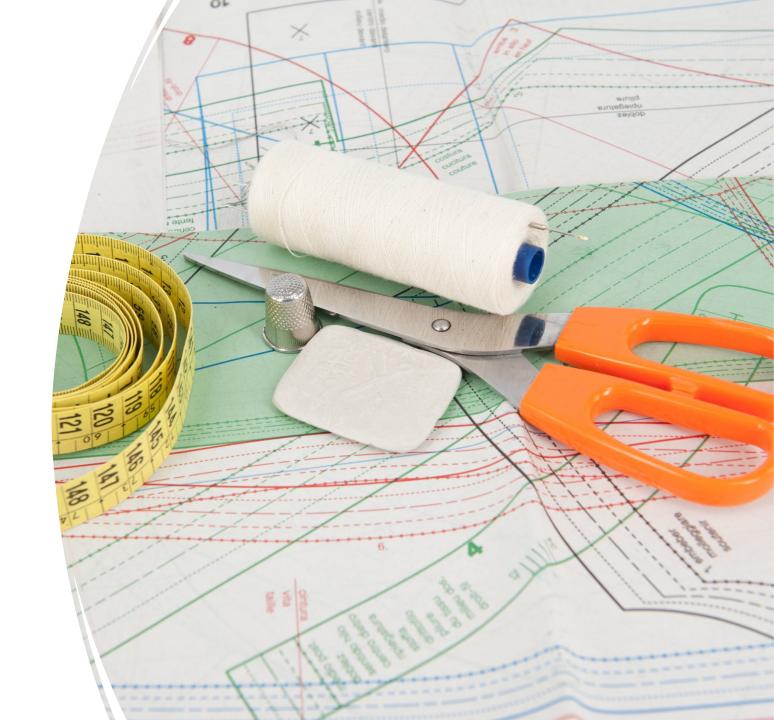






Learner-oriented assessment strategies require a <u>tailor-</u>

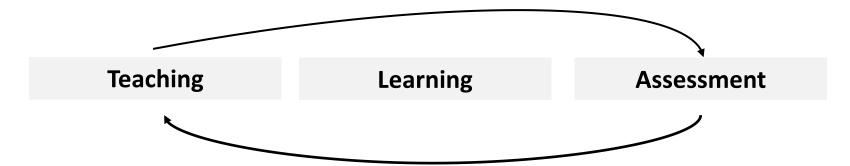
<u>made approach</u> the content, timings and forms of assessment





#### Continuous, ongoing process

Every learning activity is an opportunity for assessment. Each assessment is an opportunity for learning.



### **Timing of assessment**

- In-action assessment.
- Post-action assessment.

### **Assessment responsibility**

- Teacher-led assessment.
- Self-assessment (i.e., learner).
- Self-regulatory (i.e., implicit) assessment.
  - Peer-assessment.



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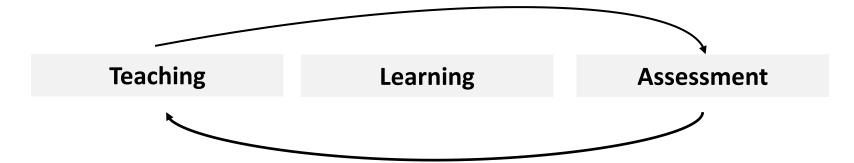
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# Implementing learner-oriented assessment strategies





### How am I doing as a learner-oriented sport educator?



# **Reflective diary**

Map the more technical components of the teaching-learning process (characteristics of the tasks presented, learners' responses to them), but also their anxieties, struggles, critical reflections, pedagogical intentions, and their need-improvement issues

# **Sport Educator self-assessment**

		Scaffolding self-mapping sheet												
		Session number												
Learner responsibility														
	Content selection													
	Task presentation													
	Task monitoring (feedback)													
	Task assessment													
Sc	affolding means													
	Demonstration													
	Explanation													
	Instruction													
	Questioning													
	Hints													
	Exploratory-based													
	affolding setting and													
op	perations													
	Pre/post briefing													
	Guided practice													
	In-task intervention													
	Guided task structure													
	Guided task presentation													
	Corners' meeting													
	Guided observation													
	Group discussion													



# Social development assessment







# **Equity and inclusion assessment**

Game: Netball (4v4)													
Lesson/camera/ vid	eo nº:			Match total time:									
				F	Playing time								
Player:	in	out	Sub total	in	out	Sub total	in	out	total				
Note: In each team, learn	ers take tu	rns in the a	analyst role	using a st	opwatch.								







### **Equity and inclusion assessment**

Game: Lacrosse (5v3 + goalkeeper)												
N	/latch nº:		<u>.</u>	Match total time:								
Player: Throw Throw Catch Catch S N Y N					Dribble Dribble Shot Shot total Y N Y N							

Note: A X is placed in each box per each player's on-the-ball actions. The participation rate represents the sum of successful and unsuccessful actions. A percentage of success can also be calculated (total success plays/total success + unsuccess plays). Importantly, you can add an off-the-ball indicator (e.g., available but not passed/or targeted) to value players' effort in support moves. Total rate of play can also be calculated (total participation actions/total time played).





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# **Descriptive narratives**







# **Social responsibility**

	Scoring									
Desired behavior	Emerging (1)	Approaching (2)	Target (3)							
Seeks opportunities to learn										
Practices hard										
Accepts advice										
Participates enthusiastically										
Shows responsibility										
Cooperates with others										
Shows tolerance to others										
Commits to the team										
Plays fairly										



# **Leadership assessment**

Peer Leadership assessment sheet						
		Score				
	Promotes knowledge exchanges between teammates	3				
Wizard	Shares decision-making with teammates	3				
	Recognises that different teammates have different needs and personalities	3				
	Leads responsible peer-questioning	3				
	Helps teammates to solve their problems	2				
Advonturous	Encourages teammates to be team players	2				
Adventurous	Leads by example not just by telling	2				
	Leads responsible feedback to teammates	2				
	Is critical of inequity and discriminatory attitudes	1				
Eveloven	Knows the strengths and weakness of each teammate	1				
Explorer	Talks optimistically	1				
	Leads responsible task presentation	1				



### **Game competence assessment**

Task: setting individualised assessment criteria

**Setting:** Field hockey 4v3 plus 2 floaters game form.

**Assessment criteria:** Low-skilled learners (Explorers) - uses basic grip to hold the implement; changes speed after passing; high-skilled learners (Adventurous) - attacks quickly with a pass to the side-lines, followed by a quick cut towards the goal.

**Note:** During the game many different situations will occur, but in this task learners only score points for each time they fulfil the task criteria.





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### **Game competence assessment**

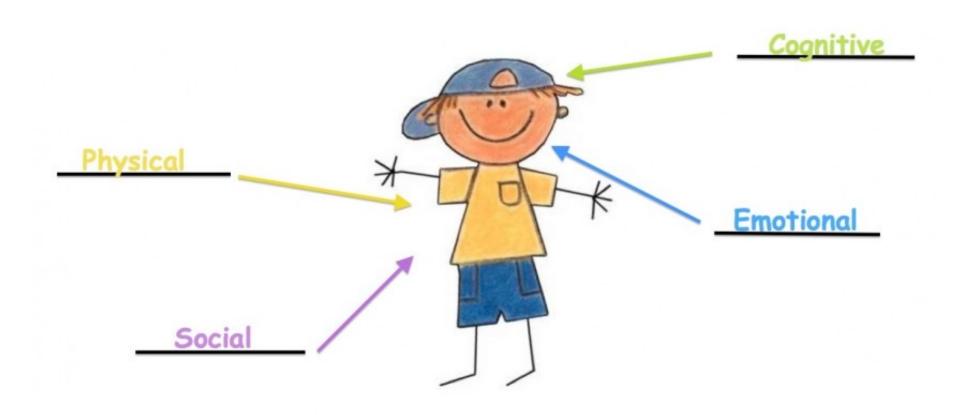
Game-play observation sheet																		
Analyst:	Analyst team:								Analyst score*:									
Task: Field hockey floater	Criteria - adventurous: attacks quickly with a pass to the side-lines, followed by a quick cut towards the goal; used body feint in one-on-one plays							Criteria - explorer: uses basic grip to hold the implement (v grip); changes speed after passing					5					
Teams		Events																
Α	explorers																	
	adventurous																	
В	explorer																	
adventurous																		

Note: \* Analyst self-assessment based on 'struggling a bit' (S), 'getting better (GB), 'I'm there', (IT). You can also self-assign a quantitative score for yourself (e.g., S = 1, GB = 2, on IT = 3).





# Holistic development assessment









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# **Role-playing assessment**

	Refereeing	scoring sheet		
Referees	Referees' team	yes (3 points)	Not always but they tried (2	No but they were friendly (1
John and Liza	Blue bibs	yes (5 points)	point)	point)
Were the referees fair to I	ooth teams?			
Do the referees know the signs?	rules of the game and the			
Did the referees maintain attitude throughout the e				
	Total scoring			



# Assessment in learner-designed games

Boring		Exciting
Low Activity		High Activity
No challenge		Highly Challenging
Too Complicated		Easy to Understand
Bad Player Number		Playing Number Right
No Skill Developed		Develops Skills Well
Complicated scoring		Good Scoring System
Wrong Playing Area		Good Playing Area
Wrong Equipment		Good Equipment
Poor Safety		Safety Addressed



# **Team chart scoring**

	Sport	: Softball				
Team name:				Session		
		1	2	3	4	•••
Social scores	(1 to 5)					
Responsibility						
Effort and commitmen	it					
Equity in game-play pa	rticipation					
Inclusive and peer sup	port attitudes					
Game-play	scores					
Getting on base						
Moving the runner						
Defending space by inf	field, outfield					
position						
Task criteria scores						
Role-playing sco	ores (1 to 5)					
Learner (name)	Role					
	Session scoring					
				Tota	l scoring	





Multidimensional assessment of learners' development considering their participation in learner-oriented pedagogies.





# Thank you!

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