The Morey Moment: “Learning by Doing” with Digital Assessment

Ms. Tiffany Morey, @MsMTeachesAg
Dr. Daniel Foster, @FosterDanielID
Agricultural Teacher Education at Penn State, @TeachAgPSU
What is the Morey Moment?
Goals

1) Increase digital comfort level of students

2) Expose students to new forms of digital assessment
Need for The Morey Moment

- Digital natives
- Real world application
- Beneficial for formal and informal assessment
Support from the Literature

- Recommended as part of pedagogical practice to increase student learning and achievement (Bunch, Robinson, Edwards, & Antonenko, 2014)

- Allows for instantaneous feedback and results (Van der Kleij, Feskens, & Eggen, 2015)

- Enhances student interest through use of gamification (Armstrong, Ferrell, Collmus, & Landers, 2016)
What it Does

- Replaces weekly pencil and paper assessments
- Incorporates new digital assessment platform each week
- Allows for “learning by doing”
- Questions cover weekly readings and class discussions
<table>
<thead>
<tr>
<th>Day</th>
<th>Task</th>
<th>Instructor Time Needed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Monday</td>
<td>Choose digital assessment platform, explore platform, create account</td>
<td>20 minutes</td>
</tr>
<tr>
<td>Tuesday</td>
<td>Create and print best practices cards, find informational video on YouTube</td>
<td>20 minutes</td>
</tr>
<tr>
<td>Wednesday</td>
<td>Write assessment questions</td>
<td>5 minutes</td>
</tr>
<tr>
<td>Thursday</td>
<td>Create digital assessment, input questions, test assessment</td>
<td>10 minutes</td>
</tr>
<tr>
<td>Friday</td>
<td>Deliver Maker Moment to students</td>
<td>5 minutes</td>
</tr>
</tbody>
</table>

**Total Time Invested Weekly**: 60 minutes
<table>
<thead>
<tr>
<th>Platform Name</th>
<th>Platform App</th>
<th>Assessment Type(s)</th>
<th>Cost</th>
<th>Unique Features</th>
</tr>
</thead>
<tbody>
<tr>
<td>GradeCam</td>
<td><img src="#" alt="GradeCam" /></td>
<td>True/False, Multiple Choice, Rubrics</td>
<td>Free</td>
<td>Smart device grading, can be used with teacher generated assessments</td>
</tr>
<tr>
<td>Kahoot!</td>
<td><img src="#" alt="Kahoot!" /></td>
<td>True/False, Multiple Choice, Discussion, Survey/Poll</td>
<td>Free</td>
<td>Gamification, team building</td>
</tr>
<tr>
<td>Mentimeter</td>
<td><img src="#" alt="Mentimeter" /></td>
<td>True/False, Multiple Choice, Discussion, Survey/Poll</td>
<td>Free</td>
<td>Gamification, interactive presentations</td>
</tr>
<tr>
<td>Plickers</td>
<td><img src="#" alt="Plickers" /></td>
<td>True/False, Multiple Choice</td>
<td>Free</td>
<td>Smart device grading, reusable student response cards</td>
</tr>
<tr>
<td>Purpose Games</td>
<td><img src="#" alt="PurposeGames" /></td>
<td>Multiple Choice, Matching, SA</td>
<td>Free</td>
<td>Gamification, game library and tournaments</td>
</tr>
<tr>
<td>Quizziz</td>
<td><img src="#" alt="Quizziz" /></td>
<td>Multiple Choice</td>
<td>Free</td>
<td>Gamification, live play and homework modes</td>
</tr>
<tr>
<td>Socrative</td>
<td><img src="#" alt="Socrative" /></td>
<td>True/False, Multiple Choice, Short Answer</td>
<td>Free</td>
<td>Gamification, multiple game formats</td>
</tr>
</tbody>
</table>
Best Practices Cards

**Characteristics of Kahoot!**
- Interactive assessment tool
- Encourages and promotes social learning
- Accessible from any internet compatible device
- Can be created in minutes
- Used for formal and non-formal learning and assessment
- Questions incorporate multiple types of media
- Multiple game formats—quiz, discussion, Jumble, survey
- Answers correspond to specific color and shape on student device screen

**Advantages:**
- Free
- Flexible
- Simple to use
- Engaging
- Fun for all ages
- Players do not need an account to use it
- Useful for many types of learners and learning styles
- Mobile app can be used to assign Kahoots! for homework

**Disadvantages:**
- Requires access to internet
- Not everyone has access to computers or other internet compatible devices
- Game can be lost or interrupted with loss or pause of internet connection
- Results are displayed on screen for all to see
- Can be frustrating for learners with delayed motor skills
- Best used in group setting
Technology Needed
Cost

free

$0
Challenges

- Time
- Technology
- Digital Comfort Constraints
Future Plans

- Continued use within courses as assessment tool
- Annual revision of digital assessment platforms
- Platforms added/removed as needed to reflect tech trends
- Variability of platforms to reduce novelty effect