



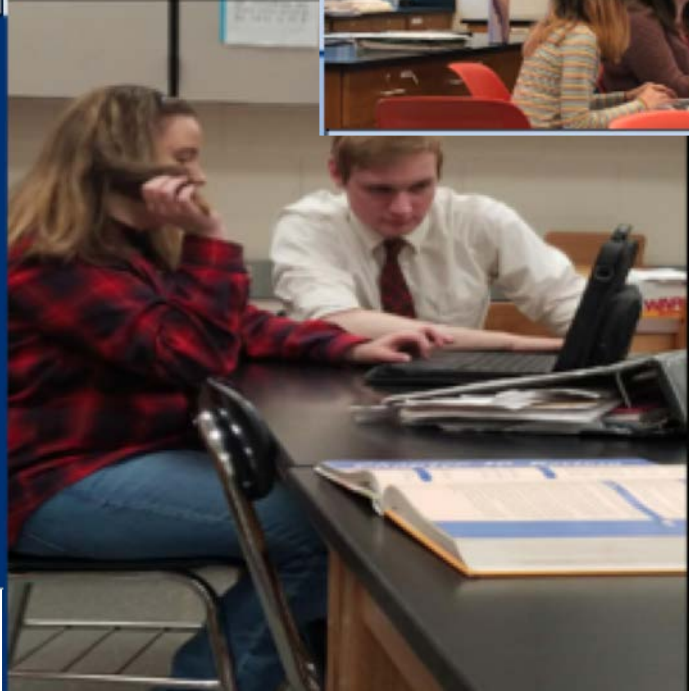
The Morey Moment: *“Learning by Doing”* with Digital Assessment

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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










Day	Task	Instructor Time Needed
Monday	Choose digital assessment platform, explore platform, create account	20 minutes
Tuesday	Create and print best practices cards, find informational video on YouTube	20 minutes
Wednesday	Write assessment questions	5 minutes
Thursday	Create digital assessment, input questions, test assessment	10 minutes
Friday	Deliver Maker Moment to students	5 minutes
	Total Time Invested Weekly	60 minutes

How It Works



Platforms Used

Platform Name	Platform App	Assessment Type(s)	Cost	Unique Features
GradeCam		True/False, Multiple Choice, Rubrics	Free	Smart device grading, can be used with teacher generated assessments
Kahoot!		True/False, Multiple Choice, Discussion, Survey/Poll	Free	Gamification, team building
Mentimeter		True/False, Multiple Choice, Discussion, Survey/Poll	Free	Gamification, interactive presentations
Plickers		True/False, Multiple Choice	Free	Smart device grading, reusable student response cards
Purpose Games		Multiple Choice, Matching, SA	Free	Gamification, game library and tournaments
Quizziz		Multiple Choice	Free	Gamification, live play and homework modes
Socrative		True/False, Multiple Choice, Short Answer	Free	Gamification, multiple game formats

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



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



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