

# [EVALUATE]

## 52 ways to orchestrate timely, high quality feedback for heroes during Civ, Quest, or Story Arts

### About this tool

Guides, \*every time\* we do a Civ, Quest, or Story Arts maker challenge, we'll want to make sure heroes are (1) gaining understanding and (2) getting good feedback. Why? Heroes learn best when they receive timely and targeted feedback to guide their improvement. For each challenge, what if we—or learners—pick an evaluation strategy and a “check for understanding hack” from the list below. We have tons of options to choose from. How might we mix it up every time we do a new challenge? Note: Some of these strategies might compel us to read hero responses and design future challenges to address learning gaps.

### Evaluation Strategies (*led by Guides or, even better, learners*)

Strategy	Length	Description
Checkpoint	10+ minutes ▾	Before submitting their work, require learners to visit a “checkpoint” and show their work to a Guide or, even better, to a hero who has mastered the skill. The Guide/hero identifies errors without revealing correct answers. The learner then tries again and visits another “checkpoint” to ensure they got it right. Finally, they submit their work.
Pair and share	1–5 minutes ▾	Pair heroes. Invite them to paraphrase and/or share what they learned or made and give “I like...I wish...I wonder” feedback.
Paraphrase	10+ minutes ▾	Before heroes submit their work, walk around and individually ask each hero to paraphrase what they learned or made. Divide heroes among Guides if there are multiple Guides present. If a hero has gaps in learning, ask Socratic questions to enhance their understanding and nudge them to update their work before submitting.
Whatd'ya learn?	1–5 minutes ▾	Use a 3–4 minute timer to have learners jot down something they've learned from the lesson. You can use this mid-way or

Strategy	Length	Description
		at the end. If it becomes a habit, heroes will begin to listen more carefully for something they are learning. You can also do this as a “turn and talk.” When you do this, you will have to pay close attention to what heroes are saying to find any misconceptions or those that don’t have anything to say.
Thumbs up	1–5 minutes ▾	Thumbs up means “I understand [the content and can explain it in my own words.
3-2-1	10+ minutes ▾	<p>Heroes consider what they have learned or made by responding to the following prompt at the end of the challenge. The prompt stimulates hero reflection on the challenge and helps to process the learning:</p> <ul style="list-style-type: none"> <li>• 3 things they learned from the challenge</li> <li>• 2 things they want to know more about</li> <li>• 1 question they have</li> </ul> <p>Heroes then share their 3-2-1 reflection with a Guide or partner hero who then gives them feedback about what they might consider adding, subtracting, or changing about their current understanding.</p>
Exit ticket	1–5 minutes ▾	This is like a pop quiz without the “pop” and the pressure. At the end of the challenge, ask heroes to write down a few main ideas from the day’s challenge and any questions they may have about it. On their way out, have them drop their slips in a box. Before the next challenge, open it up to measure their understanding.
Teach it	10+ minutes ▾	Describe the concept in language a six-year old would understand. Then bring in a Spark learner as an expert to see how they did.
Response Cards	5–10 minutes ▾	Every learner has a whiteboard—you could use index cards, but they are harder to see and reuse—and responds to a question by writing and turning the whiteboard to the Guide. It is best to ask a single focused question with a specific goal. When Guides see gaps in learning, have heroes who understand the concept or skill explain or teach it to those who don’t.
Summarize it	1–5 minutes ▾	Having heroes regularly summarize what they are learning is not only an effective means of helping them increase comprehension and retention of new material, it can also provide teachers with insight into whether heroes are really grasping important Ideas. After the challenge, look at hero

Strategy	Length	Description
		responses and design the next launch to address gaps in learning.
Kahoot!	10+ minutes ▾	This is a game-based learning platform that heroes love. It's part game show—part video game—and encourages a lively, friendly sense of competition. Set up a quick game of 10 questions to check for understanding and gather data on what's working from your challenge. Even your most reticent heroes will participate.
Pair up and talk it out	5–10 minutes ▾	Have your heroes find a partner to discuss the lesson and take turns being the “teacher.” While they're talking, walk around the room and listen in to see if they have a clear understanding of the critical points of the day's challenge. If heroes appear not to have a firm grasp on the main points, talk it out with the whole class. Only one or two heroes who need assistance? Address them individually at an appropriate time.
Summary poem	5–10 minutes ▾	List 10 key words from an assigned text. Do a free verse poem with the words you highlighted. Write a summary of the reading based on the words you highlighted. After the challenge, look at hero responses and design the next launch to address gaps in learning.
Invent the quiz	10+ minutes ▾	Pair heroes together and have each hero write 3–5 higher-order text questions related to the content to give as a “quiz” to the other hero. After taking the quiz, as a Studio, discuss common misconceptions.

## Hacks to Check for Understanding

Strategy	Length	Description
Thumbs up	<1 minute ▾	Thumbs up means “I understand [the content and can explain it in my own words.”
Five fingers	<1 minute ▾	1 shows minimal understanding, 5 shows maximum. Good for the whole group and is done quickly.
Wave hand	<1 minute ▾	“I’m not completely sure about ___ and doubt I could explain it.”

Strategy	Length	Description
Thumbs down	<1 minute ▾	"I don't yet understand ___ and cannot explain it."
Lottery	1–5 minutes ▾	Pull names out of a bowl and ask heroes to explain. Ask other heroes—and discuss as a group—how the explanation can be improved.
Ticket out the door	1–5 minutes ▾	Learners answer questions about the challenge and turn them in before they can leave the area. Or this can be oral as they pass the Guide. You can have several questions ready beforehand, and then learners are told which question to answer as they leave. After the challenge, look at hero responses and design the next launch to address gaps in learning. In the next launch, you might even anonymously show right and wrong responses and as a Studio discuss the errors.
Troubleshoot	5–10 minutes ▾	<p>One of the most efficient and effective quick checks for understanding involves troubleshooting. Present heroes with a common misconception or a frequent procedural error. See if they can:</p> <ol style="list-style-type: none"> <li>1. Identify the flaw or error, and (even better)</li> <li>2. Correct it.</li> </ol> <p>Their responses will provide a quick check of the depth of their understanding.</p> <p>Examples:</p> <ul style="list-style-type: none"> <li>• Present a rough draft of writing and ask heroes to serve as an editor to mark compositional and grammatical errors.</li> <li>• Have heroes review work on a multi step word problem to identify computational mistakes and reasoning errors and correct them.</li> </ul>
Rapid prototype	10+ minutes ▾	Heroes have a very short timeframe to create a v1.0 prototype of the thing they will be spending days/weeks creating. For example, for Story Arts, a contained challenge could be for learners to create a quick 1.5 page script that tells a story with a beginning, middle, and end. This serves as a way to assess their script writing skills as they continue to flesh out longer-form scripts throughout the session.

## Ways to Foster Self-Assessment (Short-Term)

Strategy	Length	Description
KWL Charts	1-5 minutes ▾	Utilize KWL charts when exploring new content. In the K column, capture what learners already know about the topic. In the W column, make a list of wonderings that the learners want to know. At the end of a unit, complete the L column, which synthesizes what was actually learned.
"I used to think...but now I think..."	1-5 minutes ▾	Build in self-assessment to every learning experience by having learners reflect on how their knowledge/mindsets have changed as a result of a learning experience.
Confidence Score	1-5 minutes ▾	Ask learners, "Fist to five, how confident are you in your knowledge of (insert topic)"  Follow up: "What do you need in order to be a five?"
Most Important Ideas	5-10 minut... ▾	Create a list of three to five takeaways every learner should have from the challenge. After the challenge, have learners write their own 3-5 important takeaways. Share your list with learners and ask them what they need to add to their list from your list. Also, take the opportunity to learn from the learners by adding their valuable takeaways to your own list.
Self-Diagnostic	5-10 minut... ▾	Create a 2x2 chart the board with these categories: <ul style="list-style-type: none"> <li>• I know what I know</li> <li>• I know what I don't know</li> <li>• I don't know what I know</li> <li>• I don't know what I don't know</li> </ul> Ask learners to complete the chart, moving category by category.
Goal Check	1-5 minutes ▾	At the end of the day, have learners check off on the goals they made for themselves that day. Add public value by celebrating it as a Studio.
Rating	1-5 minutes ▾	As part of a challenge, have learners post a private evaluation.  "On a scale from 1 to 5, I'd rate my work a __ because (evidence)"

Strategy	Length	Description
5 A's	5-10 minut... ▾	<p>In a launch or closing activity, invite learners to share using the 5 A's. They can choose which one to share::</p> <ul style="list-style-type: none"> <li>• Achievement: Something you're proud of accomplishing</li> <li>• Appreciation: Something you learned from a peer</li> <li>• Apology: Something you need to take responsibility for</li> <li>• Announcement: Something relevant to the topic you'd like to share with the Studio</li> <li>• Aha!: A realization you had during the learning challenge.</li> </ul>
Exemplars	10+ minutes ▾	<p>At the end of a challenge, have learners compare their work to a master work. What similarities do they see? What gaps do they notice?</p>

## Ways to Foster Self-Assessment (Long-Term)

Strategy	Length	Description
Visual Badge Plans	10+ minutes ▾	<p>Work to create easy visualizations for learners to track progress. Post publicly for maximum impact.</p>
Portfolio of Drafts / Iterations	10+ minutes ▾	<p>Have learners keep copies of each writing draft or prototype iteration. At the end of a session, invite learners to reflect on the development of each draft and identify spots of growth.</p>
360 Scores	10+ minutes ▾	<p>Invite learners to evaluate all 360 feedback from the year and identify points of greatest growth.</p>
Test Score Data	10+ minutes ▾	<p>In check-ins, have learners reflect on their scores from IOWA and CWRA year over year and identify the greatest points of growth.</p>
Testimonials	10+ minutes ▾	<p>Invite learners to interview someone important in their life (parent, grandparent, sibling) and ask that person to provide an honest assessment of what areas the learner has shown the most growth in.</p>

Strategy	Length	Description
Revisit Past Content	10+ minutes ▾	Revisit past Quest, Civ, and Storytelling Challenges. What do learners know now about topics like financial literacy, ice cream science, and machine learning that they didn't know at the beginning of the year?
CV	10+ minutes ▾	Have learners build a CV, highlighting the skills, knowledge, and experiences that they have cultivated.
College Essay	10+ minutes ▾	How will learners summarize who they are and what they know to college admissions officials? Give learners practice at crafting personal essays that highlight who they are, summarize their growth, experiences, and achievements, and point to the topics and skills they still want to continue to explore.
Robust Apprenticeship Reflection	10+ minutes ▾	A key part of an Apprenticeship should be writing a *robust* reflection on the apprenticeship experience, what the experience pulled out of learners, and what areas of growth they have identified for themselves as a result.
Social Capital Tracker	5-10 minut... ▾	Learners should be measuring their growth by the strength of their social capital. The tracker should be revisited at least once a session, with learners updating new connections as experts continue to visit the school.
Reflection Day	10+ minutes ▾	<p>Reflection Day should be rich with self-assessment. Crucial components:</p> <ul style="list-style-type: none"> <li>• Analyze data from exhibition</li> <li>• Learners highlight strengths and weaknesses</li> <li>• Learners conduct an After Action Review, with the main deliverable being a plan for what they would do differently if they had to undertake the task again.</li> </ul>