Standards-based grading

David Phillips

United States Naval Academy

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You’ve got questions?

- What is standards based grading and why use it?
- How did you implement this?
- What improvements would you make next time?
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Would you do it again??
The grading game

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- Quizzes 20%
- Homework 20%
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My quiz scores are low and I really need to improve them.
Catch 22 of falling behind

- Early problems with performance

- Seeming way to improve is by scoring higher on later quizzes

- Assuming some interdependency on topics in the course, this may be fruitless

- Difficulty in incentifying learning previous topics
Grading blues

- Partial credit: how well did the student miss that question?

- How did that student get an A in my course without learning that really important topic?

- (Academy special) the granularity of grades are courser than the scores
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- Assess course topics on exams to separately assess retention
- Allowing and planning for reassessments are key
Prepping

- Determine course topics: what is the correct level of detail?
- How are assessments converted into grades?
- How are reassessments going to work?
  - “Built-in” versus “explicit”
- How will feedback be given to students?
In-game changes

- Adding in standards

- Feedback woes: timely grading and blackboard access

- Lessons with coding
Pros vs. cons

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- Students are not used to this.
- Blackboard is fine, but not ideal...still searching...
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Work needed, but the pros outweighed the cons for me.