

# *General Assessment Templates*

DevTech Research Group

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Student's Name: \_\_\_\_\_

ID #: \_\_\_\_\_

Assessments for Lesson 1

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Level 1: Sturdy Builder

When a child attempts this license level, also assess them according to the following scale.

Use NA if the child does not attempt to work on the given task at all. If you choose "NA" please provide an explanation in the "Notes" section.

If assessing a child based on a partially complete project, note this in the "Notes" section. In this case, assess the child based on the part of the project they did complete.

3	2	1
Final product completely meets this requirement	Final product partially meets this requirement	Final product does not meet this requirement at all

<i>Lesson 1 Vehicle Requirements:</i>	<i>Achievement Level (Circle one)</i>			
1. Project has a working means of motion (_____).	3	2	1	NA
2. Project remains intact while being handled throughout project testing	3	2	1	NA

Notes:

Teacher Name: \_\_\_\_\_

Date: \_\_\_\_\_

Student's Name: \_\_\_\_\_

ID #: \_\_\_\_\_

Assessment for Lesson 2

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Level 2: Robot Builder

When a child attempts this license level, also assess them according to the following scale.

Use NA if the child does not attempt to work on the given task at all. If you choose "NA" please provide an explanation in the "Notes" section.

If assessing a child based on a partially complete project, note this in the "Notes" section. In this case, assess the child based on the part of the project they did complete.

3	2	1
Final product completely meets this requirement	Final product partially meets this requirement	Final product does not meet this requirement at all

<i>Lesson 2 Robot Requirements:</i>	<i>Achievement Level</i>			
1. Robot has all necessary robotic parts (includes: _____)	3	2	1	NA
2. All necessary parts are connected so that they work correctly	3	2	1	NA
3. Robot remains intact while running a test program	3	2	1	NA

Notes:

Teacher Name: \_\_\_\_\_

Date: \_\_\_\_\_

Student's Name: \_\_\_\_\_

ID #: \_\_\_\_\_

Assessment for Lesson 3

Level 3: Programmer I

When a child attempts this license level, also assess them according to the following scale.

Record the child's final program in the space provided. Be sure to record the child's last attempt at the program (the child may change his/her program several times).

Use NA if the child does not attempt to work on the given task at all. If you choose "NA" please provide an explanation in the "Notes" section.

If assessing a child based on a partially complete project, note this in the "Notes" section. In this case, assess the child based on the part of the project they did complete.

3	2	1
Final product completely meets this requirement	Final product partially meets this requirement	Final product does not meet this requirement at all

<i>Lesson 3 Program Requirements:</i> <i>*note: when scoring the following programs, disregard sound instructions and a series of turns can be used in place of Spin.</i>	<i>Achievement Level</i>
1. Program contains the correct instructions (correct instructions: _____). Go on to #2 if child scores a 2 or 3 here. If child scores a 1, choose NA for #2.	3   2   1   NA
2. Program contains the correct instructions in the correct order (correct order: _____)	3   2   1   NA

RECORD CHILD'S FINAL PROGRAM HERE:

Notes:

Teacher Name: \_\_\_\_\_

Date: \_\_\_\_\_

Student's Name: \_\_\_\_\_

ID #: \_\_\_\_\_

Assessment for Lesson 4

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Level 4: Programmer II-A

When a child attempts this license level, also assess them according to the following scale.

Record the child's final program in the space provided. Be sure to record the child's last attempt at the program (the child may change his/her program several times).

Use NA if the child does not attempt to work on the given task at all. If you choose "NA" please provide an explanation in the "Notes" section.

If assessing a child based on a partially complete project, note this in the "Notes" section. In this case, assess the child based on the part of the project they did complete.

3	2	1
Final product completely meets this requirement	Final product partially meets this requirement	Final product does not meet this requirement at all

Lesson 4 Program Requirements:	Achievement Level			
1. Program contains all necessary repeat components	3	2	1	NA
2. Program has Repeat and End Repeat instructions in the correct place	3	2	1	NA
3. Program contains the correct number parameters to achieve the task	3	2	1	NA
4. Program contains correct action instructions (i.e. _____.) Go on to #5 if child scores a 2 or 3 here. If child scores a 1, choose NA for #2.	3	2	1	NA
5. Program contains the necessary action instructions in the correct order to achieve the task	3	2	1	NA

RECORD CHILD'S FINAL PROGRAM HERE:

Notes:

Teacher Name: \_\_\_\_\_

Date: \_\_\_\_\_

Student's Name: \_\_\_\_\_

ID #: \_\_\_\_\_

Assessment for Lesson 5

Level 4: Programmer II-B

When a child attempts this license level, also assess them according to the following scale.

Record the child's final program in the space provided. Be sure to record the child's last attempt at the program (the child may change his/her program several times).

Use NA if the child does not attempt to work on the given task at all. If you choose "NA" please provide an explanation in the "Notes" section.

If assessing a child based on a partially complete project, note this in the "Notes" section. In this case, assess the child based on the part of the project they did complete.

3	2	1
Final product completely meets this requirement	Final product partially meets this requirement	Final product does not meet this requirement at all

Lesson 5 Program & Robot Requirements:	Achievement Level (Circle one)
1. Program contains all necessary repeat components	3 2 1 NA
2. Program has Repeat instructions in the correct place	3 2 1 NA
3. Robot has appropriate sensor correctly attached	3 2 1 NA
4. Program contains the correct sensor parameter to achieve the task	3 2 1 NA
5. Program contains the correct action instructions to achieve the task	3 2 1 NA
6. Program contains action instructions in the correct order.	3 2 1 NA

RECORD CHILD'S FINAL PROGRAM HERE:

Notes:

Teacher Name: \_\_\_\_\_

Date: \_\_\_\_\_

Student's Name: \_\_\_\_\_

ID #: \_\_\_\_\_

Assessment for Lesson 6

Level 5: Programmer III

When a child attempts this license level, also assess them according to the following scale.

Record the child's final program in the space provided. Be sure to record the child's last attempt at the program (the child may change his/her program several times).

Use NA if the child does not attempt to work on the given task at all. If you choose "NA" please provide an explanation in the "Notes" section.

If assessing a child based on a partially complete project, note this in the "Notes" section. In this case, assess the child based on the part of the project they did complete.

3	2	1
Final product completely meets this requirement	Final product partially meets this requirement	Final product does not meet this requirement at all

Lesson 6 Program Requirements:	Achievement Level (Circle one)
1. Robot has appropriate sensor correctly attached	3 2 1 NA
2. Program contains the correct sensor parameter to achieve the task	3 2 1 NA
3. Program contains If and End If	3 2 1 NA
4. Program contains If and End If in the correct place	3 2 1 NA
5. Program contains If Not and End If Not (if applicable)	3 2 1 NA
6. Program contains If Not and End If Not in the correct place (if applicable)	3 2 1 NA
7. Program contains the correct action instructions to achieve the task (Forward and Turn)	3 2 1 NA
8. Program contains action instructions in the correct order to achieve task.	3 2 1 NA

RECORD CHILD'S FINAL PROGRAM HERE:

Notes:

Teacher Name: \_\_\_\_\_

Date: \_\_\_\_\_

Student's Name: \_\_\_\_\_

ID #: \_\_\_\_\_

Assessment for Final Project

Definition of the task:

Summarize the child's goal(s) for his/her robotic artifact:

End product: (e.g. a giraffe)

Design features (1-3): (e.g. with a tall neck & spots; that is sturdy; that doesn't tip over)

And its programmed behavior(s): (e.g. It will move away when something is close to it because it is shy.)

3	2	1
Final product completely meets this requirement	Final product partially meets this requirement	Final product does not meet this requirement at all

Project Requirements:	Achievement Level (Circle one)
1. Robot has the design features described in the child's design journal plan, listed above.	3 2 1 NA
2. Robot functions according to the design journal plan, summarized above.	3 2 1 NA
3. Program includes all the necessary Repeat / End Repeat components and no unnecessary components to accomplish the task.	
4. Any Repeat components are in the correct order to accomplish the task.	3 2 1 NA
5. Program includes all the necessary If / End If (and If Not / End If Not if pertinent) components and no unnecessary components to accomplish the task.	
6. Any If components are in the correct order to accomplish the task.	3 2 1 NA
7. Robot has appropriate sensor correctly attached to accomplish the task.	3 2 1 NA
8. Program has correct number parameters to accomplish the task.	3 2 1 NA
9. Program has correct sensor parameters to accomplish the task.	3 2 1 NA
10. Program contains the correct action instructions to achieve the task.	3 2 1 NA
11. Program contains instructions in the correct order.	3 2 1 NA

Teacher Name: \_\_\_\_\_

Date: \_\_\_\_\_



Student's Name: \_\_\_\_\_

ID #: \_\_\_\_\_

RECORD CHILD'S FINAL PROGRAM HERE:

Notes:

Teacher Name: \_\_\_\_\_

Date: \_\_\_\_\_