

Evaluation: Active Reviewing

Summary:

The majority of learning experiences happen during the coding activities and games, but also while reflecting. This is why your students will learn how to perform fun evaluation activities with the pupils. This doesn't mean that they will be testing them or giving points. In this program, we use *Active Reviewing* techniques to evaluate the past activities in a fun but

meaningful way. This will ensure that pupils will retain much better what they learnt and go home with a more positive experience.

Timeframe: 30-40 minutes

Learning outcomes:

- 3.1 Working together
- 3.2 Negotiation practices
- 3.3 Describing thought processes
- 3.4 Learning from vicarious experiences

Implementation:

In Appendix IV, you can find five different activities to use as an evaluation. However, there are plenty more of them to be found on the internet.

At the end of the 10 hour training program, you will perform a thorough evaluation with your pupils, through one of these techniques. Aside from simply doing it themselves, you will also discuss with your students on the benefits and reasons for an evaluation.

Tips and tricks:

Materials:

- Pens and paper
- Post its