Standards-Based Reporting

Three Types of Learning Goals

Teachers are asked to look at a variety of goals to determine a student’s grade. Combining these goals can be challenging and can often result in inconsistency in grading practices. By separating these goals, we can create a clearer picture of students’ attainment of the standards as well as their work habits.

The learning goals teachers take into consideration when determining grades can be divided into three basic types: Product, Process and Progress. Product Goals focus on what the student is able to do in relation to the standard. They are determined by the results of the student’s summative assessments, major products, such as reports or projects, and other examples of accumulated learning over the term. Process Goals look at how the student arrived at the learning. These are the behavior components such as effort, class participation, homework and attendance. Finally, there are Progress Goals that address the amount of knowledge the student has gained during the term. They do not represent where the student is relative to mastery of the standard, but rather how far the student has progressed toward mastery of the standard from where he or she began.

All of these goals are important, but when they are lumped together into one grade, a confusing and inaccurate picture of a student’s mastery of the standard may result. Why not consider a reporting system where we separate out the Product Goals (achievement) and report the Process Goals (effort, homework, participation, etc.) and Progress Goals (growth) as is done in other countries through standards-based grading? By doing this, we get a clearer picture of a student’s academic achievement, work habits and academic growth.


Additional PARCC Sample Items Released

In early November the Partnership for Assessment of Readiness for College and Careers (PARCC) released new sample test items. With this release, PARCC has now made exemplar test items public. Items span the grades in both mathematics and English language arts/literacy.

These sample items are designed to help teachers, students and parents get a better sense of how PARCC will measure student learning in mathematics and ELA/literacy. The new assessments are aligned to the Common Core State Standards.

These new items, along with previously released items, may be found at PARC online. Click on the subject and grade on the left side of the page to see the available items as well as scoring rubrics.
The Literacy Design Collaborative (LDC) is a growing set of classroom teachers, school and district leaders, state departments, state organizations and a wide array of service providers. It has created tasks, modules, and courses which meet the challenges of literacy as per the Common Core State Standards (CCSS) expectations.

Teachers can access the LDC website at www.literacydesigncollaborative.org where they will find a collection of templates which will engage students in written responses to reading and which rely on language and skills taken directly from the Common Core Anchor Standards. The LDC templates consist of fill-in-the-blank assignment stems that guide K-12 teachers as they craft high-quality student assignments.

EduCore offers instructional tools for educators and resources for professional development when implementing the CCSS in literacy as well as in math.

Template Tasks for K-2

"LDC template tasks are fill-in-the-blank “shells” built off the Common Core standards. They allow teachers to insert the texts to be read, writing to be produced, and content to be addressed.

When completed, template tasks create high quality student assignments that develop reading, writing, and thinking skills in the context of learning science, history, English, and other subjects."

The New York City Department of Education Common Core Lab Team drafted template tasks for informative and explanatory writing to incorporate the CCSS concepts and standards for younger students.

How to Score Second Grade LDC Tasks

The following link will assist teachers in designing or assigning tasks to students in kindergarten through second grades:


The next link assists teachers in properly scoring the student work that is exhibited by use of a rubric designed by the LDC:


A think tank tab is also available that is a social network portion of the site and allows teachers to collaborate with one another. Because the early elementary portion of this site is rather new, we urge all participants to gain access to this area and contribute by asking questions and engaging in conversations.
### Implementation Considerations for the Common Core Classroom

Have you fully transitioned to Common Core? Is your classroom 100% common core? How do you know? Educators have been asking for a way to determine their transition to the Common Core. Finally, the Implementation Considerations for the Common Core Classroom are available in specific grade bands to help teachers accurately determine their level of transition. The Implementation Considerations for the Common Core Classroom are a set of rubrics designed to address classroom environment, classroom materials, the Mathematical Practice Standards, and Classroom Assessments. These rubrics can be used to pinpoint professional development needs, help create more specific and accurate timelines for implementation, to inform teachers of pitfalls, and to help create next steps. While they are not to be used as part of any official teacher evaluation, teachers are encouraged to use these Implementation Considerations for the Common Core Classrooms individually to monitor progress in their classrooms.

Teachers can also use these in vertical and horizontal team meetings to see how the transition is going inside mathematics. Try the Implementation Considerations for the Common Core Classroom today!

“We need more productive struggle in our classrooms.”

-Matt Larson

### Dan Meyer Presents at NCTM

The NCTM 2013 Regional Conference and Exposition in Louisville, Kentucky occurred November 6-8th. Dan Meyer presented a well-attended session called “Making Math More Like Things Students Like: Video Games.” Dan challenged the audience to learn from video games rather than turning math into a video game. In Dan’s research he discovered 6 lessons: Video games get to the point, Real world isn’t always real, Video games have an open middle, the middle grows more challenging and interesting at the same time, Instruction is visual- embedded in practice - and only as needed, and video games lower the cost of failure. 1. Video games are direct and clear from the beginning. Players jump right into the game and start playing immediately. 2. Some degree of imagination or fabrication can still feel very real and provide opportunity to interact in meaningful ways. 3. Games have a specific start and a specific end, but players can navigate throughout the game in a variety of ways as they work towards that end. 4. Video games increase in difficulty and interest as they progress. If the game only gets more challenging people stop playing. 5. Games do not lecture or require lengthy tutorials. The directions are quick and easy, often demonstrated in pictures. Players learn from playing. 6. Games provide easy opportunity to fail and try again without making players feel badly. Players often start again without consciously thinking about failure or embarrassment.


Can you think of ways to Incorporate these lessons into your classroom?

For more on Dan Meyer visit his [3 Act MathTasks](http://blog.mrmeyer.com/) on his Blog dy/dan.
Comprehensive System of Learning Supports

Student-Centered Discourse

Discourse that is student-centered, encouraging students to articulate and understand their and others’ learning process, is research-proven to:
- Promote student engagement (Middleton and Jansen, 2011);
- Deepen student understanding (Gibbons, 2006); and
- Aid teachers’ understanding of student thinking (Martino and Maher, 1999).

Consider the following steps to not only teach “with discourse,” but actively “teach discourse” as a vital 21st Century skill engrained in classroom culture.

Center on Students
Reframe prior conceptions of discourse to include student-centered approaches.
- Recognize how student-centered discourse differs from teacher centered approaches used to relay information in one direction or assess correctness of responses.
- Choose opportunities for discussion to follow student thinking.
- Identify what is appropriate in student responses and note errors as an important part of learning.

Create Norms
Actively establish learning conditions through explicit, intentional behaviors.
- Include students in the creation and regular review of behavioral norms.

Clarity Goals
Use content-specific language to focus discourse on learning. This deters student tendencies to personalize comments.
- Clearly connect discourse to standard-based learning objectives.
- Clarify student expectations and purpose (i.e. brainstorm ideas, find a solution, improve with feedback).
- Clarify whether the class goal is consensus or diversity of ideas.

Practice Skills
Identify and practice teaching skills required by a facilitative approach.
- Use questioning techniques that elicit thought versus rote response.
- Balance direct “telling” with “initiating” (summarize student work to insert new information, give counterexamples, question to help students deduce concepts, etc.).
- Identify discourse skills embedded in learning standards as well as other skills that support discourse.
- Name, teach, and practice these skills explicitly and regularly.

Preview/Review Process
Promote layers of learning by not only discussing content, but also “processing the process” of discourse.
- Preview expectations/class norms.
- Review student perspectives of the discourse process, discussing strengths/areas for improvement.

Model Consistently
Practice positive discourse skills to create real-life teachable moments.
- Use identified discourse skills in exchanges with students, colleagues, and parents/families.
- Discuss with students when effective discourse is observed.

Making Connections

Conditions for Learning (Rising Star):
CL 10 The school culture promotes and supports the academic, physical, social, emotional, and behavioral skill development and engagement of students.

Common Core State Standards:
Math Practice Standard 3
Embedded throughout ELA Standards: Reading, Writing, Speaking and Listening

Danielson Framework:
1b Demonstrating knowledge of students
2c Creating an environment of respect/rapport
3b Using questioning and discussion techniques
3e Demonstrating flexibility and responsiveness
4d Participating in a professional community

Click on the video link above to watch discourse in action (5/6th math):
http://www.insidemathematics.org/index.php/standard-3

Conditions for Learning Indicators are part of the Rising Star school improvement tool and also accessible on the ISBE Learning Supports web site.

Visit www.isbe.net to download this newsletter.