## Years 3–4 assessment techniques and conditions v1.0

## Technologies — Digital Technologies

This document outlines assessment techniques and response conditions to achieve range and balance within an assessment program. Schools consider the local context, and the age and capabilities of the students, when selecting appropriate assessment techniques and response conditions.

Techniques	Project	Investigation	Test
Description	A project assesses students' abilities to create digital solutions to problems by addressing specified content, creating and designing a solution, and documenting the process.	An investigation assesses students' abilities to collect, manipulate, interpret and draw conclusions about data and information.	A test assesses students' responses that are produced independently, under supervised conditions and in a set timeframe. A test ensures student authorship.
	A digital project requires students to apply knowledge, understanding and skills to create digital solutions using the design process.  Students:  • plan a sequence of steps (algorithms) to create solutions  • use identified criteria for success, including sustainability considerations to judge the	An investigation requires students to use information that they have been given and the knowledge they currently have.	A test requires students to respond to one or more assessment items. These items are based on questions or tasks that are typically unseen. Questions or tasks may be based on stimulus material.
	suitability of their ideas, solutions and processes.  In Years 3 and 4, students require teacher guidance to identify and list the steps required to		
	complete a project.  Students use a variety of processes and production skills when completing digital projects.		



Techniques	Project	Investigation	Test
Formats (examples only)	Formats include:  • written  - a folio capturing the design process undertaken by the student  • spoken/signed or multimodal  - oral report  • ICT (digital solutions)  - interactive web application  - programmable multimedia asset  - database-driven website  - artificial intelligence engine  - simulation, game or quiz  - interactive multimedia, e.g. digital story, animation or website  - mobile application  - robotics.	<ul> <li>Formats include:</li> <li>written</li> <li>description/explanation</li> <li>response to stimulus</li> <li>analysis of digital solutions that considers use of data, interactions with users and within systems, and possible impacts on people, the economy and environment</li> <li>evaluation of the role that data plays in students' lives, and how data and related systems define, and are limited by, technical, environmental, economic and social constraints</li> <li>spoken/signed or multimodal</li> <li>oral report</li> <li>slideshow.</li> </ul>	Formats include:  • short response items  - single word, true/false, multiple choice, sentence answers or cloze passages  • extended response items  - interpretation of tables and diagrams  - sketching and labelling  - explanation of a process and/or practical activity  • response to stimulus.
Conditions	Suggested length:*  • written responses including graphical representations 50–100 words  • spoken/signed responses up to 1 minute  • multimodal responses up to 1½ minutes  • video recordings up to 1 minute.	Suggested length:* • written responses 100–200 words • multimodal responses up to 1 minute.	Suggested time: • up to 40 minutes, plus 10 minutes perusal.  Suggested length:* • up to 100 words.

## Notes

Responses can be written, spoken/signed or multimodal (integrating visual, print and/or audio features), recorded or live and may be presented digitally.

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<sup>\*</sup> Length of student responses should be considered in the context of the assessment. Longer responses do not necessarily provide better quality evidence of achievement.