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eLearning: ways to evaluate students

An online course is not complete if it does not also include the phase of assessing the students' learning. What are the most useful modes of assessment?

The **evaluation**, final or intermediate, of the students is fundamental not only to know if they were able to pass a level or the entire course and provide **feedback**, but also to understand if the online course is going in the right direction. The information obtained, then, is useful both for the learners who become aware of the skills they have acquired and for those who designed the course who acquire new data to make further improvements.

What are the best ways to challenge learners? Here are some of the main ones:

1. Quizzes

These are one of the most commonly used modes, especially between modules, to quickly measure trainees' learning. One of the advantages of **quizzes** is that you can get an immediate picture of how the course is going.

2. Open-ended questions

This is a way to test and encourage critical thinking in students and to assess them at a higher level. This type of assessment, compared to quizzes, requires more time to create the questions and correct the answers.

3. Drag and drop exercises

These are an alternative to closed-ended or true-false quizzes. In this case, the student will have to match items arranged in two columns, allowing them to assess their ability to connect two themes or concepts;

4. Online conversations

An online conversation with tutors can test the learner in several areas, analyzing their ability to connect the various themes and to have understood the theme as a whole;

5. Dialogue Simulations

Allows trainees to use what they have learned in a real-world situation, putting it to the test through conversations with clients, co-workers, etc.; 5;

6. Case studies

This mode is based on a real-world case study. During the test, a real problem is presented and the student must be able to propose different solutions and justify his choice;

7. Gamification activities

Although they don't look like real tests, gamification-based activities allow an in-depth understanding of the skills and knowledge learned by the trainees through more fun and engaging activities;

8. Scenario-based questions

Another way to put students in a hands-on situation is to create **scenario-based** questions, in which trainees can demonstrate the skills and knowledge they have acquired but also their ability to address and solve a real-world problem.

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