



Rapid Prototyping: Performance Assessment Design

Purpose: Prototyping is a way to draft initial design ideas without dedicating a significant amount of time.

Planning:

Participants: Optimal multiples of three

Time: Flexible (60-100 minutes)

Markers and Poster Paper OR white boards

Brainstorming Placemat

Roles:

Facilitator (acts as timekeeper and does not participate in the process)

Process:

1. Facilitator reads the purpose of the protocol to participants.
2. Rapid Fire Questions written on poster paper (1 minute each)
 - a. What grade level(s) and subject area(s) will you be working on?
 - b. What academic, 21st century, and/or other learning targets (e.g. standards, competencies) will be assessed?
 - c. What are some products students could create to demonstrate their skill in previous question?
3. Why in the real world would someone create this product or do this skill? Consider the product, authentic audience and authentic role. (5 minutes)
4. Choose one of the products above. What would a quality product look like? (15 minutes)
5. Feedback Loop #1: Share your work with two other people. (15 minutes)
 - a. Person 1 presents thinking so far (3 minutes)
 - b. Persons 2 and 3 give feedback (2 minutes)
 - c. Repeat for Persons 2 and 3 (5 minutes each)
6. What will students do along the way as they create this product? (15 minutes)
7. Feedback Loop #2: Complete Step 5 again. (15 minutes)
8. Write a task summary. (15 minutes)
9. Feedback Loop #3: Complete Step 5 again. (15 minutes)
10. Debrief the process

Next Steps: Complete Tool 8, then 38.