



Task

THE WEB APPLICATION

TASK - Teacher Assessing Key Competences in School: authentic task based evaluation methodology

2015-1-IT02-KA201-015399



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<http://www.taskeuproject.com>

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FOREWARD

This document offers an overview of the TASK web application, its features and the guide to the registration for teachers and learners.

The web application is available at the url <http://www.taskeuproject.com/tool/>

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THE WEB APPLICATION

The TASK Framework constitutes the methodological basis for the development of the web application for the assessment of Key Competences in school.

The TASK web application has been realized on the basis of the TASK framework developed in the and tested in previous phases; it offers to the students the possibility of making a self-diagnosis in relation to the level of owned key competences, answering to a series of questions by selecting proposed options. The selection of these latter represents a stimulus of reflection and a guide to acquire awareness of owned competences and the related mastery level.

At the end of this exercise the students will obtain a grid with the assessed level for each one of the key competence. The tool has been tested in the second experimentation (O4). The web application has been released in each partner national language version; it supplies logical interactive path for the self-assessment of the Key Competences in the school context, supported by a web interface.

The system records the user's selections and answers, calculating automatically the grades and generating the profiles.

PROCEDURE TO REGISTER - TEACHER

- Click on “register”
- Fill in with name and surname, and flag the option “teacher”
- Insert a valid e-mail address
- Flag the privacy agreement box (mandatory) and click on “submit”
- Now check your e-mail: TASK system will automatically send you a message with the password. Use the password to access to the TASK web application:

click on “login”, insert the e-mail address you used to register and the password you received.

Left side menu

Home: is the main page of the web application, on which is possible to assess the Key Competences.

Your name: under the “home” link you can see your name; in this area you can modify your personal data and change the password.

Settings: here you can match a code to a Key Competence.

The teacher code allows to match a student to a Key Competence, so that the teacher can visualize the tracking. The code is unique for each teacher for only one Key Competence; if the teacher wants to assess another Key Competence has to add a new code.

The student who registers will be asked to insert the code the teacher gave to him. The teacher will receive the tracking and the reports concerning the student who has registered with that code.

The student is free to assess all the Key Competences offered by the system, but he will be tracked just for the ones linked to the teacher code.

PROCEDURE TO REGISTER - STUDENT

- Click on “register”
- Fill in with name and surname, and flag the option “student”
- Insert a valid e-mail address. You can skip this step if you don’t have an e-mail address or you don’t want to register it in the system
- Insert the code your teacher gave you
- Choose an username and a password; record them in a safe place to use them afterwards
- Flag the privacy agreement box (mandatory) and click on “submit”
- Now you can access to the web application with the username and the password you have chosen.

Left side menu

Home: is the main page of the web application, on which is possible to assess the Key Competences. You are free to assess all the Key Competences offered by the system, but you will be tracked just for the ones linked to the teacher code.

Your name: under the “home” link you can see your name; in this area you can modify your personal data and change the password.

Settings: here you can see the summary in the assessment of Key Competences and the teacher to which you are associated. If another teacher gives you a code to assess a new competence, you can add it in the appropriate box.

HOW TO GENERATE A NEW CODE

A teacher can add a code and match it to a key competence. For each key competence a different code must be generated; the code will be used by the students who refer to that teacher.

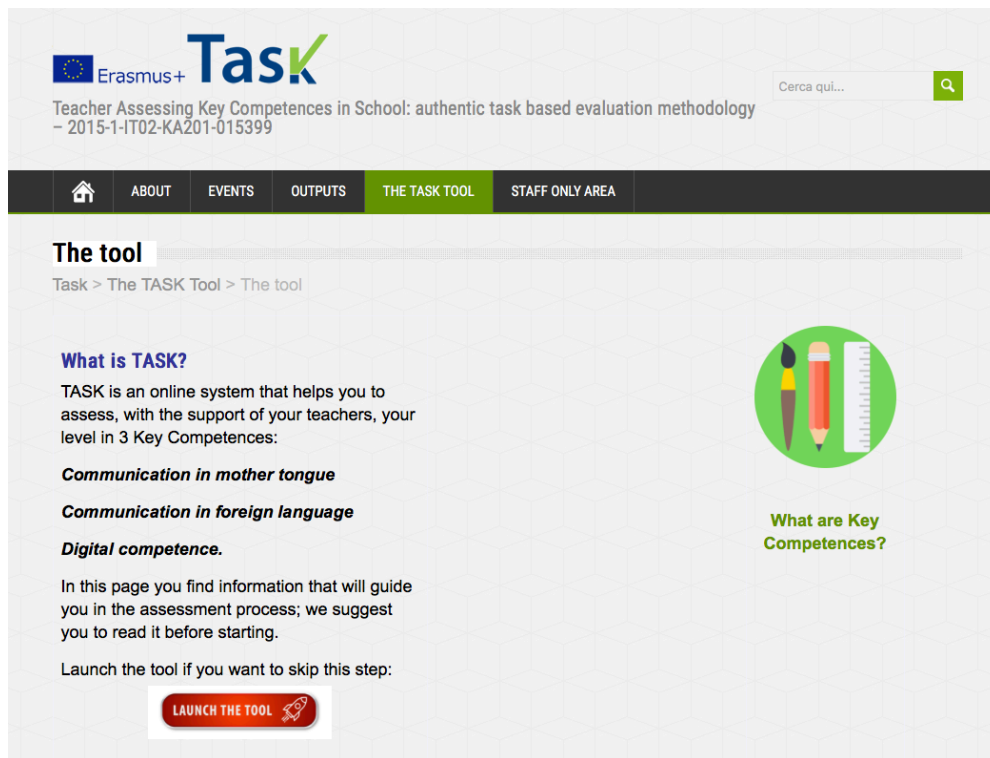
The code can be composed by letters and/or numbers. The composition of the string is open; nevertheless, in order to facilitate the identification, we recommend you to use this procedure:

I	T	G	V	1	9	7	1	1
Country code		Initials of name and surname		Birth year				Progressive number of the codes activated by the teacher

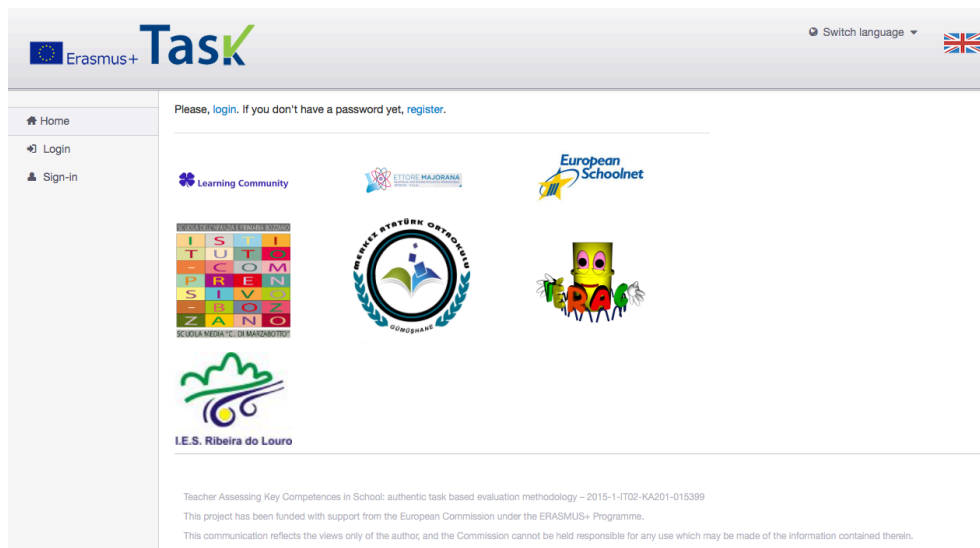
In the example the code is generated by the Italian teacher Guido Vitali, born in 1971, and this is the 1st code he has generated for a key competence.

If the system alerts you the the code is already present, add a letter to the string: example ITGV1971A.

WEB APPLICATION FEATURES



1. The TASK tool launch button in the project website



2. The login/register area

Erasmus+ **Task** Switch language

Home
Login
Sign-in

Registration Form

First Name:

Last Name:

I am a:

Teacher

Student

[Privacy agreement according to art. 13, Italian Legislative decree No. 196.2003](#)

I declare that I have read and accepted the privacy agreement.

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3. The registration form

www.taskproject.com/tool/index.php?com=login&panel=register

Facebook Pixed - Web &... sito Joomla! Come inserire ...face e altro Welcome to Cl...oeffler & Co. Google Twitter Tutta la verit... me - Google+ Google Traduttore Learning Designer posta Gmail

staff: Repository Task Project - Teacher Assessing Key Competences in School

Erasmus+ **Task** Switch language

Home
Login
Sign-in

Registration Form

First Name:

Last Name:

I am a:

Teacher

Student

E-mail:

[Privacy agreement according to art. 13, Italian Legislative decree No. 196.2003](#)

I declare that I have read and accepted the privacy agreement.

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4. Registration area for teachers

- [Home](#)
- [Login](#)
- [Sign-in](#)

Registration Form

First Name:

Last Name:

I am a:

Teacher

Student

Your email (optional):

Type the code given from your teacher:

Choose a username:

Choose a password:

Repeat the password:

[Privacy agreement according to art. 13, Italian Legislative decree No. 196.2003](#)

I declare that I have read and accepted the privacy agreement.

5. Registration form for students

[Switch language](#)

- [Home](#)
- [Login](#)
- [Sign-in](#)

Login

Email/username

Password [Forgot your password?](#)





Don't have a password?
[Sign-in](#)



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6. Login area

-  Home
-  Eleonora
-  Settings
-  Logout

Welcome to TASK!

To start, select from the drop down menu the Key Competence you want to assess. When you select "Communication in the mother tongue" or "Communication in foreign language" be careful to choose the school level where you belong.





Select the Key Competence: ▼



- Communication in the mother tongue - Lower Secondary
- Communication in the mother tongue - Upper Secondary
- Communication in foreign language - Lower Secondary
- Communication in foreign language - Upper Secondary
- Digital competence

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7. Self-assessment: selection of the Key Competence

-  Home
-  Eleonora
-  Settings
-  Logout

Welcome to TASK!

To start, select from the drop down menu the Key Competence you want to assess. When you select "Communication in the mother tongue" or "Communication in foreign language" be careful to choose the school level where you belong.

Select the Key Competence: Digital competence ▼

Digital competence

Digital competence involves the confident and critical use of information society technology and thus basic skills in information and communication technology (ICT).

Select your mastery level:
 read the description of the 4 mastery levels, and choose the one that you think suits you the most.

D

Level D) I use my device (computer, tablet, smartphone etc.) only for leisure activities like chatting with friends and computer games. If guided I behave safely online and I know little about computers/technology.

C

Level C) I use my device (computer, tablet, smartphone etc.) for leisure activities (e.g. chat, computer games) but also to check news online and for school related activities. I know some rules on how to behave safely online but am not always sure how to put them into practice. I have a basic knowledge of how computers/technology works.

B

Level B) I use my device (computer, tablet, smartphone etc.) for leisure activities (e.g. chat, computer games), to check news online and for school related activities. I know how I need to behave online to be safe and have a good knowledge of how computers/technology works.

A

Level A) I use my device (computer, tablet, smartphone etc.) for leisure activities (e.g. chat, computer games), to check news online and for school related activities. I know how I need to behave online to be safe and have a good knowledge of how computers/technology works.

8. Self-assessment: selection of the Mastery Learning

Click on the domain:

Progress	Mastery level
<input type="checkbox"/>	Use of Information
<input type="checkbox"/>	Communication
<input type="checkbox"/>	Content creation
<input type="checkbox"/>	Safety
<input type="checkbox"/>	Problem solving

Use of Information

Information concerns the use of basic skills in ICT in finding, locate, store, organize, and retrieve information and in identifying and evaluate information sources and information.

The performance expectations depend on the Mastery Level you have chosen in making your self-assessment. For this specific domain the performance expectations are:

use search engines and databases applying effective strategies to find and locate information, identify the resources, discriminating among useful and useless information, make the resources usable by selection, filters, order and verification, collect, store and organize information so as to acquire a meaning, identify information sources, verify the reliability of information, analyse and compare different information, understand copyright and license rules.

Proposed task

You want your parents to buy you a new pair of shoes online. Use a browser to find the e-commerce websites to buy them, and to compare models, prices and shipping options.

Once you have accomplished the assigned task, you can evaluate the quality of your performance. Answer to all questions, checking the "yes" or "no" boxes. Then confirm your choice.

Q1. Reflective dimension	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Q2. Autonomous dimension	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Q3. Self-management dimension	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Q4. Effectiveness dimension	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Confirm

8. Proposed authentic task

Click on the domain:

Progress Mastery level

- Use of Information
- Communication
- Content creation
- Safety
- Problem solving

Use of Information

Information concerns the use of basic skills in ICT in finding, locate, store, organize, and retrieve information and in identifying information and in identifying information. The performance expected in this assessment. For this assessment, you will use search engines to identify the resource usable by selection, find, collect, store and organize information, understand copyright information, understand copyright information, understand copyright information.

Proposed task

You want your parents to buy you a new pair of shoes online. Use a browser to find the e-commerce websites to buy them, and to compare models, prices and shipping options.

Once you have accomplished the assigned task, you can evaluate the quality of your performance. Answer to all questions, checking the "yes" or "no" boxes. Then confirm your choice.

Q1. Reflective dimension

Q2. Autonomous dimension

Q3. Self-management dimension

Q4. Effectiveness dimension

Answer

Executing the task, did you consider alternatives actions and solutions?

Yes No

Did you refer to previous experiences helpful to accomplish the task?

Yes No

Executing the task, did you find solutions to overcome the obstacles?

Yes No

Executing the task, did you analyse the situation before acting?

Yes No

9. Control questions

Proposed task

You want your parents to buy you a new pair of shoes online. Use a browser to find the e-commerce websites to buy them, and to compare models, prices and shipping options.

Once you have accomplished the assigned task, you can evaluate the quality of your performance. Answer to all questions, checking the "yes" or "no" boxes. Then confirm your choice.

Q1. Reflective dimension	<input type="button" value="A"/>	<input type="button" value="Answer"/>	<input type="button" value="Profile"/>	<input type="button" value="Feedback"/>
Q2. Autonomous dimension	<input type="button" value="C"/>	<input type="button" value="Answer"/>	<input type="button" value="Profile"/>	<input type="button" value="Feedback"/>
Q3. Self-management dimension	<input type="button" value="B"/>	<input type="button" value="Answer"/>	<input type="button" value="Profile"/>	<input type="button" value="Feedback"/>
Q4. Effectiveness dimension	<input type="button" value="B"/>	<input type="button" value="Answer"/>	<input type="button" value="Profile"/>	<input type="button" value="Feedback"/>

Now read your profile and feedback

Your self-evaluation average score is: B

At the chosen mastery level, your competence in this domain is high. Try again at a higher mastery level.

10. Profile and feedback