

DIGITAL

INTERCULTURAL

Augmented Assessment as an Inclusive Education Practice

SOURCE: augmented-assessment.eu

INTERNATIONAL

PROBLEM

The Augmented Assessment Project aims to address the gap that exists in assessing newly arrived migrant students' prior knowledge in the fields of Science and Mathematics, by utilising augmented reality for assessment. This will be achieved by developing and piloting an innovative augmented toolkit in the form of an online library and a training course for teachers that will equip them with the necessary theoretical and practical knowledge for assessing newly arrived migrant students' prior knowledge.

Based on the above, it seems very likely that newly arrived migrants, who have extremely limited linguistic skills in the language of the host country, do not find the appropriate channels to communicate and express their knowledge to their teachers.

In the above-mentioned framework, teachers seem to need new approaches and tools to build communication bridges to assess newly arrived (and other) migrants' knowledge and to include them in their everyday classroom life.

ACTION

The project will address the above challenge by combining the representational tradition of Mathematics and Science with the multimodality that characterises immersive technologies.

On the one hand, research and practice in Science and Mathematics education emphasizes the important role of visual representation in understanding and learning. On the other hand, it is also emphasized that immersive technologies, such as Augmented Reality provide a variety of

multimodal means that can address diverse students' needs, concerning different learning styles, motivation, gender, language, culture, disabilities. This combination could provide to teachers a solution in their attempt to communicate, include and assess the knowledge of newly arrived (and other) migrant students.

The response of the project is an approach which promotes assessment for inclusion, combining:

- visual representations,
- multimodal assessment and
- immersive technologies
- in the field of Science and Mathematics.

RESULT

During the project, an online Library containing pools of augmented questions with the use of representations for Science and Mathematics will be created. This online Library will provide the questions in order to assess the prior knowledge needed for each grade based on the curriculum. Complementary to this, a professional development program for teachers will be designed and implemented that will contribute in the successful implementation of the online Library in real school environments and the future sustainability, replication and scaling up of the proposed practice.

The project focuses on the age group of 9-15 (4th to 6th and 7th to 9th Grade). This particular age group was chosen because it is mainly these students who are inappropriately placed at a school grade.