Grading Workshops

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What is the goal of workshops?
Departmental Goals for Workshop

- Develop good group-working skills
- Practice written communication of mathematics
- Deepen understanding of core course concepts, sometimes through applications
New Workshop Goals

Target the “bubble” students

- Problems should be most helpful to students on the bubble between passing and failing.
- Problems should require some understanding of the week’s material, but students should not need to have mastered the material to finish the workshop problems.
- When possible, problems should target the common mistakes students might make.

Shorter Turnaround Time

- Students should be able to complete or nearly complete the problem(s) by the end of class.
- Due dates for student submissions (online via Canvas) should be set somewhere between 24 and 72 hours after the workshop session.
- Submissions should be graded (online using SpeedGrader) before the next workshop session, ideally by the day before.
Workshop Rubrics

- Must include points for the writing component
- Simpler is generally better
- May include participation/attendance component
  - I recommend some sort of submission for attendance, such as an exit or entrance ticket.

Suggestion: Try a mastery-based approach.
# Sample Workshop Rubric

<table>
<thead>
<tr>
<th>Category</th>
<th>0 Points</th>
<th>1 Point</th>
<th>2 Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mathematical Accuracy</td>
<td>No submission, off topic, or unreadable</td>
<td>Needs Improvement: a few small errors or one to two large errors, depending</td>
<td>Meets Expectations: no errors or at most one small error that does not change the mathematical solution to the problem</td>
</tr>
<tr>
<td>Presentation and Grammar</td>
<td>No submission, off topic, or unreadable</td>
<td>Needs Improvement: Some small grammatical errors. Organization is somewhat clear and understandable</td>
<td>Meets Expectations: mostly correct grammar including complete sentences, punctuation, and capitalization. Organization is clear and understandable</td>
</tr>
<tr>
<td>Exit Ticket</td>
<td>Not Submitted</td>
<td>Submitted</td>
<td></td>
</tr>
</tbody>
</table>
Example Submissions
Sample Problem

In this problem, we will explore the quadratic functions and their roots.

(a) Consider the function $f(x) = x^2 + 4x + c$. For what values of $c$ does this function have no roots? A double root? Two distinct roots?

(b) Why do your answers to the first part make sense? Consider the graph of the function $g(x) = x^2 + 4x$. What are we doing to the graph of this function by changing $c$?

With the person next to you, grade the sample student submissions using the sample workshop rubric. As you grade, make note of what you would typically write on a students workshop as well as what you do and don’t like about the rubric.
Speed Grader and Canvas
SpeedGrader Functionality

- General Speedgrader reference
- Creating an assignment
- Creating a rubric and adding it to an assignment
- Annotating student submissions
- Grading using the rubric
- Adding and saving free-form comments in the rubric
- Student view of feedback and comments

Note that all of the above are links to larger articles and videos. You will receive a link to these slides, should you want to revisit these resources.