

Pupil Desktop – an overview

A friendly environment to engage pupils in their learning

1 Analogue and digital clocks are available to help pupils keep track of the time.

2 Pupils can view their reward stickers in the **My Sticker Gallery**.

3 The friendly face of Rober is ever present on the pupil-facing side of *Class PET*. Here, pupils can make Rober speak and animate.

The screenshot shows the Pupil Desktop interface. At the top left, there is a 'CLASS' logo with a dog icon and 'PET' in large letters. The top right shows 'Logged in: Charlie Adams' with a 'Log Out' button and a '100 ASSESSMENT LESSONS' badge. The main area is divided into several sections:

- Time:** An analogue clock and a digital clock showing '09:35'.
- My Sticker Gallery:** A section with various stickers (rainbow, rocket, target, 'LOVE IT!', smiley) and a progress indicator for 'High Frequency Words' at 75% on 12/02/10.
- Rober:** A friendly dog character with a speech bubble saying 'Hello, my name is Rober.'
- My Tray:** A central area with tabs for 'Maths' and 'Literacy'. It displays two assessment resources:

Go	Activity	Date	Teacher	Icon
Go	Number Order Understanding the place value of numbers to 1000 and putting them in order.	10/02/10	Mrs Wood	5
Go	Number Order An interactive activity (no reporting).	10/02/10	Mrs Wood	5
- Bottom Bar:** Navigation arrows, a 'Blog' icon, and a 'Scribbler' icon.

4 The **My Tray** view is where pupils access the assessment resources that have been assigned to them.

5 Pupils can access their tray, learning **Blog** and a fun **Scribbler** pad using these icons.



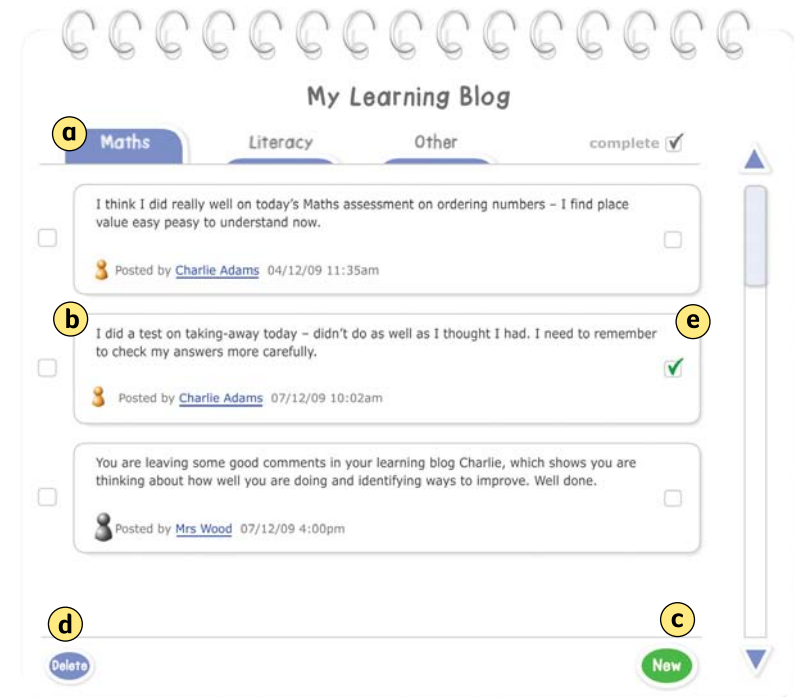
4 Pupils' Trays



Resources assigned to pupils are presented in the appropriate subject tabs **a** on their **My Tray** area. Clicking on the **Go** button **b** on a resource panel will launch the resource.

Interactive assessments are automatically removed when they have been completed, but pupils need to remove non-assessment resources from their trays when they have finished with them. They do this by selecting the check box next to a resource and clicking on the **Remove** button **c**.

The **Refresh** button can be used to check the latest assignments are showing in the pupil's trays.



5 Learning Blogs



Each pupil's personal learning blogs are presented on a series of tabs **a**. **Learning Blog** entries **b** can aid a pupil's self-assessment, learning development and self-esteem by creating targets, recording successes or simply keeping track of thoughts and reminders.

Entries can be created by the pupils or by a peer, teacher or parent. They can be created here, on the pupil's desktop area, using the **New** button **c** or on the self-assessment screens at the end of an assessment. **Blog** entries can be deleted **d** or marked as **complete** **e**.

Taking a digital assessment

Focused, friendly and purposeful assessments

i) Start screen

Go Clicking on the **Go** button on a digital assessment displays the **Start screen**. This is designed to prepare the pupil for the particular activity. This screen features:

- (a) the assessment title
- (b) the pupil's name
- (c) the educational focus of the assessment
- (d) navigation controls.

ii) Question screen

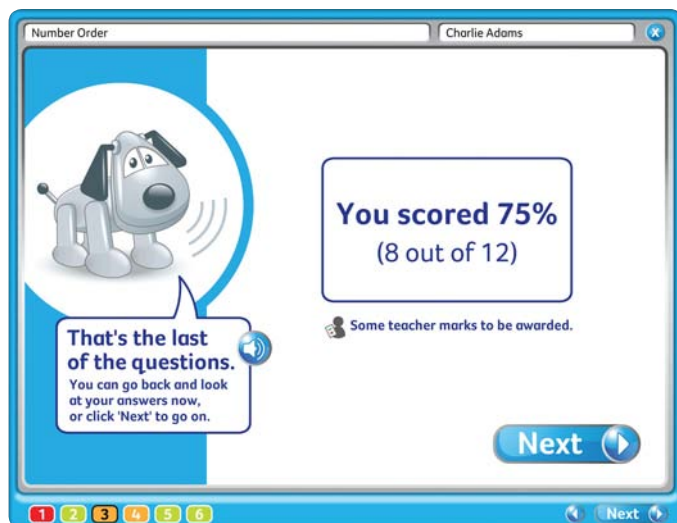
There can be one or several question screens in a digital assessment. More information about the question types and features can be found on pages 18–20. Question screens typically have:

- (a) narrated support (from Rober)
- (b) interactive assessment activity content
- (c) question number information.

Taking a digital assessment – continued

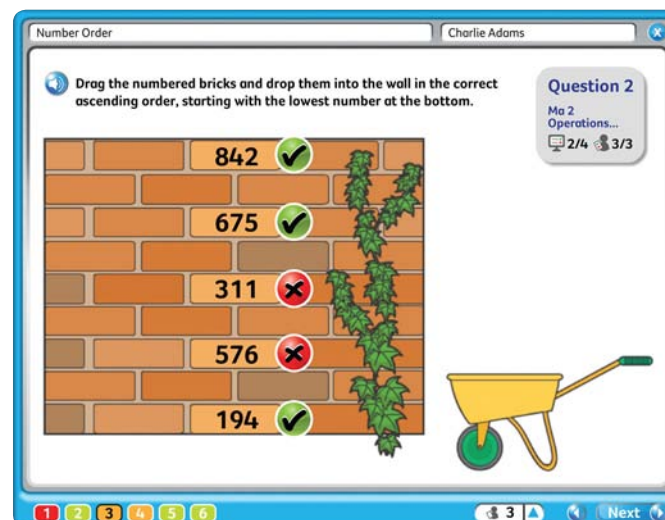
Focused, friendly and purposeful assessments

iii) Feedback screen



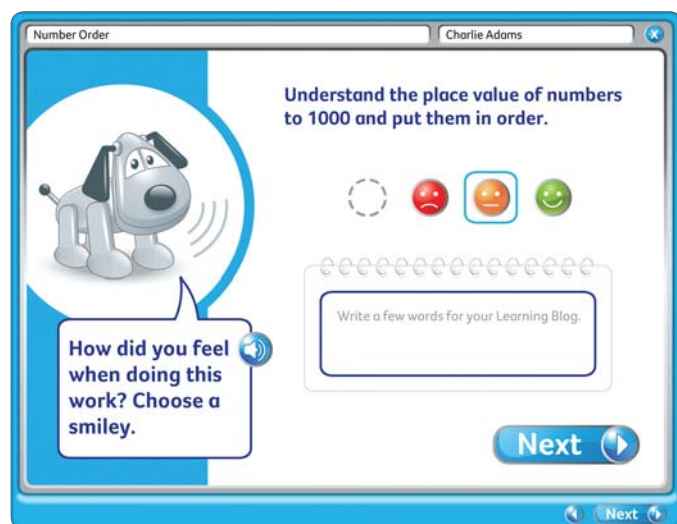
Results feedback is given after the final question.

iv) Marked answers



Pupils can step back through their completed assessment to see their answers instantly marked. They can't edit their answers at this point. Some tests include teacher-marked components (see pages 9–12 for more information on marking these elements).

v) Self-assessment



Pupils are encouraged to self-assess. Learning blog entries can be made if desired.

vi) Reward stickers



Finally, a reward sticker is created!

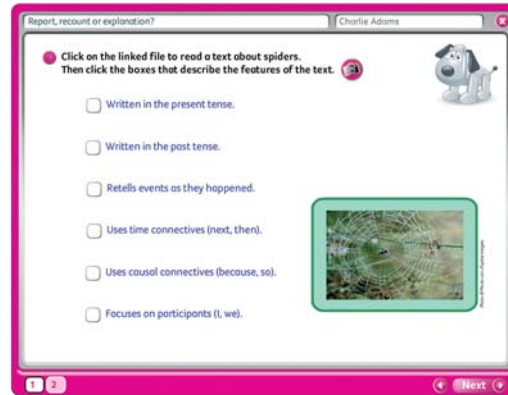
Assessment Screens

A variety of engaging interactive activity types

There are a wide variety of question types used in the interactive digital assessments and the different question types are briefly introduced here. Each type has been carefully designed to engage pupils using a range of interactive approaches.

Most questions are automatically marked by the system, but some assessment screens also provide opportunities for pupils to give extended answers, which you can then review and award marks for.

(Note: blue shaded assessment screens are from mathematics assessments and pink shaded screens are from literacy assessments.)



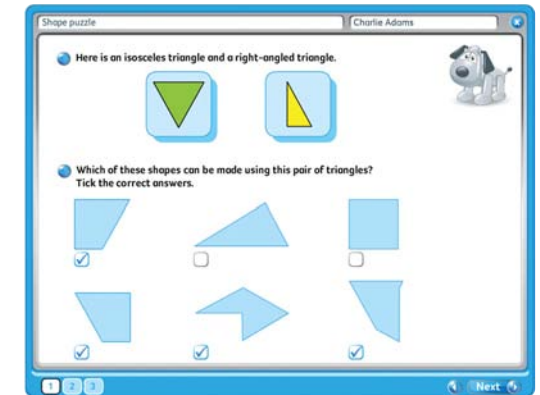
Multiple Choice – vertical

Choose the correct answer(s) from the vertical answer options



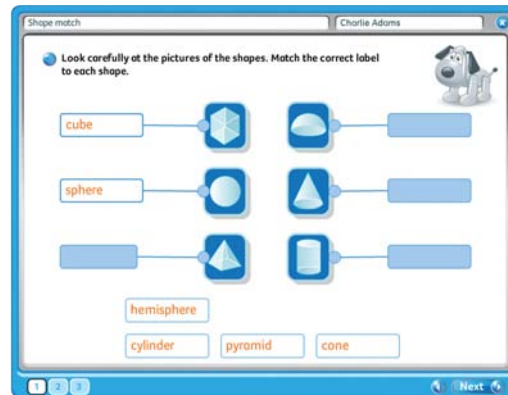
Multiple Choice – drop down

Choose the correct answer(s) using a drop down selector



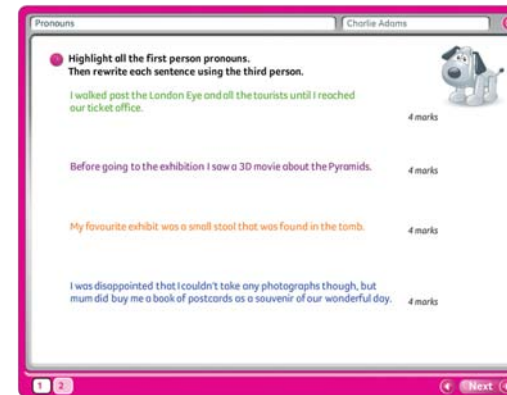
Multiple Choice – pictures

Choose the correct picture answer(s)



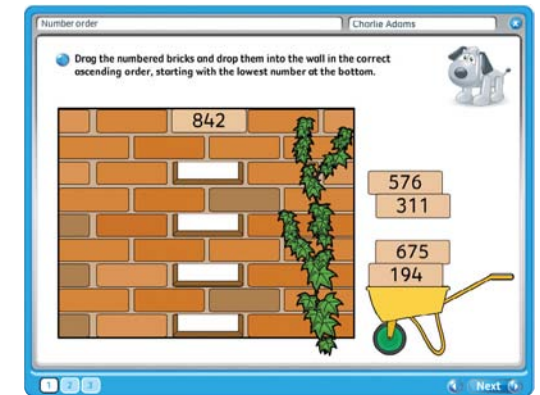
Labelling

Drag the labels into the correct positions to correctly label the picture/stimulus



Click and Highlight

Click to highlight the correct words in response to the question

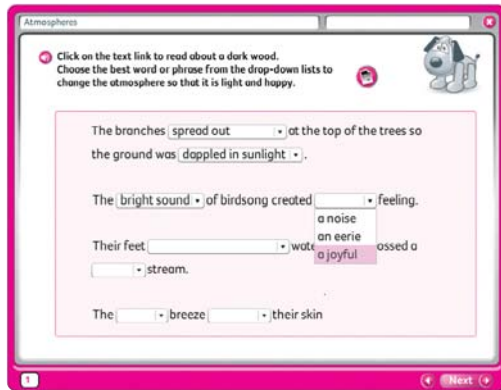


Sequencing

Drag and drop the screen contents into the correct sequence

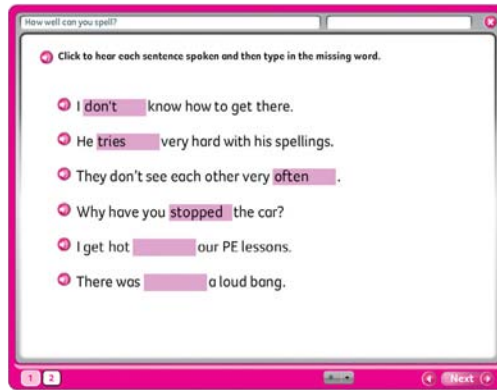
Assessment Screens – a closer look

A variety of engaging interactive activity types



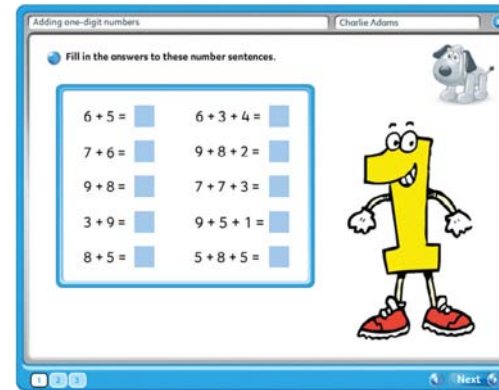
Gap Fill – drop down

Fill the gaps correctly using the drop down answer options



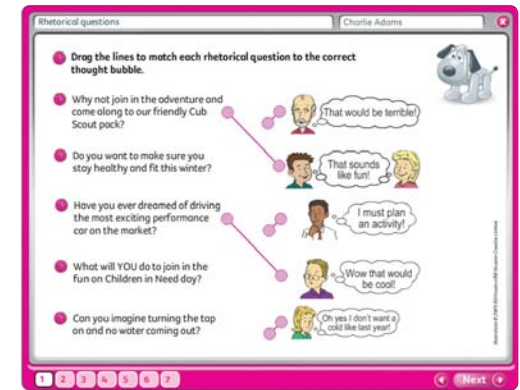
Gap Fill – word entry

Fill the gaps by typing the correct words



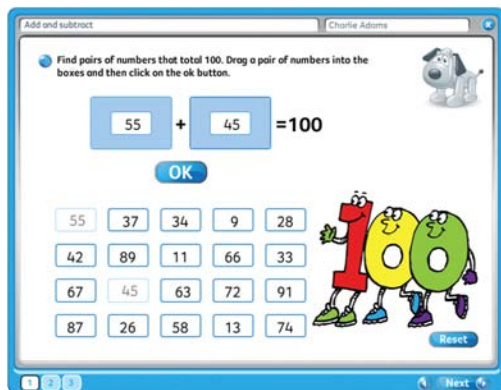
Gap Fill – number entry

Fill the gaps by typing in the correct numbers



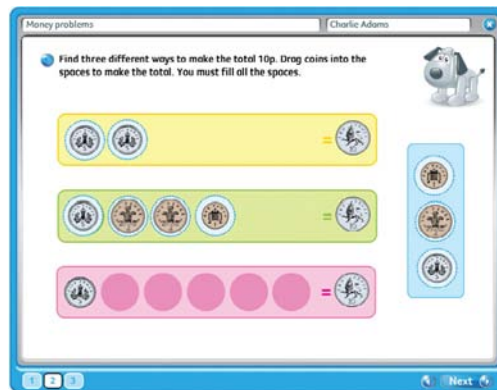
Matching

Drag and drop the connectors to identify the correct matches



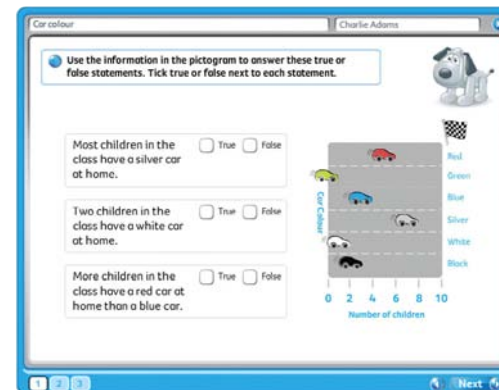
Pairs

Find the pairs by dragging and dropping the appropriate cards



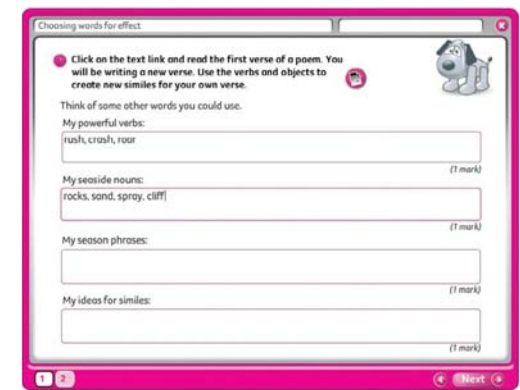
Drag and Drop

Complete the questions by dragging and dropping interactive screen content



True or False?

Indicate whether the statements are true or false



Digital Worksheet

An open-ended activity, such as completing the cells of a table or on-screen worksheet

Capturing valuable evidence

The assessment activities make use of some innovative components that capture useful assessment evidence of a more open nature. Such responses cannot be marked by the computer, so you will need to award teacher marks to these extended answers when reviewing their completed assessments.

There are two extended answer components used in some of the assessment activities.

Extended answer – text

a This component is used to capture pupils' typed responses.

Pupils are presented with a free type answer box into which they can type their extended answer responses.

Explain your answer

I think that there is the same chance of rolling an even number as there is rolling an odd number because there are three even numbers and three odd numbers on a die.

Extended answer – free working

b This component is used to capture pupils' maths workings out, annotations or even simple drawings/sketches.

This component gives pupils a range of free annotation tools with which to demonstrate their understanding.

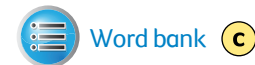
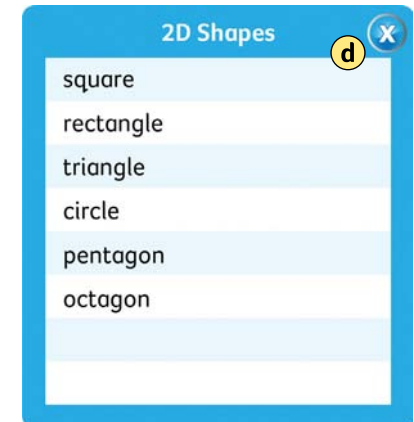
Show your workings

Word bank

Some assessment activity screens include the word bank feature. This contains up to ten useful words to help pupils with their answers.

The **Word bank** button **c** opens the word bank.

The word bank popup can be dragged anywhere on screen. It can be closed at any time using the cross **(X)** button **d**.



Linked files

Some *Class PET* assessment activities require pupils to access a linked file. The linked file could be a video, an audio, an image, an interactive file or a text.

The relevant linked file button opens the resource **e**.

The linked file is often in a 'floating' popup which can be closed using the cross **(X)** button **f**.

