IO3/A1: Defining the Assessment Strategy

IO3: Assessment tool for recognition of innovator's competences

Implementation Period: 2021-09-01 -2023-04-30
Leading Organization: Center for Social Innovation (CSI) Cyprus

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Scope and Description of the Assessment Tool

The aim of IO3 is **to develop the assessment tool to recognize the competences and skills of being a successful innovator**. This output corresponds to the project objectives: to develop an assessment tool to track the progress of adult learners to become the successful innovator in CCS.

The target group of IO3 is the **adult learners** willing to develop their sense of innovation in CCS in order to get employed, become self-employed or volunteers in the CCS.

IO3 promotes innovative solutions to improve recognition and support the validation of innovator's competences acquired through non-formal learning by using the assessment tool.
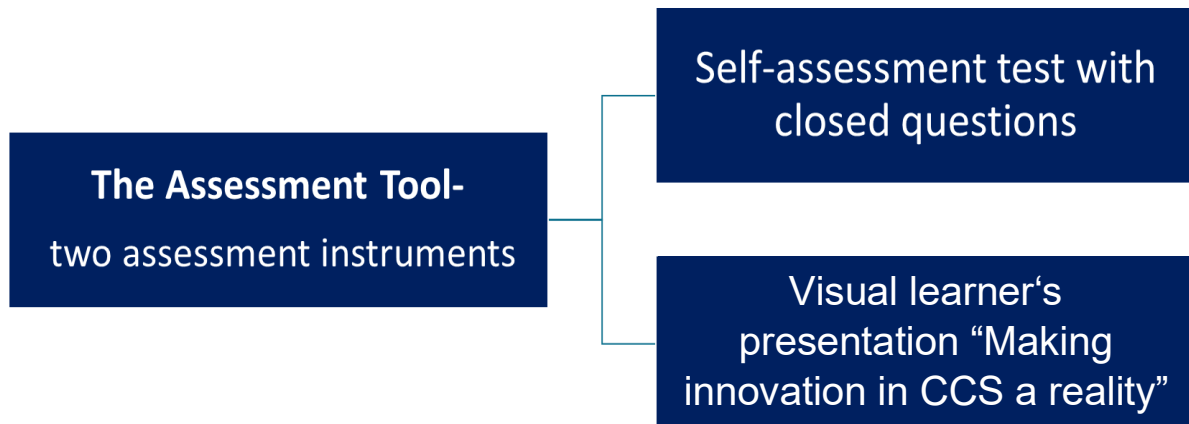
Structure of the Assessment Tool

During the implementation of IO2-The flipped studio "Successful innovator", learners will develop **five main competences:**

1. Culture awareness and expression

2. Entrepreneurship

3. Digital

4. Understanding of main components of innovations in CCS

5. Realizing of your innovative ideas in CCS

In order to develop the effective assessment tool, the competences and skills matrix is defined with **at least 4-5 skills corresponding to each of 5 competences, so, we expect to develop the Competences and skills matrix with at least 20-25 soft skills**.

The Assessment Tool will then be divided into two Assessment Instruments:

The Assessment Tool- two assessment instruments	Self-assessment test with closed questions
	Visual learner's presentation "Making innovation in CCS a reality"

Self-Assessment Test with Closed Questions

The self-assessment test covers all five competences (see above) and consists of **at least 40-50 closed questions** (two for each of the defined skills). This means that each partner organization will be responsible to develop 10 questions in total for the skills of the competence for which they have already worked on.

More precisely:

CPIP	10 Questions on the competence**: Understanding of main components of innovations in CCS** (2 questions for each skill)
CESIE	10 Questions on the competence: **Culture awareness and expression** (2 questions for each skill)
K&C	10 Questions on the competence: **Entrepreneurship** (2 questions for each skill)
SIF	10 Questions on the competence: **Digital** (2 questions for each skill)
CSI	10 Questions on the competence: **Realising your innovative ideas in CCS** (2 questions for each skill)

Each question is provided with an explanation of the correct answers, thus, the self-assessment test has also the educational value.

Types of the questions:

● questions with single choice answers (2-5 answers)

● Statements (2-4 statements with one correct)

After completion of each test an explanation is provided.

To present the Questions please fill in the template:

Question	
Answers/Statements	
Correct Answer	
Explanation	

The self-assessment test will provide an opportunity to motivate the target group of learners to learn as it will be used for **pre- and post-assessment** (before and after the training).

At the beginning of the training pathway submitted to learners as Flipped Studio "Successful Innovator", the learners will have an opportunity to assess the level of their skills coherent with five competences defined above, to get the score and to realize the knowledge' gaps. After the finishing of the course, the self-assessment test is fulfilled again, and if the score is up it shows the learners their progress. This method allows recognizing skills and competences in a clear and transparent way. Thus, the self-assessment test is used to evaluate the impact of the learning process.

Expected Results: at least 85% of learners will increase their competences for at least 40% after the finalizing the flipped studio.

Total Questions	Full Score	Learner's score		Impact, %
		Pre-assessment	Post-assessment	
50	50	20	35	42.8

The methodology of self-assessment tests is based on tracking the learners' achievements by getting scores for answering the set of the closed questions, coherent to the competences and skills of the successful innovator in CCS, in two stages: pre- and post-learning process.

The self-assessment tool is developed as OER (Open Educational Resource) and is openly accessible through the Moodle virtual learning environment.

Visual learner's presentation "My innovation idea in CCS"

The second Assessment Tool which will be created for IO3 is the "Visual learner's presentation "My innovation idea in CCS".

The learners who reach the expected self-assessment results (at least 80% of correctly answered questions) are invited to prepare the **visual presentation "My innovation idea in CCS".**

This part of the assessment recognises the learners' competence to realise their innovative ideas in CCS and make further actions.

The methodology of the second part of the assessment tool (visual presentation by learners "My innovation idea in CCS") is based on **mind-mapping method**, which proves itself as a powerful tool to track learner's achievements in creativity, in innovative idea generations and in improving the visualization of learner's ideas and concepts.

To implement this part of the assessment, the instructions will be developed by the partnership, presented on a virtual learning environment and adult educators will use them during facilitated workshops "Making innovation in CCS a reality" as well.

Following these instructions, the learners develop mind-map to express their innovative ideas in CCS and the future steps to be done.

The learners, following the instructions and using suggested by the facilitator a visual thinking tool (like Google Jamboard: collaborative digital whiteboard), **present the developed mind-map to the adult educator and the group of learners and have the possibility to express their innovative ideas in CCS** and the future steps to be done.

The following features of visual presentation are evaluated (rating from 1 to 10) by the facilitator:

 ➢ Innovativeness of the presented idea
 ➢ Clarity of the innovative idea
 ➢ Steps of the idea realisation
 ➢ Use of digital elements

The maximum score that the learner can get is 40 points, however the passing rate of the visual presentation is 32 points in total.

Results

After successfully completing the post-assessment test and presenting their Mind Maps, the learners get the **digital badge "Successful Innovator in CCS".**

The learners are able to display it using the social networks, Mozilla Open Badges Backpack etc.

To ensure the transparency, the badge has meta-data to communicate details of the badge to anyone wishing to verify it or learn more about the context of the achievement it signifies.

Timeframe

	TITLE	LEADING ORGANISATION	IMPLEMENTATION PERIOD
IO3/A1	Defining the Assessment Strategy	CSI	September-November 2021
IO3/A2	Defining Competences and Skills Matrix	CSI, Co-lead SIF	November 2021-January 2022
IO3/A3	Developing Self-Assessment tests with closed questions	CSI, contribution by all partners	February 2022-June 2022
IO3/A4	Programming the English version of the self-assessment test	SIF	July 2022-September 2022
IO3/A5	Developing the Instructions for Visual Learner's presentation "What does innovation means to me"	CSI, Co-lead K&C	July 2022-September 2022
IO3/A6	Translations of IO3 in National Languages	All Partners	September 2022-November 2022
IO3/A7	Programming of five national versions	SIF	November 2022-December 2022
IO3/A8	Piloting of Assessment tool in all national language at national level	CSI, Co-lead BKC	- April 2023
IO3/A9	Evaluation of IO3	CESIE	- April 2023