Guidelines (Self-)Assessment Package



We developed a (Self-)Assessment Package, consisting of:

- An assessment game
- A self-scan for learners to assess their progress in the integration proces
- A test for learners to assess their knowledge about their new homeland. (This test is available only in Norwegian and tailored to the Norwegian situation. If required, we can mail you a translation.)

One can choose the tool that best suits the learners, the situation and the objectives. Of course, you can also combine the tools.

Assessment Game



Material and preparation

The game has simple rules and can be played in a group. Thanks to the game format, players' motivation is stimulated. They support each other, can make use of each other's knowledge and skills and experience fun together.

Number of players: 2-6 players

Duration: 30 - 60 minutes

Material

- · Question cards divided into the topics:
 - Home, family and friends
 - Hobby's and interests
 - Body and health
 - (Vrijwilligers)werk
 - Language skills
 - Digital skills and media
 - Transport
- Cards with a pictogram of one person and a pictogram of several people (found below the question cards)
- Wheel (found below the question cards)

Preparation

- 1. Print all material in colour.
- 2. Cut out the question cards, fold them over and glue them in place.
- 3. Divide the cards into separate piles for each theme.
- 4. Manual for making a wheel: <u>YouTube-video</u> (How to make a turntable with a cotter pin and a paper clip)

Introduction

Each theme contains a set of question cards. With the questions, participants test their understanding and skills around the topic covered. They are encouraged to think alone or together about how they would act in certain situations. Some questions ask for more insight.

Most of the questions are multiple-choice to make them more accessible. There are also some cards with open-ended questions and cards with pictures.

The cards with pictures can be used for support, for example by participants who have reading difficulties. These cards show the number of the task they belong to.

There are no right or wrong answers; enquiry and reflection are key. How would you act? Would the other players do the same, or do they have any tips for each other?

Aim of the game

The aim of the game is for each participant to answer at least one question per theme.

Not all themes contain the same number of questions. In that case, more players can answer the same question.

Role of the facilitator

The facilitator supports the players:

- · Are all players involved
- Does everyone manage to answer one or more questions, with or without the support of others?

Furthermore, the facilitator can extract information from the game. Which situations require more attention afterwards?

Working method

- 1. Decide together who will start, for example:
 - the eldest,
 - the youngest,
 - the one who lives the longest in the country.
- 2. The starting player turns the wheel.
- 3. The player takes a card from the theme that is indicated by the paperclip once the wheel stops spinning.
- 4. The player reads what is written on the card or asks for help if needed.
- 5. The player chooses to answer alone or with help from the other players and shows this by putting down the card with the icon of one person or more.

Players may ask each other questions, and the facilitator may also ask further questions in response to the assignment.

Variations

- Play the game in pairs without a facilitator:
- Play the game alone, without a facilitator:

The game then becomes a self-assessment game, with no or less input or feedback from others.

Empty cards have been added in the document. Feel free to use them to add or modify questions if it suits the situation better.

Have fun!

Self-Assessment Test



The Self-Assessment Test is available only in Norwegian and tailored to the Norwegian situation. It mainly allows the learner to test knowledge about the new country in various areas.

- The test can be taken individually, with learners checking their own answers.
- The test can also be taken in a group, supported by the facilitator and fellow learners.

The facilitator can read out the questions and answers, if necessary. They are all multiple-choice questions with one or more correct answers.

Self-Assessment Scan



With the Self-Assessment Scan, learners can use questions to find out what they can already do and what they would like to practise more. The questions focus mainly on skills that contribute to self-reliance.

They can take the scan, a fillable pdf, again after a few months to check their progress.

The learner and the facilitator can agree that the learner shares the results of the scan with the facilitator, so that the facilitator also knows what the points of attention are.

The (Self) Assessment Toolkit has been developed by Akros (the Netherlands), Arbeit und Leben NRW (Germany), Cervo (Belgium), GO! Onderwijs van de Vlaamse Gemeenschap (Belgium), Oslo Voksenopplæring Rosenhof (Norway), Storytelling Centre (the Netherlands).

