

INDIVIDUAL ASSESSMENT REPORT

PRELIMINARY REPORT: This report was generated before the end of the overall assessment window. Assessment-wide aggregate data represents scores for all students who have been scored up to the time of generation, but not for all students for this assessment.

Assessment: WayFind Assessment Posttest 16/17 Exam

Course: WayFind Teacher Assessment 2016

Date Submitted: 4/1/2016 10:38:31 PM

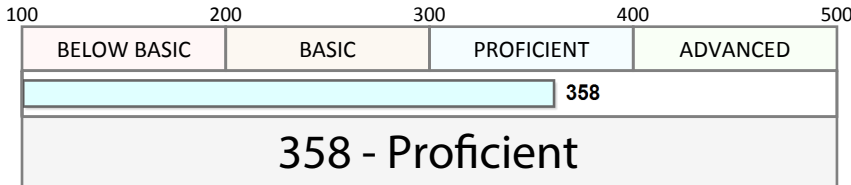
School: Richards Elementary School

Test Duration: 62 minutes WayFind

District: Meyers USD

Report Group: 2016-17

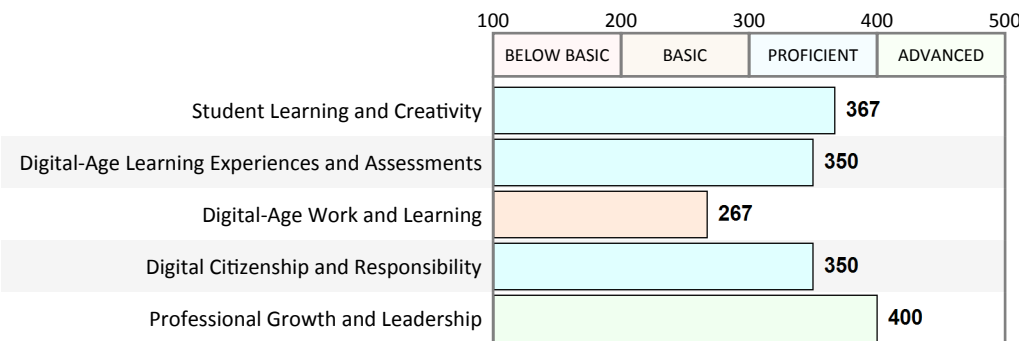
EXAM SCORE



| AVERAGES | | | |
|----------|--------|----------|--------|
| CLASS | SCHOOL | DISTRICT | GLOBAL |
| 369 | 369 | 357 | 349 |

STANDARD ERROR: 3.81

EXAM SKILL MODULES



| AVERAGES | | | |
|----------|--------|----------|--------|
| CLASS | SCHOOL | DISTRICT | GLOBAL |
| 374 | 374 | 358 | 350 |
| 355 | 355 | 340 | 333 |
| 340 | 340 | 345 | 337 |
| 365 | 365 | 351 | 343 |
| 362 | 362 | 347 | 340 |

PER-STANDARD DETAIL RESULTS

1a. Promote, support, and model creative and innovative thinking and inventiveness.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 100% | 85.9% | 85.9% | 80.5% | 77.8% |

1b. Engage students in exploring real-world issues and solving authentic problems using digital tools and resources..

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 66.7% | 57.7% | 57.7% | 61.9% | 59.5% |

1c. Promote student reflection using collaborative tools to reveal and clarify students' conceptual understanding and thinking, planning, and creative processes..

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 66.7% | 66.7% | 66.7% | 62.4% | 61.8% |

1d. Model collaborative knowledge construction by engaging in learning with students, colleagues, and others in face-to-face and virtual environments..

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 33.3% | 64.1% | 64.1% | 53.6% | 51.3% |

2a. Design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 66.7% | 76.9% | 76.9% | 68.7% | 67.1% |

2b. Develop technology-enriched learning environments that enable all students to pursue their individual curiosities and become active participants in setting their own educational goals, managing their own learning, and assessing their own progress.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 66.7% | 66.7% | 66.7% | 64.5% | 62.4% |

2c. Customize and personalize learning activities to address students' diverse learning styles, working strategies, and abilities using digital tools and resources.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 100% | 83.3% | 83.3% | 80.3% | 76.8% |

2d. Provide students with multiple and varied formative and summative assessments aligned with content and technology standards and use resulting data to inform learning and teaching.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 66.7% | 73.1% | 73.1% | 70.2% | 67.8% |

3a. Demonstrate fluency in technology systems and the transfer of current knowledge to new technologies and situations.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 33.3% | 41% | 41% | 46.5% | 45.8% |

3b. Collaborate with students, peers, parents, and community members using digital tools and resources to support student success and innovation.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 66.7% | 76.9% | 76.9% | 78.6% | 75.1% |

3c. Communicate relevant information and ideas effectively to students, parents, and peers using a variety of digital-age media and formats.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 66.7% | 91% | 91% | 90.9% | 87.6% |

3d. Model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 33.3% | 48.7% | 48.7% | 45.6% | 44.9% |

4a. Advocate, model, and teach safe, legal, and ethical use of digital information and technology, including respect for copyright, intellectual property, and the appropriate documentation of sources.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 100% | 78.2% | 78.2% | 73.4% | 70.3% |

4b. Address the diverse needs of all learners by using learner-centered strategies and providing equitable access to appropriate digital tools and resources.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 100% | 93.6% | 93.6% | 93.9% | 91.9% |

4c. Promote and model digital etiquette and responsible social interactions related to the use of technology and information.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 66.7% | 84.6% | 84.6% | 72% | 70% |

4d. Develop and model cultural understanding and global awareness by engaging with colleagues and students of other cultures using digital-age communication and collaboration tools.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 66.7% | 83.3% | 83.3% | 84.8% | 82.2% |

5a. Participate in local and global learning communities to explore creative applications of technology to improve student learning.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 100% | 73.1% | 73.1% | 76.6% | 75.7% |

5b. Exhibit leadership by demonstrating a vision of technology infusion, participating in shared decision making and community building, and developing the leadership and technology skills of others.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 100% | 70.5% | 70.5% | 66% | 61.9% |

5c. Evaluate and reflect on current research and professional practice on a regular basis to make effective use of existing and emerging digital tools and resources in support of student learning.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 33.3% | 76.9% | 76.9% | 72.4% | 70.2% |

5d. Contribute to the effectiveness, vitality, and self-renewal of the teaching profession and of their school and community.

| # POSSIBLE | % CORRECT | CLASS AVG | SCHOOL AVG | DISTRICT AVG | GLOBAL AVG |
|------------|-----------|-----------|------------|--------------|------------|
| 3 | 100% | 84.6% | 84.6% | 75.8% | 74.3% |