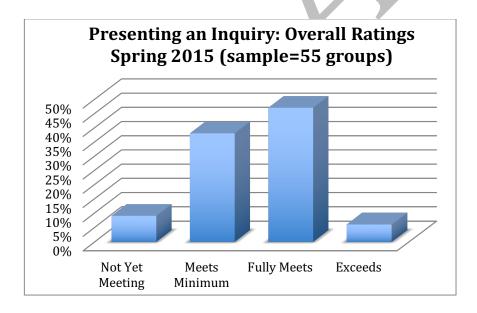
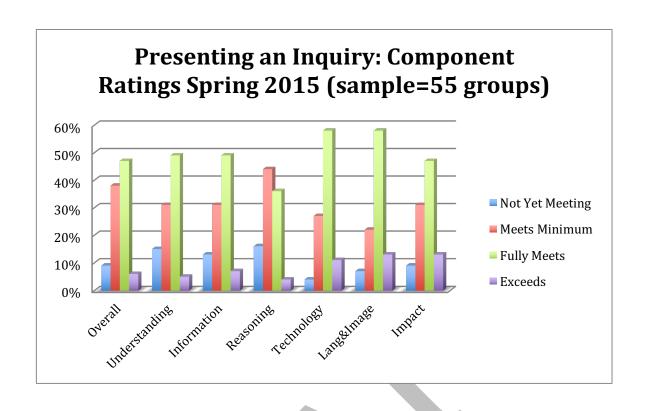
Context

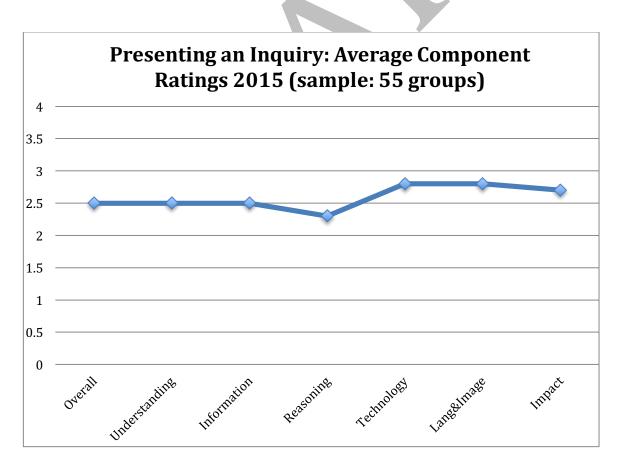
- In 2015, there were 51 classrooms involved, and 477 projects submitted. One project in each classroom was randomly selected for district assessment.
- Additional projects were selected randomly to make up the target of 60 projects, and to replace those that could be assessed (usually, because of technical difficulties.
- The final sample of 55 projects was assessed using the project rubric for inquiry projects. Each project was assessed by a team of two experienced teachers. Approximately half of the project were scored a second time. Consistency among scorers was extremely high.

Results: 2015

- Over 50% of projects scored fully met or exceeded expectations, in terms of overall quality; 91% met at least minimal expectations. The average rating was 2.5, on a scale of 1-4.
- Scores were assigned for 6 components of the projects. Three of components related to content; three to presentation. Generally, projects received higher ratings for presentation than for content; lowest ratings were assigned to reasoning; highest ratings were assigned to skill in using technology. Results are summarized in the graphs below.







Comparisons over time

Results are extremely consistent over the last 4 of the project, in sptie of new challenges involved in shifting to use of tablets rther than laptops, and the introduction of several additional classrooms and teachers with limited previous experience with technology and inquiry. This suggests that both inquiry and integration of technology are deeply embedded in the culture of SD 42 at the grade 6/7 level, and the collective understanding and skill of teachers is passed on to new teachers.

