

The ADB logo is a dark blue square with the letters 'ADB' in white, serif font. It is positioned in the top left corner of the slide, partially overlapping a large circular graphic on the left side of the page. The circular graphic features a futuristic, metallic robot with glowing blue lines and a grid pattern in the background.

ADB

Rethinking digital assessment in the era of generative AI

Jeffrey Jian Xu
Sr. Education Specialist

Human and Social Development Sector
Asian Development Bank

18 April 2024

Presentation Outline



Demand for competencies and assessment post AI Era



Assessing teachers' AI competencies



Assessing students' AI competences



AI driven smart classrooms for personalized learning and assessment





**Demand for Competencies & Assessments
Post AI Era**

Employability Challenge Due to AI & Digitization

New Challenges

Widening digital divide

Old job losses

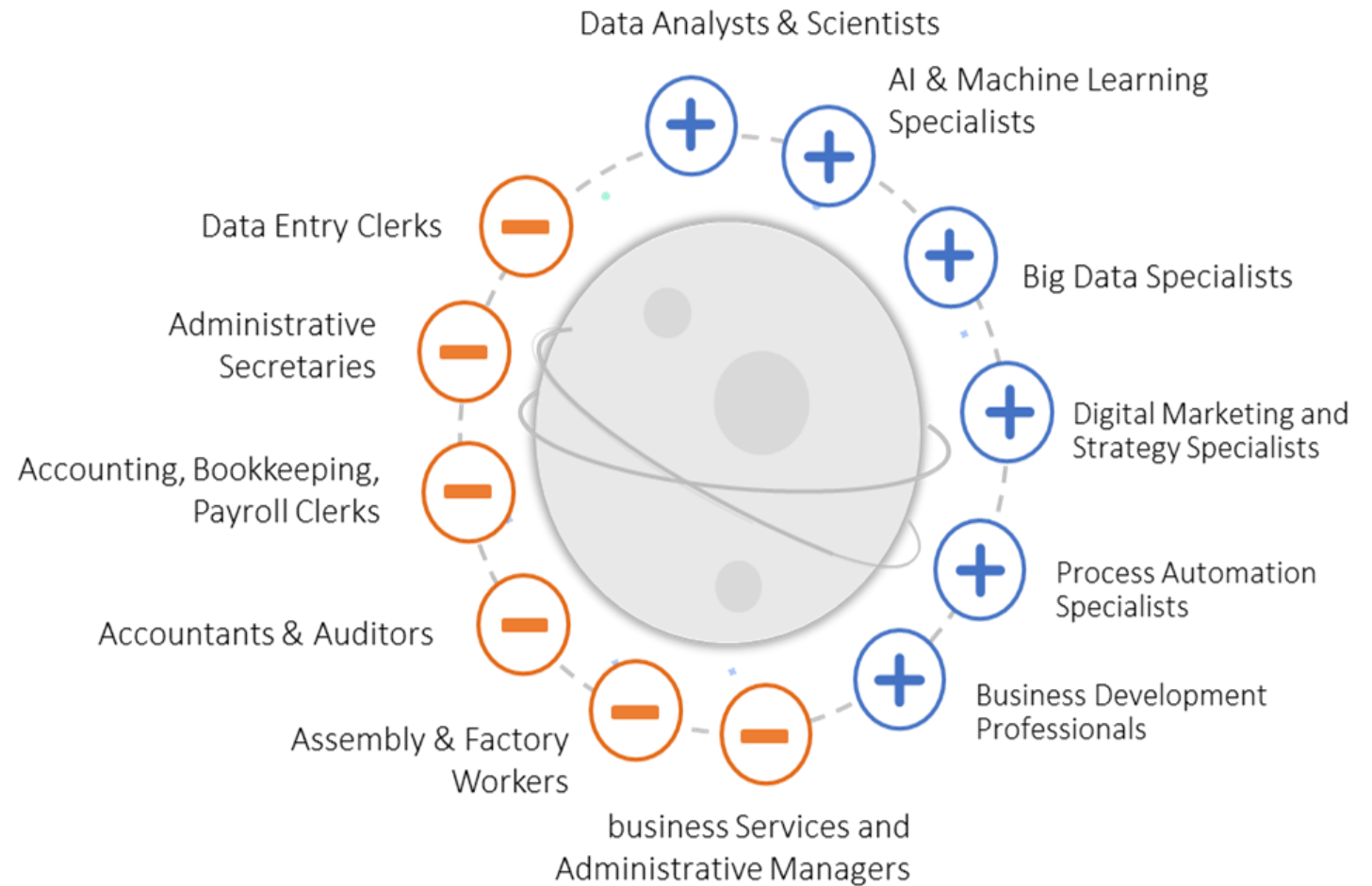
85 million

New job types, tasks, and roles

97 million

New forms of work - gig work

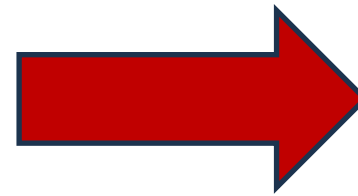
Constant upskilling and reskilling



The current state of AI in education

AI used in education worldwide is expected to reach \$53.68 billion by 2032, from \$2.48 billion in 2022.

\$2.5 billion



CAGR 36%

\$53.7 billion



How students feel about AI in education

Cryptopolitan's UK survey of 1,000 students found that...

ADB

68%

of students felt that AI had had a direct positive impact on their academic results and performance.

67%

of students said they used AI in some capacity.



Mismatch: A systemic issue

How we learn

(needs of students)

Students within a class are not at the same learning level.

Every learner follows their own individual learning path.

Heterogeneity is high for low-medium performing learning systems (within school)

Learning is a continuous process.

How we are taught

(Existing system gaps)

Same curriculum is transacted to all students of a class.

Same learning goal is set for all students of a class.

Same teaching-learning method is adopted for all students in a class.

Grades are designed as compartments.



This mismatch between how we learn and how we are taught may well be the most important factor contributing to the learning crisis.

How to improve teaching & learning using edtech and AI



The school curriculum is centrally developed and is **explicit in differing degrees of detail** what teachers are to teach and students are to learn.

Students are usually graded on how well they have **mastered the content and met expected standards.**

Teachers are very **well prepared in the subjects** they teach, and **significantly more autonomous.**

Systemic approaches are used to **identify and support individuals who fall behind** in their learning.

Education is **highly valued** as a path to personal fulfillment and success.



Co-pilot for teachers and personal tutor for students.

Digital assessment of students' competences.

Digitized teacher professional development.

Personalized and adaptive learning.

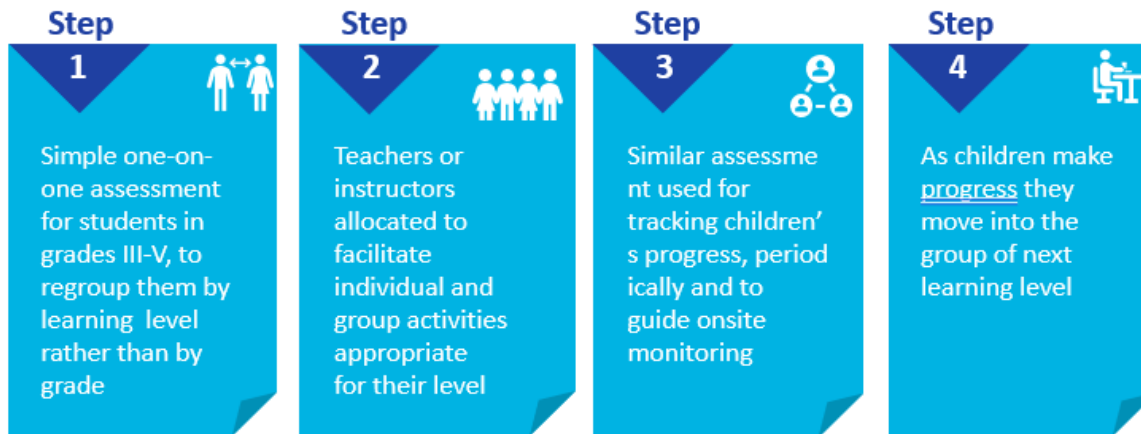
Development and assessing non-cognitive competencies.

Teaching at the Right Level (TARL)

First initiated by the NGO Pratham in India, refined in partnership with MIT's J-PAL

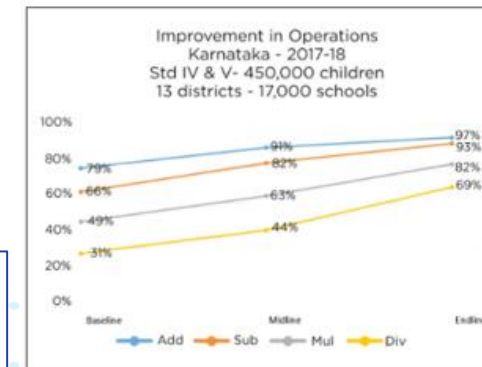
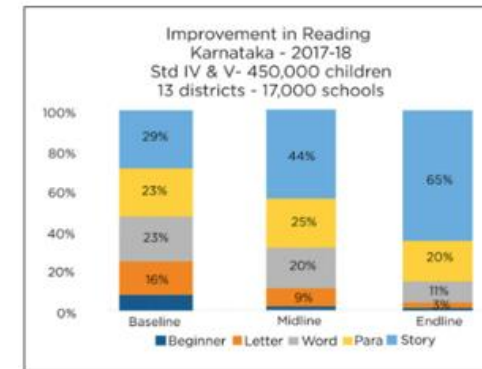
To improve foundational literacy & numeracy skills in 3-8 years old

How Does it work

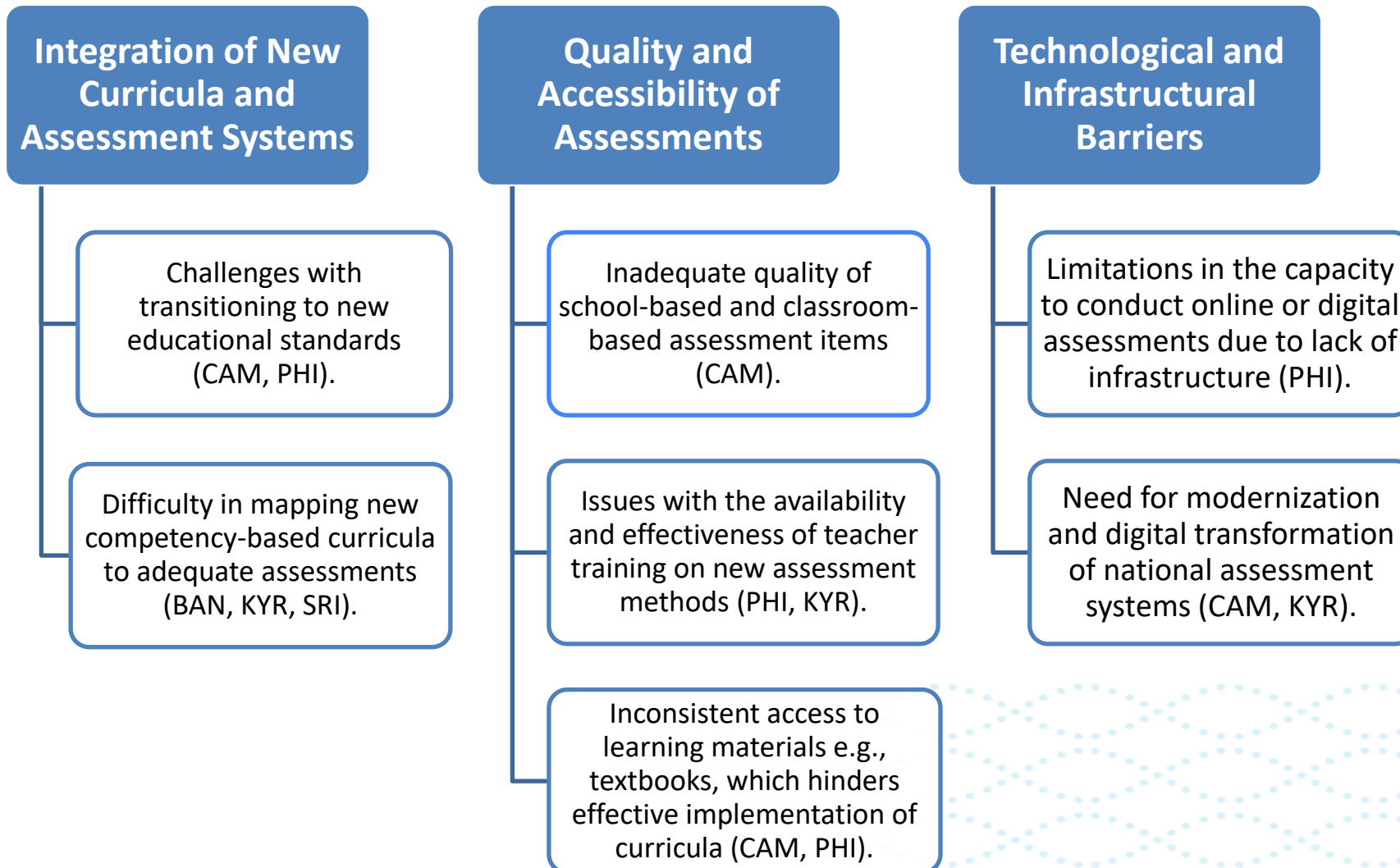


Adopted by as many as 12 countries in Africa, including Kenya, Nigeria, and Zambia. Based on the findings of an evaluation of the programme conducted by ACER in 1800 Zambian schools, the programme was scaled up to all provinces of Zambia.

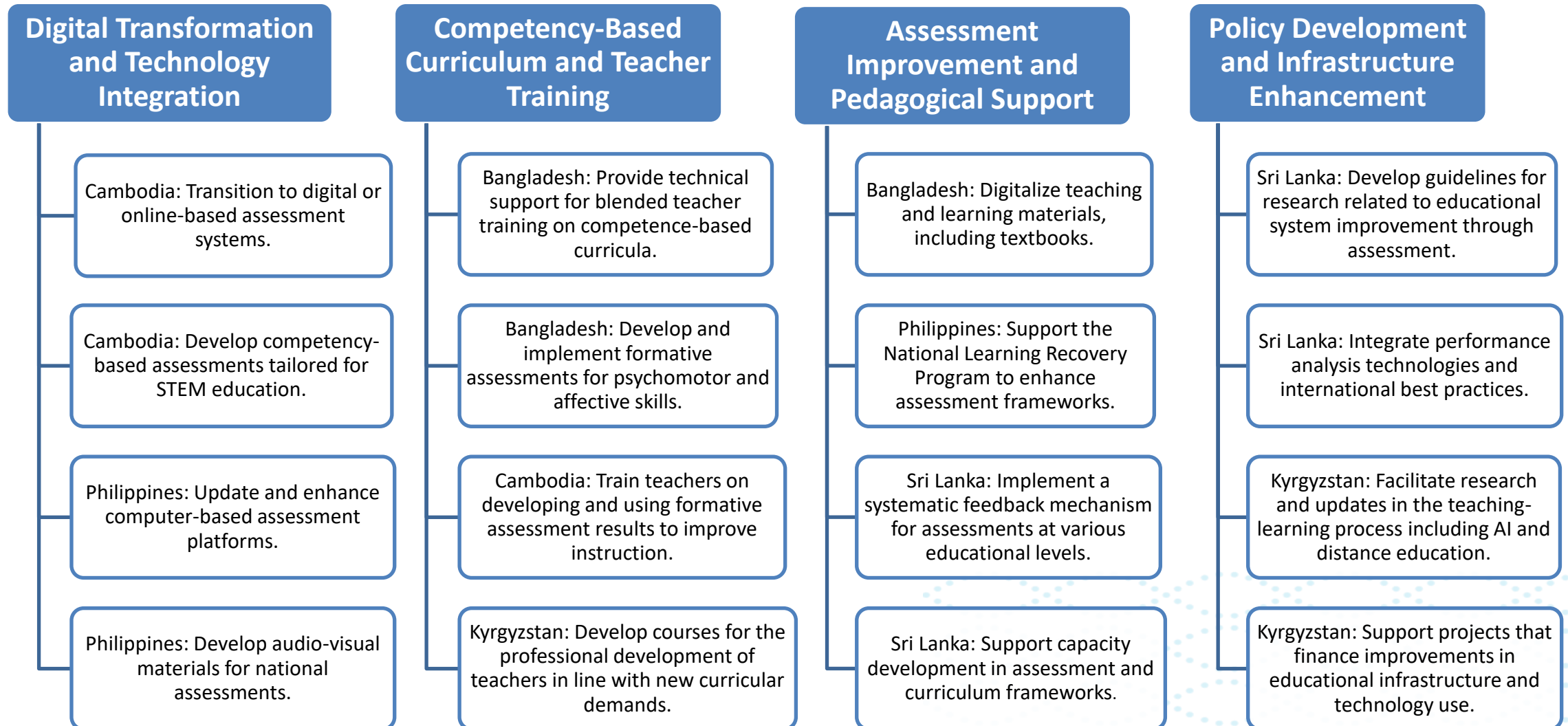
Evidence of Impact



Challenges



Opportunities



A person in a dark suit and glasses stands at a podium, holding a tablet displaying a pie chart. A large, glowing digital globe is superimposed over the scene, showing the Americas. The background is a blurred audience in a lecture hall.

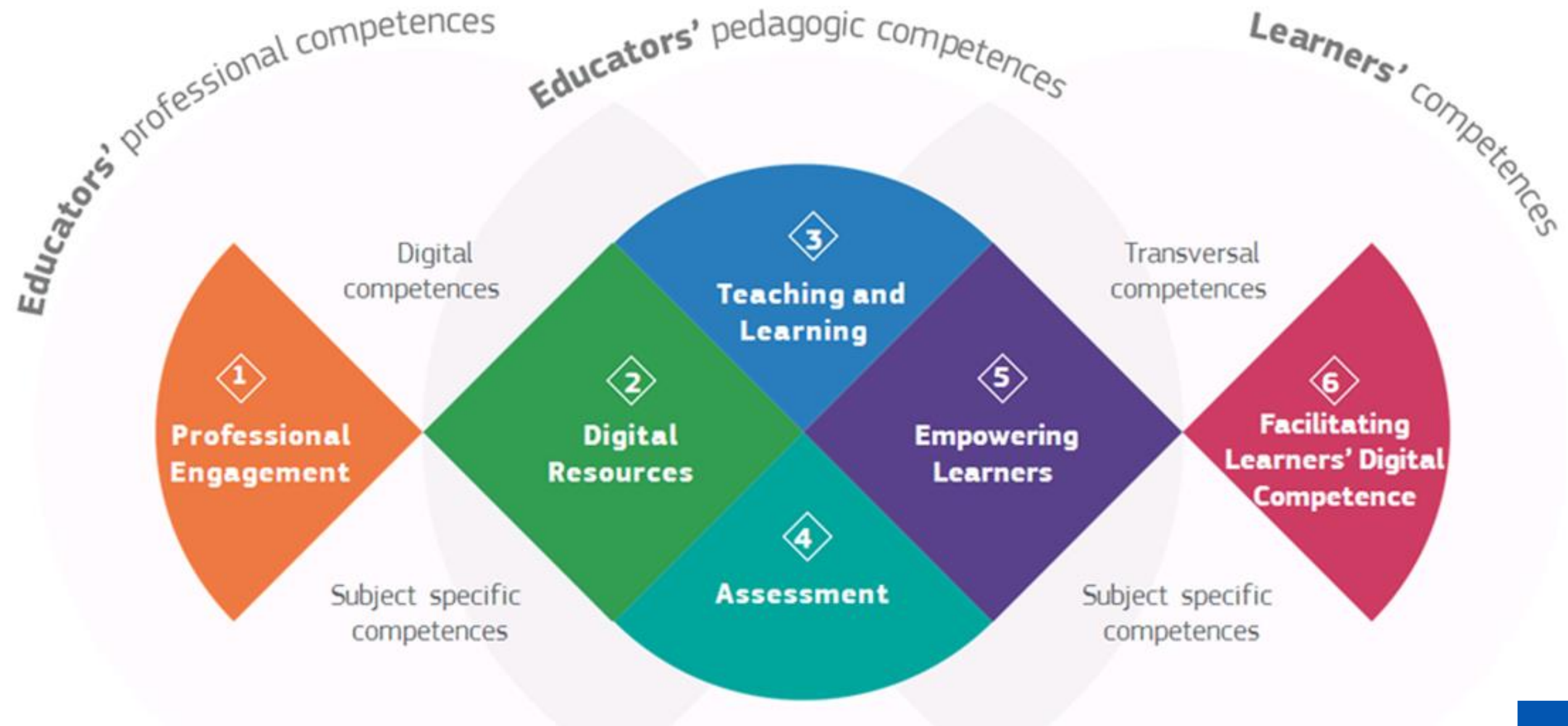
Assessing teachers' digital and AI competencies

What is Teacher's Digital Competency?

- Teachers' proficiency in using technology in a professional context.
- Good pedagogic-didactic judgement.
- Awareness of its implications for learning strategies.
- Technologies are considered as a way to support pedagogical knowledge and methods.



Teacher Digital Competency Areas



Teacher Digital Competency Areas (detailed)

PROFESSIONAL ENGAGEMENT

- 1.1 Organisational communication
- 1.2 Online learning environments
- 1.3 Professional collaboration
- 1.4 Digital technologies and school level infrastructure
- 1.5 Reflective practice
- 1.6 Digital life
- 1.7 Professional learning (through digital technologies)
- 1.8 Professional learning (about digital technologies)
- 1.9 Computational thinking

DIGITAL RESOURCES

- 2.1 Searching and selecting
- 2.2 Creating
- 2.3 Modifying
- 2.4 Managing and protecting
- 2.5 Sharing

TEACHING AND LEARNING

- 3.1 Teaching
- 3.2 Guidance
- 3.3 Collaborative learning
- 3.4 Self-regulated learning
- 3.5 Emerging technologies

ASSESSMENT

- 4.1 Assessment strategies
- 4.2 Analysing evidence
- 4.3 Feedback and planning

EMPOWERING LEARNERS

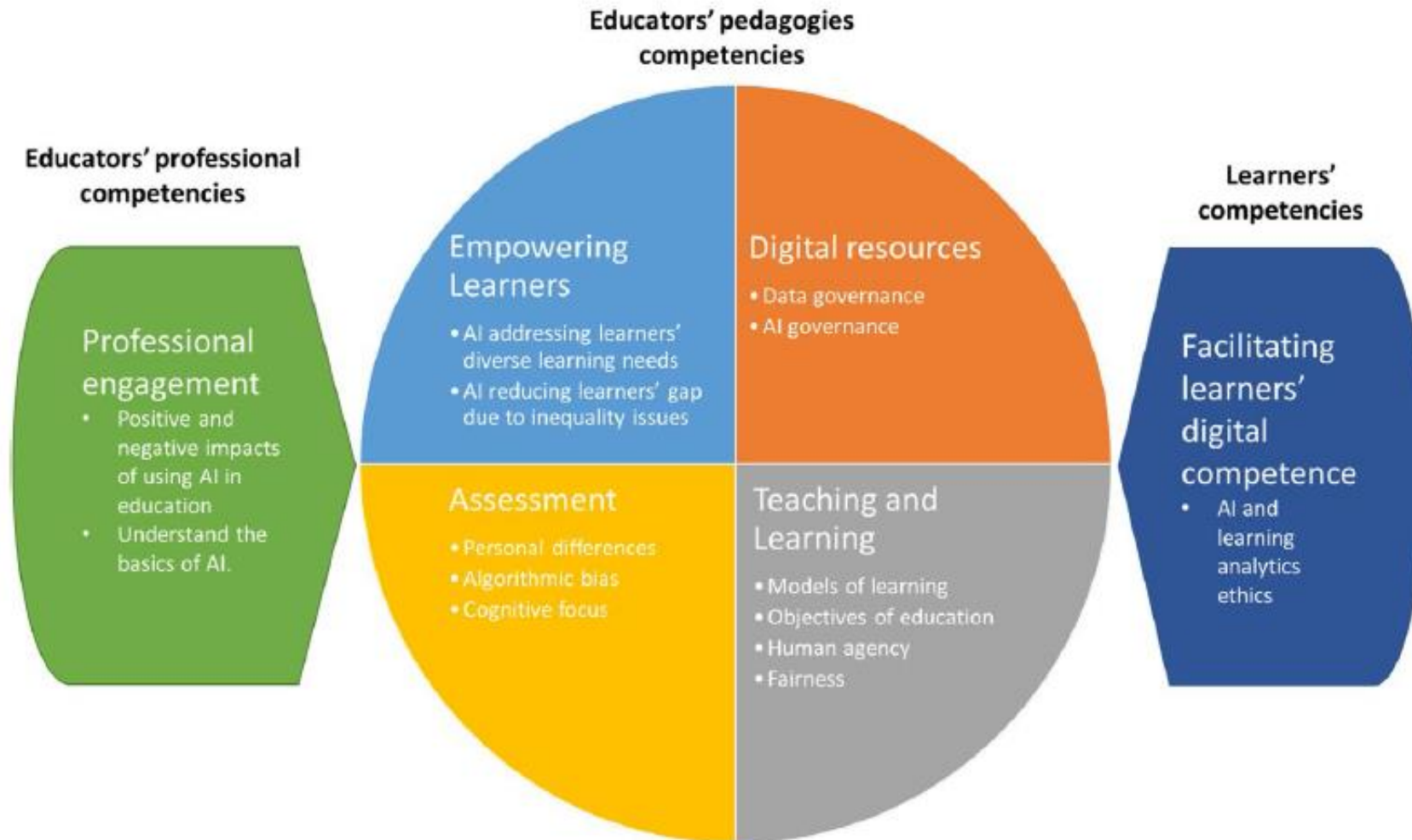
- 5.1 Accessibility and inclusion
- 5.2 Differentiation and personalisation
- 5.3 Actively engaging learners
- 5.4 Blended learning

FACILITATING LEARNERS' DIGITAL COMPETENCE

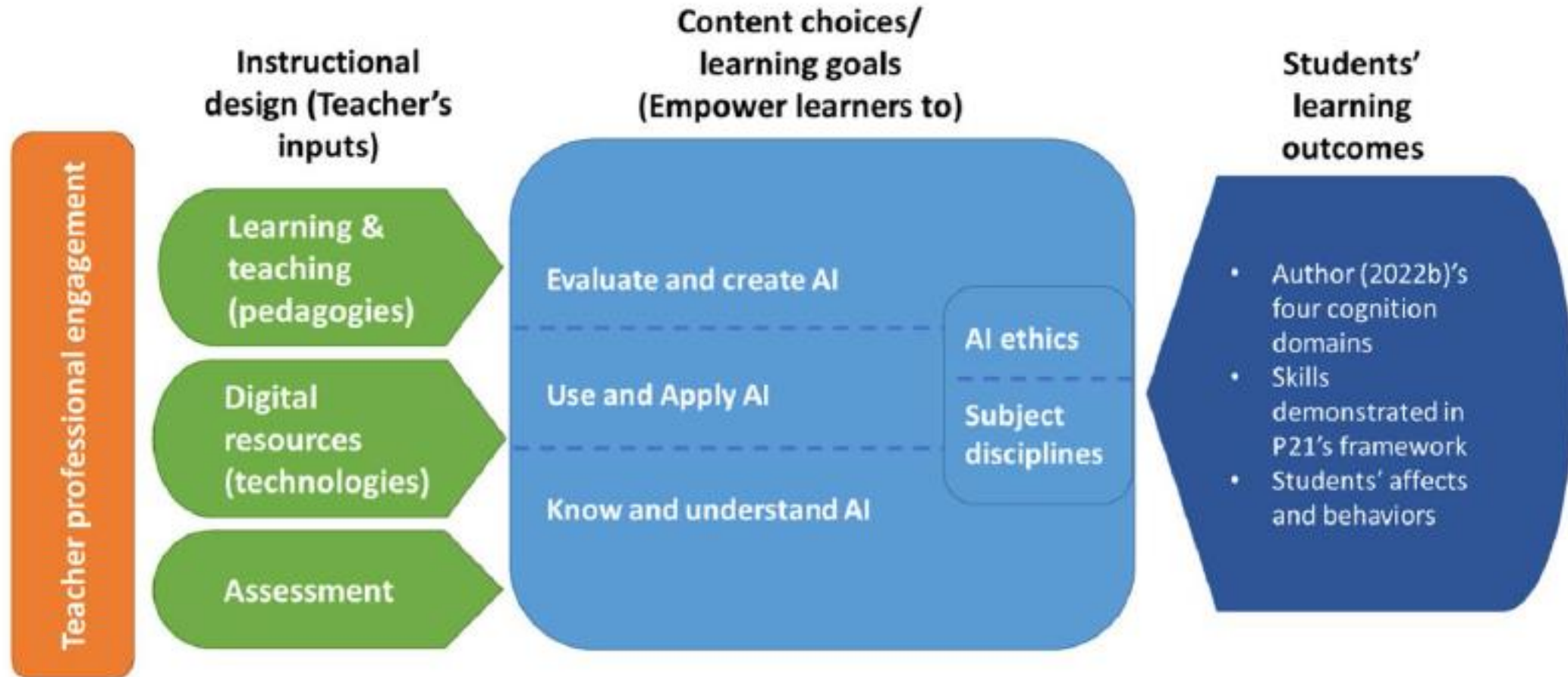
- 6.1 Information and data literacy
- 6.2 Communication and collaboration
- 6.3 Content creation
- 6.4 Safety and wellbeing
- 6.5 Responsible use
- 6.6 Problem solving



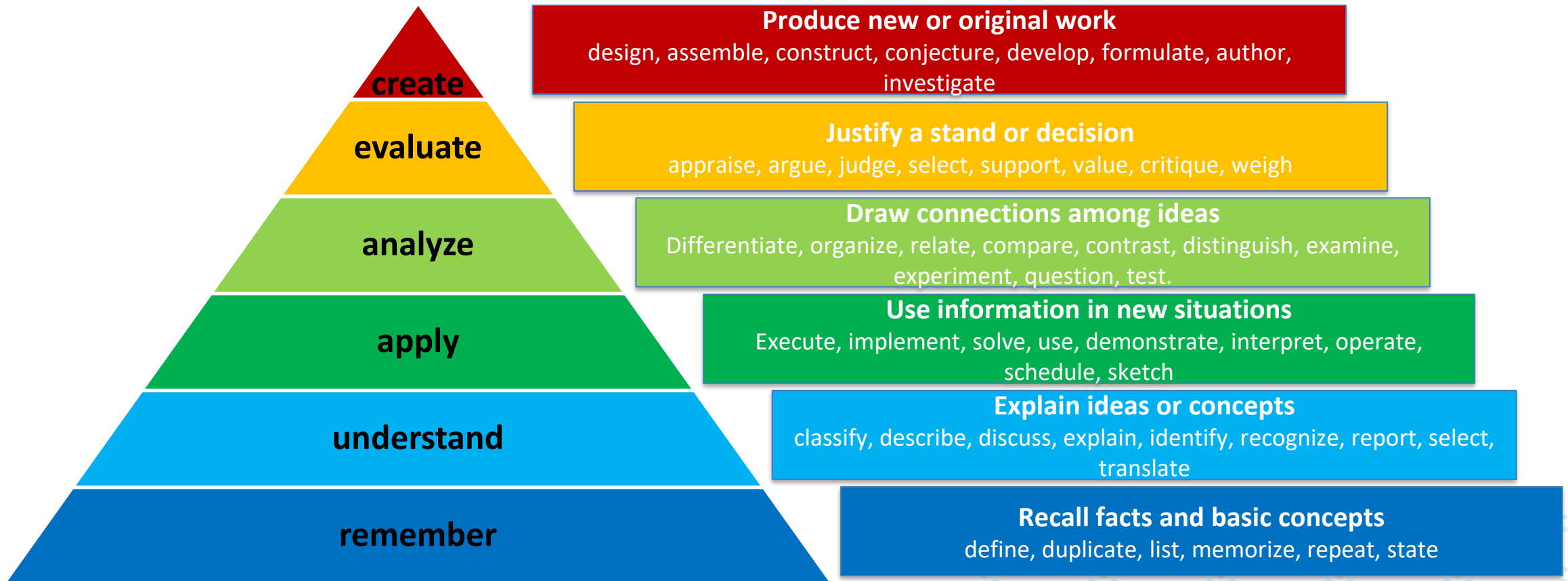
Teachers' AI literacy (digital) competencies



Instructional design framework for AI competencies in education



Competency areas and Bloom's Taxonomy



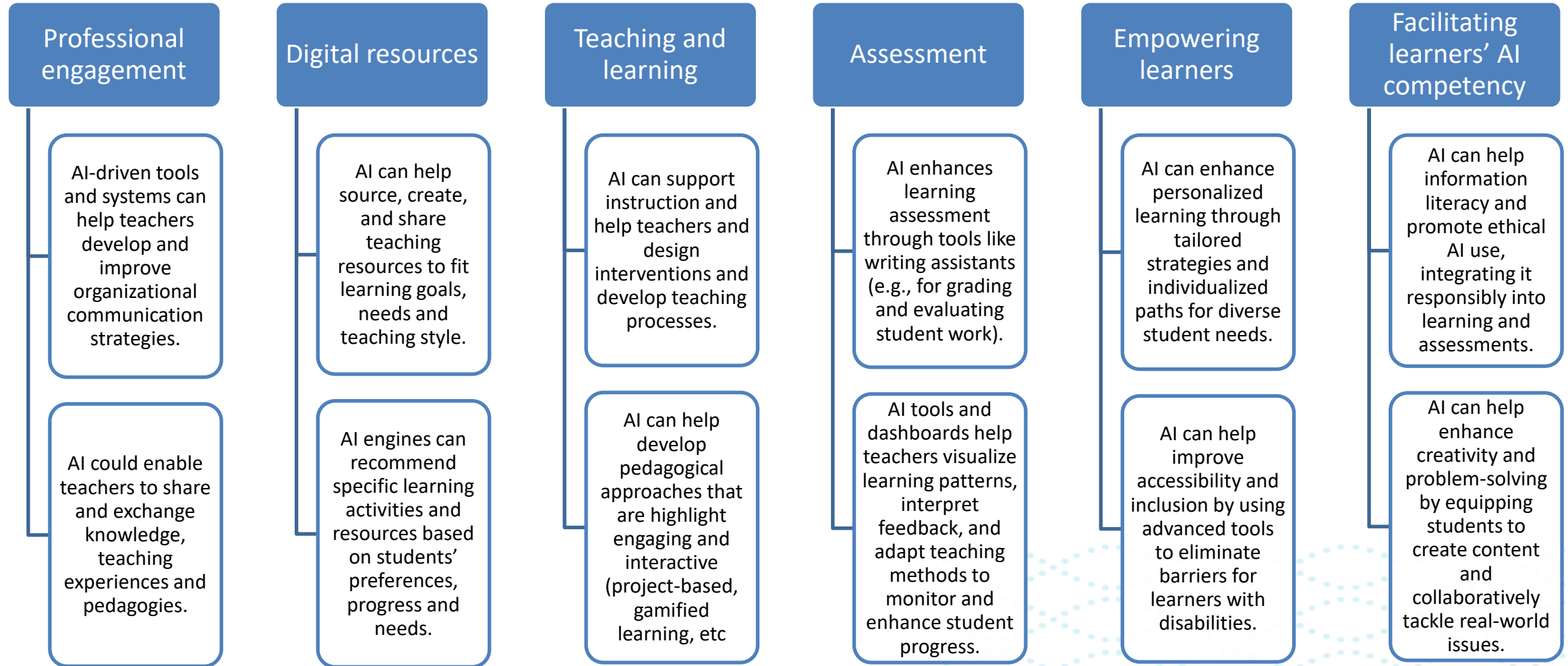
Competency areas and Bloom's Taxonomy

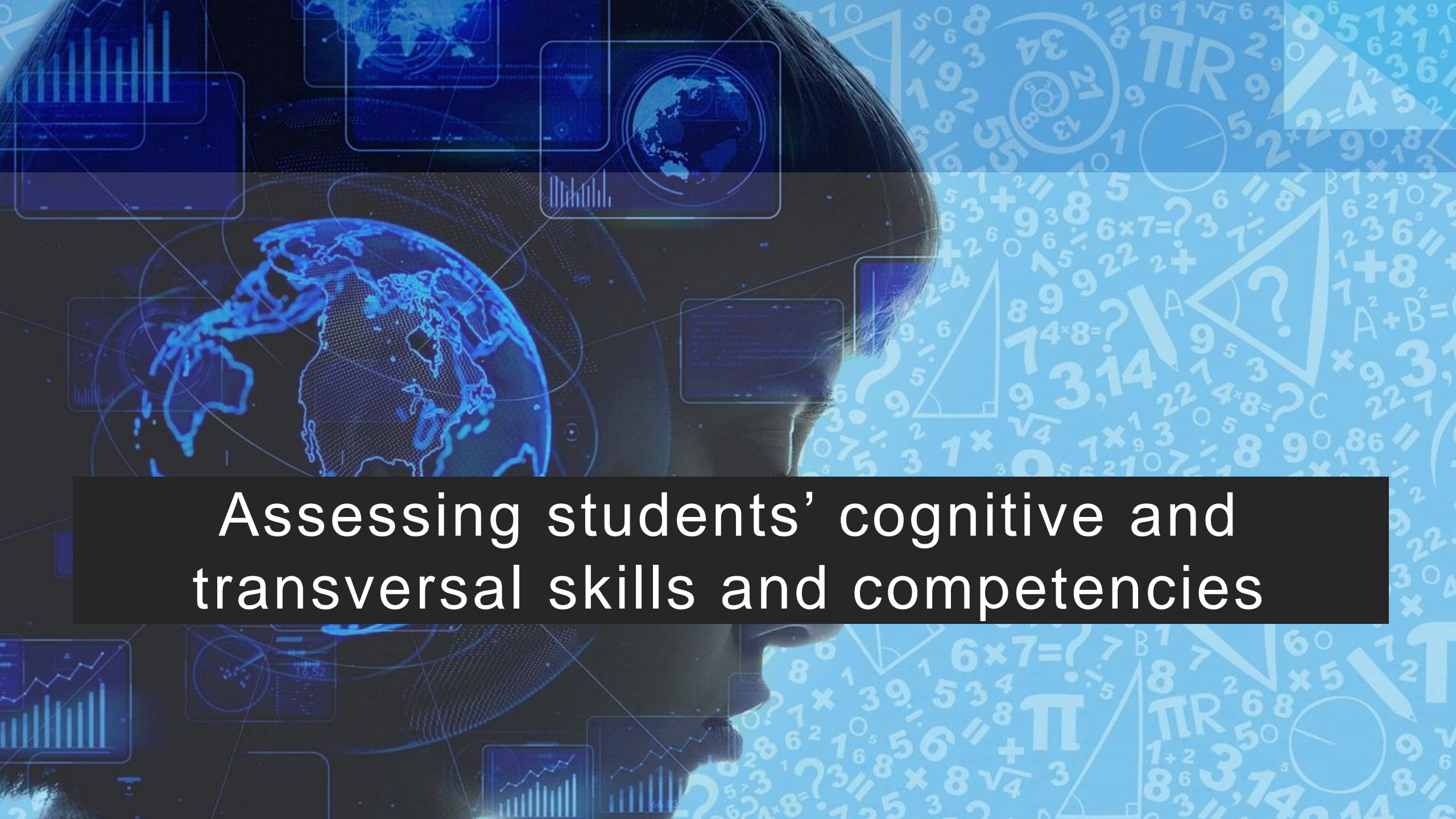
A proposed AI competency framework for **teachers**

| Aspects | Progression | | |
|-----------------------------|-----------------------------------|---------------------------------------|---------------------------|
| | Understand | Apply | Create |
| Mindset on AI and education | Understanding benefits & risks | Contextual strategies | Steering long-term impact |
| Ethics of AI | Human agency | Human-centred use | AI society skills |
| AI foundational knowledge | Algorithm and data literacy | Use AI analytics | Coding and data models |
| Application skills | Test and use | Infusing uses | Integrating AI tools |
| AI pedagogy | AI for teaching | AI to deepen learning | AI for co-creation |
| Professional development | AI to assist administrative tasks | AI for curriculum design and delivery | AI empowering teaches |

Source: Fengchun Miao, Chief of Unit for Technology and AI in Education at UNESCO.

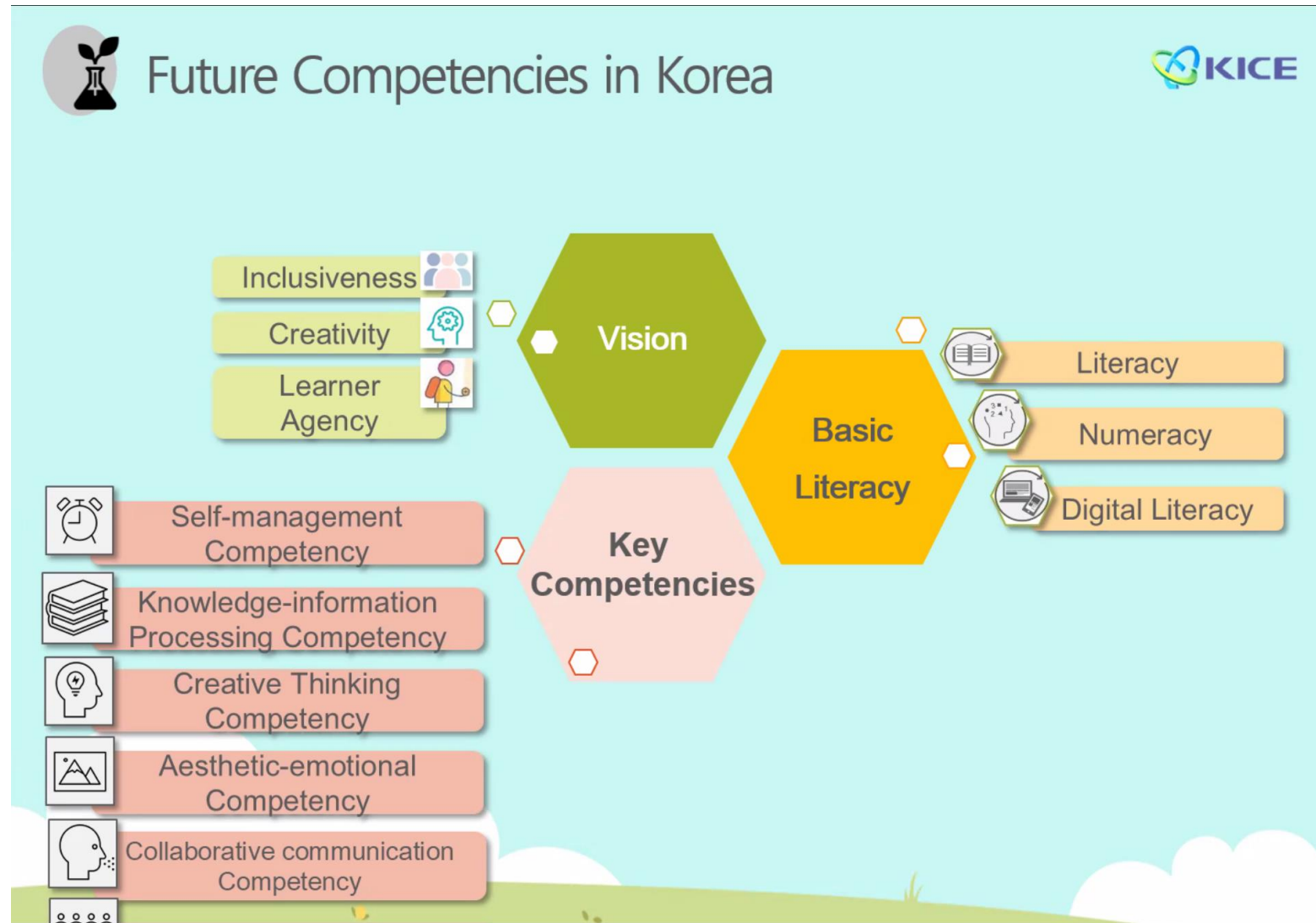
TDC competency areas mapped to AI competencies



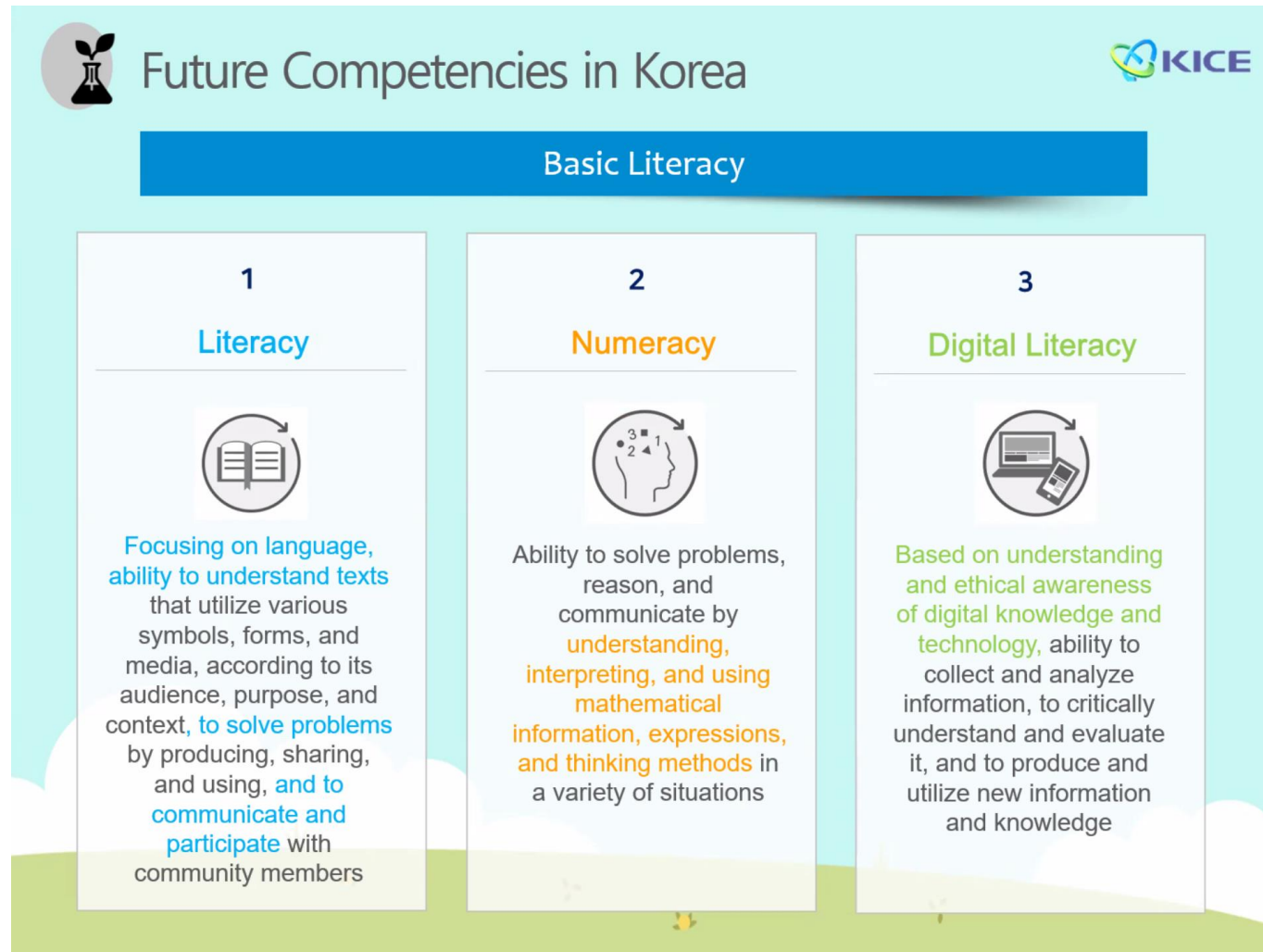
The background is a complex, blue-toned collage. On the left, a person's profile is visible, looking towards the right. A large, glowing globe is positioned in the center-left. The right side of the image is filled with various mathematical symbols and formulas, including pi (π), the number 14, the number 3, and the equation $A^2 + B^2 = C^2$. There are also several bar charts and line graphs scattered throughout the scene. The overall aesthetic is that of a digital or educational interface.

Assessing students' cognitive and transversal skills and competencies

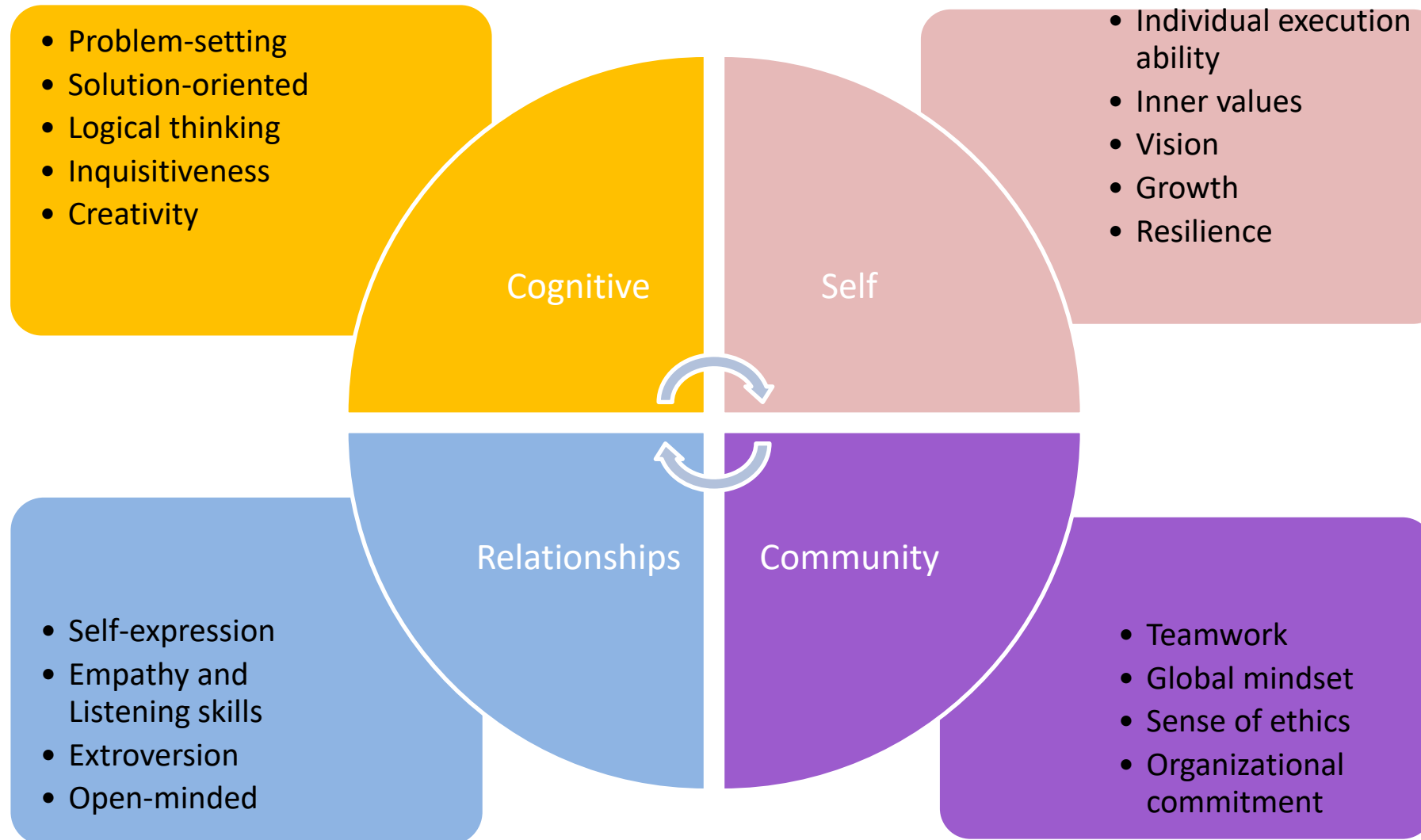
Future Competencies (South Korea)



Current AI based assessments (South Korea)



Future Competencies (Japan)



Current AI based assessments (Japan)

- AI –based digital assessment tools on scientific inquiry and non-cognitive and transversal skills.

Mathematical Science Skills Assessment



Absolute Evaluation

Mathematical scientific way of looking at things and thinking is evaluated by simulator testing



Measurement Time
50min.

Feature

- video questions are included (To see if the student are influenced by impressions or the content of the presentation or not)
- evaluation of creativity through descriptive questions
- questions from the real world and real life

Question Format

- Multiple choice
- Point Distribution
- Descriptive

Evaluation

Each question: rated from LEVEL 1 to 4
Each item: rated from LEVEL 1 to 4



1. Problem-setting skills (3 questions)

Ability to formulate testable hypotheses



2. Ability to design experiments (4 questions)

Ability to extract and control variables when designing experiments



3. Ability to consider (3 questions)

Ability to consider conclusions, suggestions, data, etc. from multiple perspectives in a critical manner.



4. Creativity (2 questions)

Ability to create original ideas

Ai GROW



"Ai GROW" evaluates ability to collaborate and solve problems with a questionnaire

360-degree Evaluation

Reasons for conducting peer evaluations

Self-assessment alone causes discrepancies with the actual situation.



Measurement Time
30min.

Bias exclusion by AI



1. Individual Execution Ability

Ability to tackle anything willingly and on one's own initiative



2. Decisiveness

Ability to make decisions by comparing one's own ideas with objective facts



3. Self-Expression

Ability to communicate things in a way that others can easily understand



4. Flexibility

Ability to flexibly control the way things are done




5. Empathy and listening skills

Ability to listen seriously and try to understand what the other person is saying



6. Cooperativeness (Self efficacy + Exercise of Influence)

Ability to work with people with diverse values and opinions to achieve goals



AI driven smart classrooms for personalized learning and assessment

How AI helps transform traditional learning into adaptive learning

Traditional Learning



What Instructors Do

- Find content
- Organize content
- Edit content
- Respond to students



What Students Do

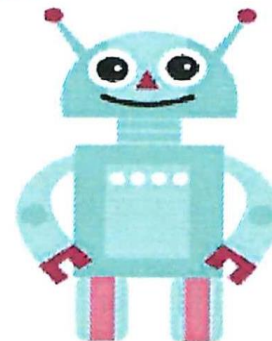
- Everyone gets the same content
- If you miss a concept you are left behind
- Everyone moves at the same pace

Adaptive Learning



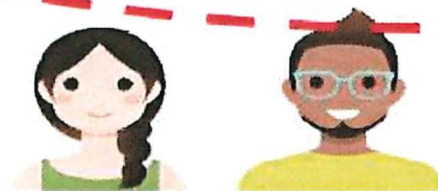
What Instructors Do

- Decide what to teach
- Coach, manage and engage students



What Adaptive Tech Does

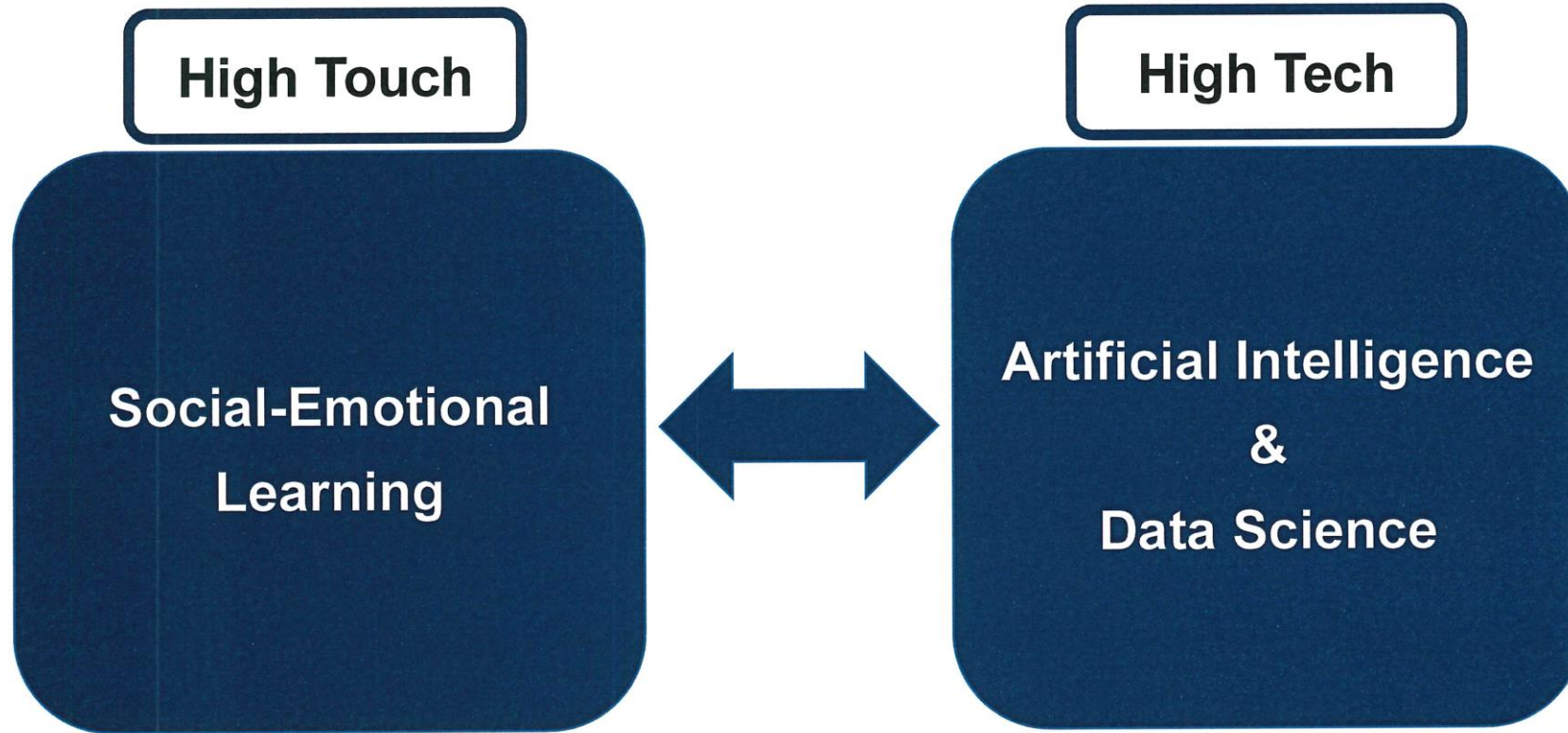
- Finds best content
- Links concepts to content
- Adjusts based on content and student success



What Students Do

- Get a learning plan just for them
- Skip concepts they know
- Get recommendations
- Master all concepts

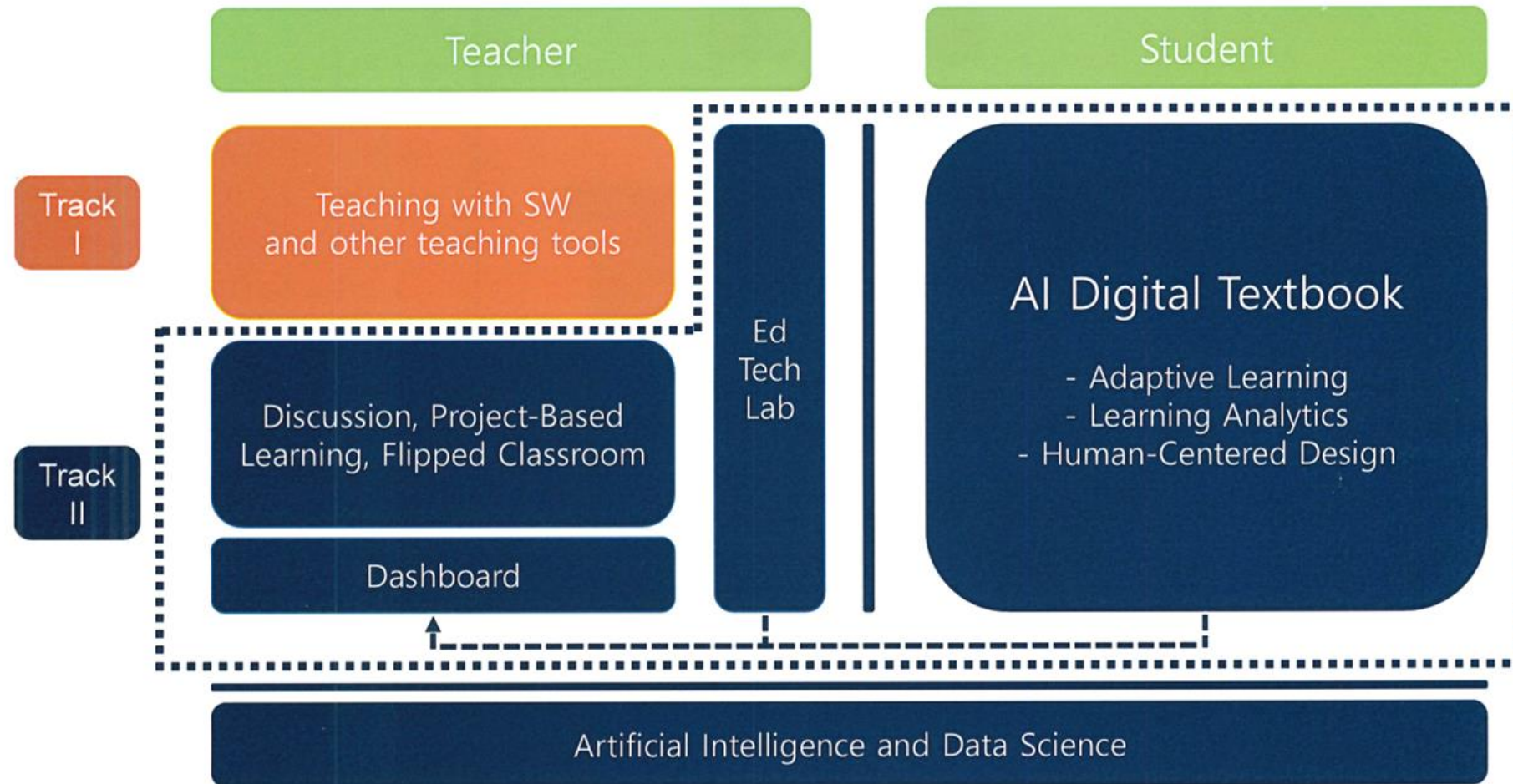
High-Touch High-Tech (HTHT) learning in schools



Conceptual model of HTHT learning

Conceptual Model

© Sung Jae Park, 2023



EdTech Use Cases for various levels of tech infrastructure

We categorise EdTech use cases in three different categories based on the IT infrastructure. The characteristics of formative assessment EdTech tools are divided between these three categories.

Low-Tech Environment

Limited access to devices

Limited access to Internet

Medium-Tech Environment

Use of own or shared devices

Timely access to Internet in school

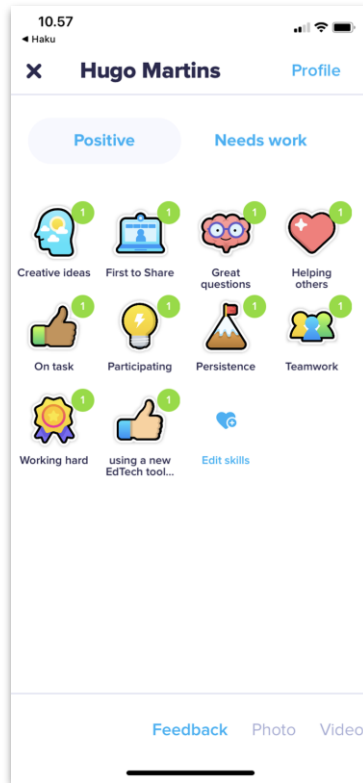
High-Tech Environment

Students have personal devices / high device per student ratio in classrooms

Steady (broadband) connection in school and home

Case examples: teacher-led performance data collection online & offline (suitable for low-tech environments)

ClassDojo



Teacher can give feedback and keep record of student's actions during the lesson. Offline use possible.

Plickers



The teacher uses a video projector to ask questions and the students answer them using Plickers cards. Everyone's answers and performance is stored in the Plickers app. Offline use possible.

Case examples: ClassSaathi by TagHive, formative assessments data dashboard
collection through clicker devices (suitable for low-tech and offline environments)

Class Saathi



Inside
Classrooms

- **World-First** clicker to work with a smart phone
- **No internet/electricity required** in classrooms
- Can be used for **any** grade/subject/language/curriculum



Clicker
for students

App
for teachers



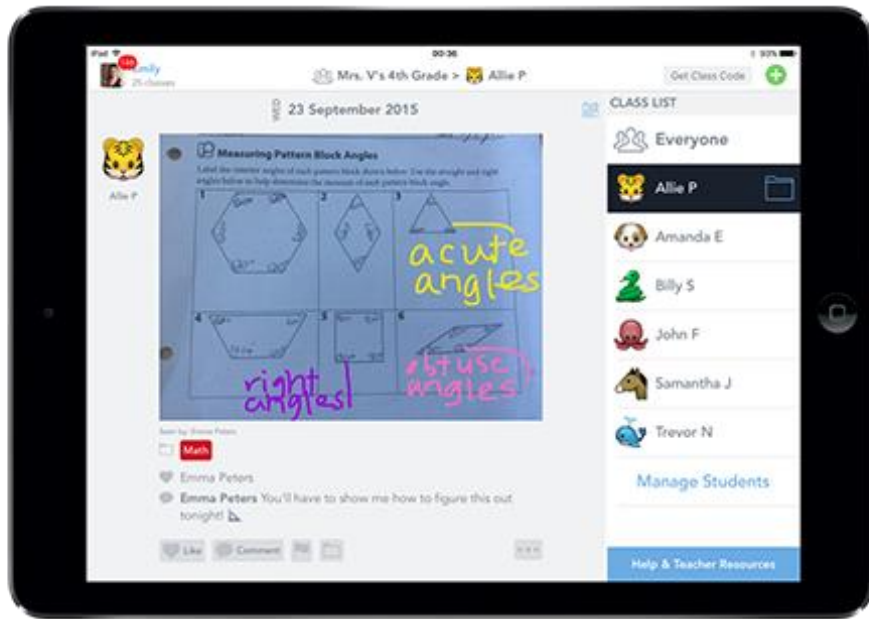
Case examples: student-centered assessments using formative assessment platform (suitable for mid to high-tech environments)

Qridi platform allows creating all assessments in one place. It provides assessment templates and supports self-evaluation, peer evaluation, grading, etc.

The screenshot displays the Qridi assessment platform interface. At the top, there is a navigation bar with 'Classes', 'Library', and 'Office' tabs, and a user profile 'Salla Juuti'. Below this is a main menu with icons for Overview, Assessments, Task lists, Journals, Goals, Quiz, Reports, Activity, Assessment train, Materials, and Add actions. The main content area features a grid of assessment cards. Each card includes a title, start and end dates, the number of responses, and buttons for 'Answers' and 'Teacher's assessment'. The cards are categorized by type: Self, Peer, Group, Teacher, Guardian, and External. The cards shown are:

- Self assessment 13: Start: 13:46 27.07.2021, End: 13:46 16.05.2022, Assessment responded to 3 times.
- Testing grades 2: Start: 12:52 01.03.2021, End: 12:52 01.05.2021, Assessment responded to 2 times.
- Test numeric grades: Start: 12:46 01.03.2021, End: 12:46 01.05.2021, Assessment responded to 1 times.
- Self evaluation 10: Start: 11:10 19.01.2021, End: 11:10 01.05.2021, Assessment responded to 0 times.
- lääkis 2: Start: 17:27 21.08.2020, End: 17:27 01.12.2020, Assessment responded to 0 times.
- Lääkiksen arviointikohteet: Start: 16:12 21.08.2020, End: 16:12 01.12.2020, Assessment responded to 0 times.
- Self evaluation 7: Start: 12:38 04.08.2020, End: 12:38 01.12.2020, Assessment responded to 0 times.
- Itsearviointi 6: Start: 15:28 15.06.2020, End: 15:28 01.12.2020, Assessment responded to 0 times.
- Jaksamisen arviointi: Start: 11:43 04.06.2020, End: 11:43 01.12.2020, Assessment responded to 0 times.

Case examples: student-centered assessments using formative assessment platform (suitable for high-tech environments)



SeeSaw - Learning portfolios



FreshGrade - Learning portfolios

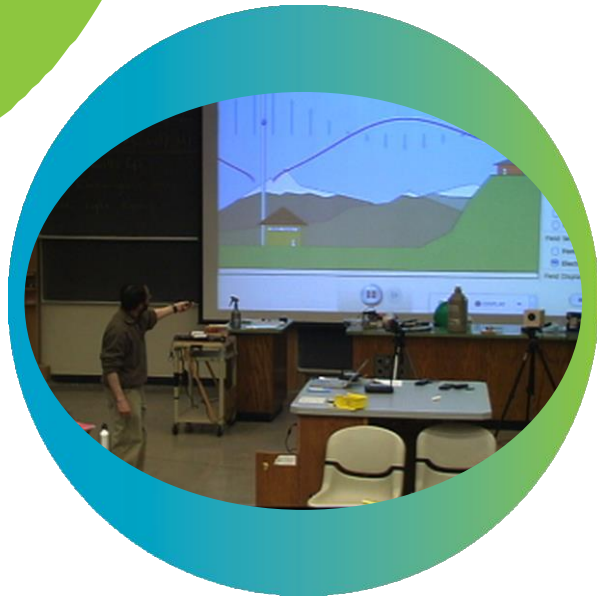
Case examples: Learning platforms with assessment features (suitable for mid to high-tech environments)

The screenshot shows a math problem on the MindSpark Adaptive Math Platform. At the top, the course title is "Fractions-Basic Concepts, Equivalence and Comparisons-1". The progress bar shows 1/10 units completed, and the user has 30 coins. The problem is a "Challenge Question" with a "READ OUT LOUD" button. The text reads: "A pizza was divided into sixths. A part of it was eaten. The remaining part is shown below." Below the text is a pizza divided into six equal slices, with one slice missing. The question asks: "The part shown above is ____". Four multiple-choice options are listed: A) one-fifth of the pizza, B) one-sixth of the pizza, C) six-fifths of the pizza, and D) five-sixths of the pizza. A chat icon is visible on the right side of the interface.

MindSpark Adaptive Math Platform

The screenshot shows the ELSA Speak language learning app interface on a smartphone. The top status bar shows the time as 6:55. The app title is "YOUR PROGRESS". There are three tabs: "EPS", "Assessment", and "Word Bank". The "Assessment" tab is active, showing an "ASSESSMENT TEST SCORE" of 67%. Below the score, it indicates a "Proficiency level: INTERMEDIATE" and the test date "Ngày kiểm tra June 13th, 2018". A "RETAKE TEST" button is visible. Below the score, there is a "DETAILED TEST SCORE" section with four categories: "SOFT /S/ AND STRONG /SH/": 60%, "THE /L/ AND /R/ CONFUSION": 63%, "/θ/ AND /ð/ AS IN BREATH AND BREATHE": 64%, and "THE UNSTRESSED SCHWA SOUND /ə/": 64%. Each category has a progress bar and a question mark icon. At the bottom, there is a navigation bar with icons for "Skills", "Topics", "Dictionary", "Progress", and "Profile".

ELSA Speak language learning app



Thank you!



[@ADB Education](#)



[@ADBEducation](#)



www.adb.org/what-we-do/sectors/education

Examples of AI education projects in US and China.

| US | China |
|---|---|
| <ul style="list-style-type: none"> EducateAI Initiative: Funded by the US government to support the creation of high-quality, inclusive AI educational opportunities at the K-12 through undergraduate levels. | <ul style="list-style-type: none"> AI Education Bases: A list of 184 base schools designated by the MOE to explore AI education concepts, models, and approaches. |
| <ul style="list-style-type: none"> NSF AI Institute for K-12 Education: Collaborates with educators and researchers to develop AI education resources and curriculum materials. | <ul style="list-style-type: none"> AI-assisted Teacher Development Action: Pilot project for enhancing the AI teaching workforce, involving various universities and districts for teacher training in AI. |
| <ul style="list-style-type: none"> Consortium for School Networking (CoSN): Provides leadership, advocacy, and resources for school leaders to integrate AI into education. | <ul style="list-style-type: none"> Specialized AI Education Program: A selective approach implemented by China to enable selected schools with specialized AI programs and resources. |
| <ul style="list-style-type: none"> TeachAI: Offers professional development programs and resources for educators in AI education. | <ul style="list-style-type: none"> AI Textbooks and Curricula Collaboration: Partnerships with AI and tech companies like SenseTime and iFLYTEK to co-design AI curricula and textbooks. |
| <ul style="list-style-type: none"> AI4K12 Initiative: Develops guidelines for AI education for K-12, providing an online directory to facilitate AI instruction, and fostering a community of practitioners. | <ul style="list-style-type: none"> Beijing Normal University and East China Normal University: Support AI textbook and curriculum development. |
| <ul style="list-style-type: none"> California's Computer Science Standards: Includes AI education as part of the comprehensive standards for teaching foundational concepts critical to AI. | <ul style="list-style-type: none"> Tsinghua University: Collaborates with schools for AI science outreach activities and curriculum development |
| | <ul style="list-style-type: none"> Zhejiang University: Specializes in creating intelligent educational robots and systems for personalized learning experiences. |

Different Strategies (from US and China) for integrating AI in education

| Strategies | Detailed description |
|----------------------------------|---|
| Educator Empowerment | Professional Development for Educators: Initiatives to provide educators with ongoing training to develop skills necessary for integrating AI tools into teaching, focusing on AI content creation, learning experience customization, assessment, and understanding the ethical aspects of AI use. |
| Curricular Integration | Interdisciplinary Approaches: Encouraging the incorporation of AI across various subjects beyond computer science to demonstrate its real-world applications, including ethics, psychology, data science, and engineering. Curriculum Development and AI Literacy: Efforts to develop AI-focused curricula and promote AI literacy among students and educators, ensuring a comprehensive understanding of AI principles and technologies. |
| Student-Centered Learning | Personalized and Holistic Education: Leveraging AI technologies like virtual tutors and personalized learning platforms to tailor educational content to individual student needs, while also emphasizing the development of soft skills. |
| Collaborative Efforts | Public-Private Partnerships: Highlighting the role of private sector collaborations in advancing AI education through the provision of AI-powered tutoring systems, curriculum design, and textbook development. |
| Policy and Regulation | Regulatory Framework and Policy Support: Implementation of policies to guide AI's development and deployment in education, including efforts to promote safe and responsible AI use and ambitions to lead in AI innovation. |
| Equity and Accessibility | Addressing Disparities: Recognizing and working to close the gap in AI higher education access and quality between different geographic locations and economic backgrounds. |
| Societal Preparedness | Preparing for Societal Impacts: Educating students about the broader societal impacts of AI, including ethical considerations, bias, data privacy, and the importance of a human-centered approach. |
| Innovation and Research | Fostering Research and Innovation: Emphasizing the importance of research and collaborative efforts to develop new AI education resources and methodologies, including initiatives like AI Education Bases and national institutes focusing on AI education innovation |

What is Formative Assessment?

- ✓ Assessing student's progress, gathering data and evidence on student learning in real time.
- ✓ Formative assessment data can be used to modify learning paths, help student's self-reflection, grading.

