

To guide the planning, design, development and creation of a learning resources and activities to meet the occupational standards of a unit /module, relevant to a specific skill set.

1. Qualification, Unit / Skills: Skills for TVET Educators and Trainers, Unit 2: CTVSD2 -Designing assessment.

LO: Design competency-based assessments to meet qualification outcomes / requirements in a workplace context.

Range: Evidence of minimum 2 contextualised assessments for a module/unit, consisting of knowledge-based and practical assessment.

Performance criteria or evidence requirements:

- o PC 2.1 Assessments address the qualification outcomes and requirements.
- PC 2.2 Assessments and assessment processes are relevant for the identified assessment type and purpose and meet the principals of assessment.
- o PC 2.3 Assessment rubrics assure consistency and quality of assessment judgments.
- o PC 2.4 Assessments include opportunities for learner-self and collaborative assessment where appropriate.

Outcomes (occupational standard, knowledge, skills, attitudes, competencies,	Assessment (learner meeting the statement by assessment or naturally occurring evidence at the workplace)	Resources (resources like video, readings, presentations, etc. needed for the learner to work with and learn)	Activities (description of activity(s) learner is engaged in including learning hours)	Support (learning support with the subject, concepts, or numeracy, literacy, ICT and/or study skills)
learning outcomes) Design competency-based assessments to meet qualification outcomes / requirements in a workplace context.	A knowledge-based assessment in the form of an online quiz where the learner identifies key principles of assessment, WPBA, CBA, types, methods and key elements of quality evidence. 2 attempts with highest grade. Grade at 75% or higher for competency.			



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skill set.						
	From the qualification / programme or a module they have chosen in CTVSD1					
	learners provide the completed assessment					
	section of the OARAS and evidence of a knowledge-					
	based and a practical assessment they have					
	designed. Both assessments:					
	- address the qualification outcomes and performance					
	criteria, - indicate the relevancy to					
	the identified assessment type and purpose					
	- identify what evidence is to be provided by the					
	learner and - provide opportunities for					
	learner-self and collaborative assessment					
	where applicable.					
	An assessment rubric for the practical competency-based assessment is provided.					

(To add another row, put your cursor in the final cell of the last row, and press the Tab key.)



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Appendix: Explanations

Activities (what learners do in order to learn and develop the skills required)

Number the activities to ensure everyone on the teaching team has shared understanding of the structure and flow of the sessions/lessons.

For each activity record the following:

L = the number of hours you estimate it will take the learner to undertake and complete this activity

T = the number of hours you estimate it will take the tutor to facilitate this activity

M = the number of hours you estimate it will take the Master Craftsman to facilitate / supervise this activity

I/G = individual or a group activity

For example: L: 1hr, T: ½ hr, M: 1 hr, G

Resources

All of the resources in each learning resource section of the template should relate directly to a learning activity. Categorise your resources as follows:

- [R] = Ready-to-go. These resources are already available (such as practical demonstrations, tools, OER, open texts, videos, instruction sheets, pictures and diagrams, etc.) and are suitable for the unit (consider technology availability, use and learner access).
- **[NW] = Need Work.** These resources are available or nearly ready or possible to obtain but need more work before they are suitable for use (checklist needing images and illustrations to complement the text, tools that are possible to obtain but need to be hired, purchased, or agreed to be shared with others, etc).
- **[C] = Concept.** Ideas for resources that still need to be developed. If you want to create a video of a practical demonstration, an interactive drag and drop or matching practice or assessment activity, a clickable checklist or diagram, a demonstration using 360 video, an interview with an expert, a digital assessment or quiz in Moodle, be sure to map these early in the design process because they might need more time end effort to be created.

Recommended to keep a design and teaching / training log.

Design Log (notes, plans, explanations)

Log ideas and rationale for learning design decisions following the learning design and development principles outlined in the qualification document.



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Teaching reflection Log (notes, reflections, suggestions)

Log reflections on things that go or don't go well from experience. Any suggestions for improvement or changes you have introduced while teaching the unit.

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