

Using a Simple Scoring Set Up

For many teachers, the most troublesome part of using Task Tracker is setting up the scoring for an assignment. The fact is that a teacher needs to tell Task Tracker how to score an assignment; without any scoring rules, Task Tracker won't know what to do. Task Tracker allows a multitude of scoring strategies that teachers can use. The **All About Scoring** document discusses scoring options in great detail, allowing teachers to leverage the multiple strategies that can be used to score an assignment. This document is designed to assist teachers in quickly setting up scoring for a task.

When you create an assignment from a Physics Classroom task, you fill out a form in which you indicate date and scoring information. The simplest method of scoring is to make the points on the activities the only contributor to the **Total Points** for the assignment. Set **Completion Points** to 0. When you do, Task Tracker calculates the student score based on how many **Activity Points** were earned. For Minds On Physics and Physics Interactives/Concept Checkers, the activities are the Question Groups. Points are earned for answering questions correctly. For Concept Builders and Science Reasoning Center assignments, the activities are the different levels or parts of the assignment. Points are earned for completing the parts. For Calculator Pad, the activities are the problems. Points are earned for solving a problem or its parts correctly.

Minds On Physics and Physics Interactives/Concept Checkers

For Minds On Physics and Physics Interactives/Concept Checkers, the completed scoring form would look like this:

Total Points:	10	← This is the total point value of the assignment.
Health Penalty:	50	← Default value is listed. Keep it simple. Don't change it.
Completion Points:*	0	← Keep it simple. Keep this at 0.

Task Activities ← The total points is divided equally among all Question Groups. Use Trash can to remove a Question Group.

Action	Name	Description
	Question Group 1	Multiple Choice: ID the reason an upward-moving ball slows down
	Question Group 2	Multiple Select: ID the descriptors of motion that apply to an object experiencing balanced forces
	Question Group 3	Multiple Choice: A golf ball travels along the rim of a circular loop. ID the motion of a ball after it leaves the loop
	Question Group 4	Multiple Select: ID the descriptors of motion that MUST apply to an object experiencing balanced forces
	Question Group 5	Multiple Select: ID the descriptors of motion that MUST apply to an object experiencing unbalanced forces
	Question Group 6	Multiple Choice: ID the amount of force that keeps a moving object continuing in motion
	Question Group 7	Multiple Choice: relate a constant velocity motion to the interaction of forces with the object
	Question Group 8	Multiple Select: given 5 force diagrams, ID the objects that are moving at constant speed
	Question Group 9	Multiple Select: given 5 force diagrams, ID the objects that could be moving to the right
	Question Group 10	Multiple Choice: ID the one force diagram from among 5 that are consistent with a given dot diagram (for constant speed motion)

Concept Builders and Science Reasoning Center:

For Concept Builders and Science Reasoning Center assignments, the completed scoring form would look like this:

Total Points: 12 ← **This is the total point value of the assignment. Make sure it is equal to the sum of the activity points.**

Minimum Activities To Complete:* 3 ← **Keep it simple. Don't change.**

Completion Points:* 0 ← **Keep it simple. Keep this at 0.**

Always Count Activity Points ☒

Max Bonus Activities Allowed: ← **Keep it simple. Keep it blank.**

Points Per Bonus Activity Completed: ← **These are Activity Points. The sum should add to the Total Points.**

Task Activities Use Trash can to remove a Question Group.

Action	Name	Description	Required	Point Value
	Apprentice Level	One of the four representations is not consistent with the others. Which one doesn't belong? Includes 4 questions. Topic: Constant Speed.	<input type="checkbox"/>	4
	Master Level	One of the four representations is not consistent with the others. Which one doesn't belong? Includes 8 questions. Topic: Constant Speed and Accelerated Motion.	<input type="checkbox"/>	4
	Wizard Level	One of the four or five representations is not consistent with the others. Which one doesn't belong? Includes 12 questions. Topic: Constant Speed and Accelerated Motion.	<input type="checkbox"/>	4

Calculator Pad

For Calculator Pad problem sets, the completed scoring form (found in the Assignment Builder) looks like this:

Assignment Config

Scoring is here. Keep it simple. Don't change anything. Every answer = 1 point.

Default Error Allowance: 2 %

Default Max Attempts: 10 0

Default Unpenalized Attempts: 6 0

Default Penalty %: 20 0

Default Point Value: 1

Total Possible Points: 11

Override Total Score: ☐

Fill these fields in. See ... "Configuring a CalcPad Problem Set"

CalcPad problem sets can be configured quite quickly. While lots of customization options are available, the default scoring is to assign 1 point to every answer blank. The Default Max. Attempts, the Default Unpenalized Attempts, and the Default Penalty % should have a value. See the **Configuring a CalcPad Problem Set** document for more information.