



Evidence-Based Grading: Parent Overview

The Purpose of EBG

The purpose of Evidence-Based Grading is to promote a growth mindset amongst students as learners who reflect on and reevaluate their learning. In addition, the goal of EBG is to ensure that a student's final grade fully communicates their learning over specific skills/standards.

What is Practice - Scrimmage - Game?

Practice - is the instructional activities that develop foundational skills and content knowledge.

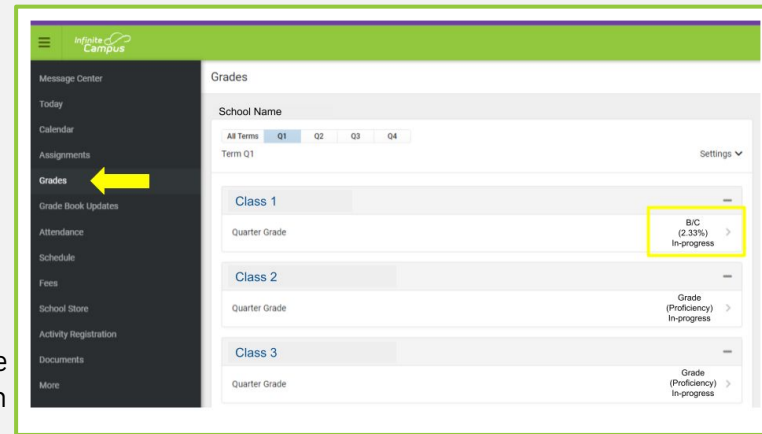
Scrimmage - is a formative process that simulates the Game in performance task, context, or required thought process in a conversational way.

Game - Summative assessments that evaluate a student's proficiency which includes reflection and feedback.

Accessing student grade details in Infinite Campus

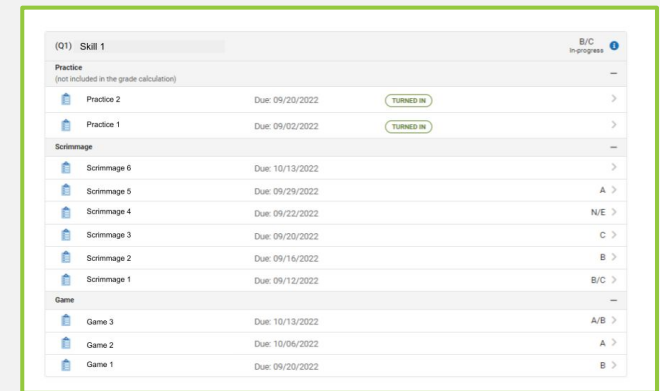
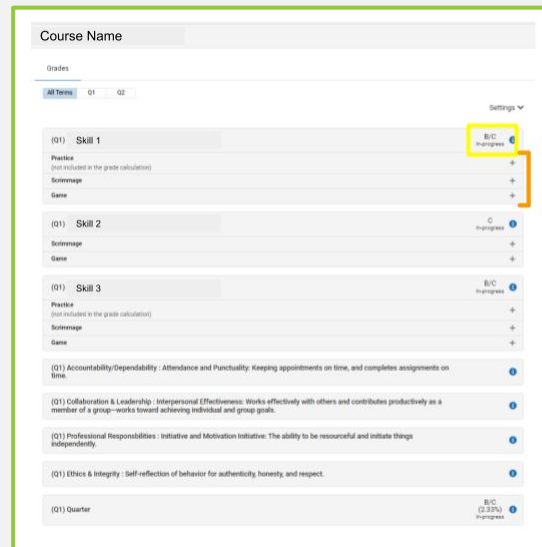
1 Click the "Grades" tab on the left menu bar

4 You can see the breakdown of Practice-Scrimmage-Game trendlines of each skill below



2 You can see the overall grade for course listed to the left

3 Click the ">" to expand each course for more details



5 Click the "+" to expand each skill for more details

6 If you have specific concerns regarding your child's grades, contact their teacher.

7 If you are interested in participating in a virtual EBG learning event for parents, please reach out to curriculum@rusd.org and we will provide additional information



Evidence-Based Grading: Parent Overview

How is my grade calculated?

Evidence-Based Grading uses proficiency scales (rather than points) to assess and report students performance.

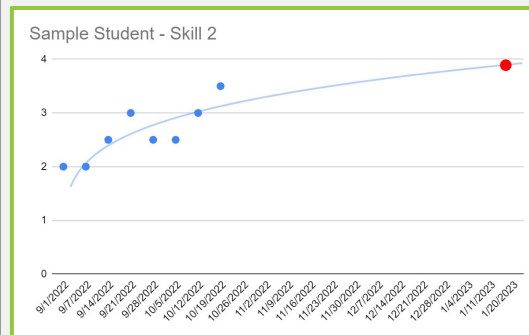
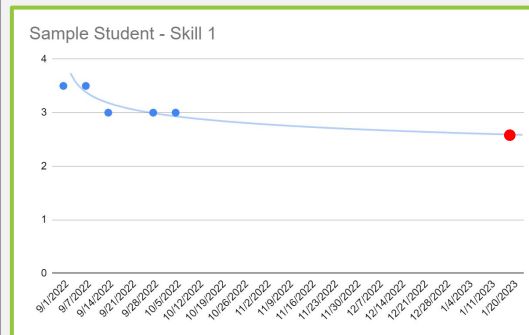
Proficiency Estimates are calculated for each skill/standard based on a Power Law Trendline calculation.

Gradebooks are **cumulative** over the semester rather than separated quarter grades.

Semester Grades are calculated by averaging all skills/standards for the course.

Category Weights: Categories were initially going to be weighted to have Game hold more importance for a grade. However, we have encountered a limitation of Infinite Campus that does not allow us to weight categories in an evidence-based grading system. Scrimmage and Game will both contribute to a student's in-progress proficiency estimate for each skill/standard.

Trendline vs. Average (EBG vs. Traditional)



*Images above are examples only and not available through Infinite Campus

Power Law Trendlines are generated based on the frequency in which a skill is assessed and scores for both scrimmage and game are included.

The **trendline** can (and will) change as the student shows additional evidence of proficiency or fails to maintain proficiency.

The **blue dots** represent the student's proficiency level at the time of that scrimmage or game.

The **red dot** at the end of the trendline represents the student's **in-progress grade** as seen in Infinite Campus. This grade is a proficiency estimate (predicted grade) for that skill/standard and will change throughout the semester.

NE	F	D	C	C/B	B	B/A	A
No Evidence (0)	Beginning (1)	1.5	Developing (2)	2.5	Proficient (3)	3.5	Advanced (4)
<i>Student did not submit any evidence of learning.</i>	<i>Major errors or omissions on basic and more complex grade-level content/skills.</i>	<i>Elements of both 1 and 2</i>	<i>Independently uses basic grade-level content/skills with no major errors or omissions. However, major errors or omissions on more complex content/skills.</i>	<i>Elements of both 2 & 3</i>	<i>Independently uses complex grade-level content/skills with no major errors or omissions.</i>	<i>Elements of both 3 & 4</i>	<i>Independently makes accurate, in-depth inferences and applies content/skills to complex, open-ended problems and tasks.</i>