### Automatic homework:

The benefits of using Excel and VB Scripting to make homework that grades itself

(And how it can work for you!)

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### Why give homework?

Large body of research from 70s & 80s

 Shows small but consistent finding that timeon-task is positively correlated with achievement

Brophy & Good (1986)

Redundancy enhances learning

Cotton (1989)

- Summarizes research that shows increased time benefits everyone, but lower-ability students benefit disproportionately more
- Decreases anxiety for highly anxious students

## Why give homework?

Kulik & Kulik (1991)

- Meta-analysis of computer-based instruction
- Found drill-and-practice exercises effective at all ages, K-College

Walberg, Paschal, & Weinstein (1985)

- Homework increases learning, graded homework *greatly* increases learning
- Frequent homework better than sporadic or infrequent homework

Dempster (1988)

 Cites over a century's worth of research that demonstrates the unequivocal benefits of spaced practice

### Why give homework?

Shields & Gredler (2003)

- Improves problem-solving skill
- Scaffolding of increasingly complex problems

Thompson & Zamboanga (2003)

 Knowledge students bring into classroom predicts achievement in Psych 101

### Why give homework?

### Other benefits:

- Acknowledges different learning/testing strengths
- Allows students to extend knowledge
- Increases knowledge of student difficulties
  - Individual students
  - Common issues for class
- Low-pain way for students to monitor studying effectiveness
  - Gurung (2005) monitoring one of the most effective, but least used study technique.

### Okay, I'm convinced, but ...

Increased demands (i.e., research, administrative tasks, committee work, etc.) have reduced the time I devote to teaching. Who has the time for an extra like homework?

### Time to:

- Create meaningful assignments
- Distribute them to large classes
- GRADE THEM AAAAAHHHGG!

### The practical criteria

- Low time & effort requirements for creating, distributing, grading, and returning
- Couldn't require large investment in programming knowledge
- · Couldn't require special software for students
- · Should look familiar to students
- · Should be easy to modify/re-use
- Answers should not be hackable
- · Should be platform independent

### The pedagogic criteria

- · Short 10 to 20 items
- Any "objective" item
- Connected to classwork
- Re-takable
- Problem solving OR pretesting
- Immediate feedback (or at least pretty darn quick)

### Why not use web-based tools?

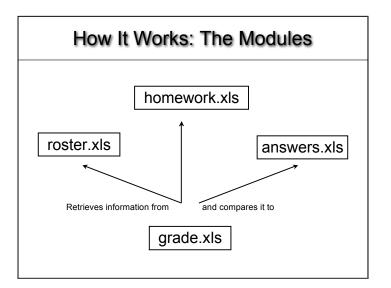
If you can program in VB, you can sit at the cool table in the Faculty Dining Room.

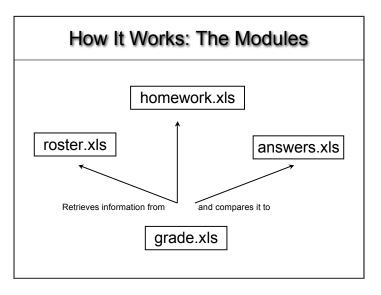


# Why not use web-based tools? • More control – Formatting – Delivery – Partial Credit – Pictures – Responses – Questions

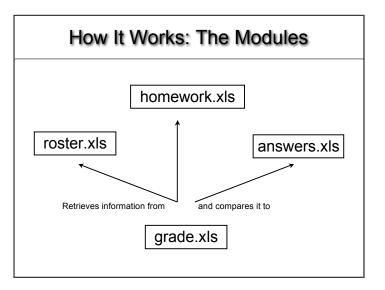
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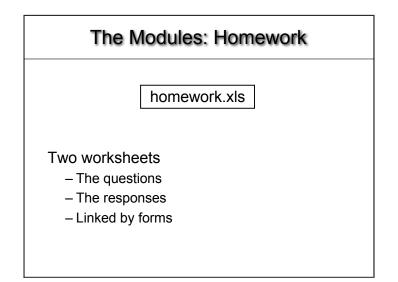
- · More control
- Ease of use (for instructor almost everyone is familiar with Excel already)
- Integration with gradebook
- No online access necessary (once retrieved)
- · More reliable no universal system downtime

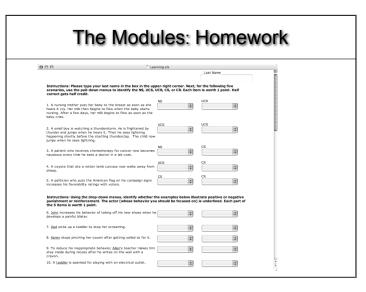




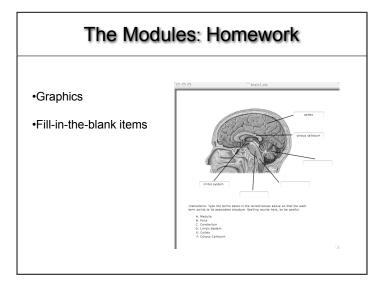
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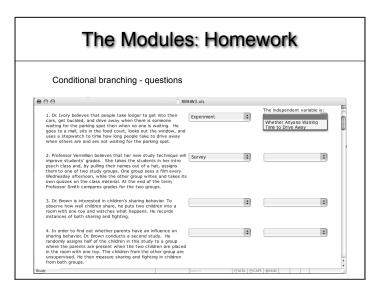


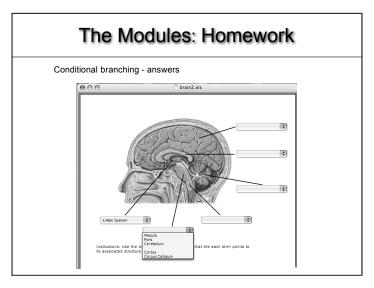




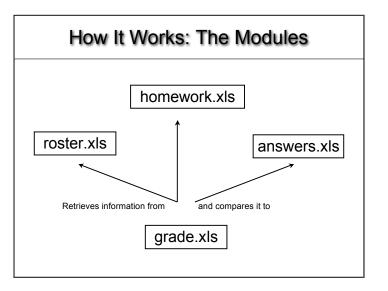
4: A coyote that ate a rotten lamb carcass now walks away from sheep.       UCR       CR         5. A politician who puts the American flag on his campaign signs increases his favorability ratings with voters.       CS       CR         Instructions: Using the drop-down menus, identify whether the examples below illustrate positive or negative punishment or reinforcement. The actor (whose behavior you should be focused on) is underlined. Each part or the 5 items is worth 1 point.       6. John increases his behavior of taking off his new shoes when he Negative increases his behavior of taking off his new shoes when he Negative increases his behavior of taking off his new shoes when he Negative increases his behavior of taking off his new shoes when he Negative increases his behavior of taking off his new shoes when he Negative increases his behavior of taking off his new shoes when he Negative increases his behavior of taking off his new shoes when he Negative increases his behavior of taking off his new shoes when he Negative increases his behavior of taking off his new shoes when he Negative increases his behavior of taking off his new shoes when he Negative increases his behavior of taking off his new shoes when he Negative increases his behavior of taking off his new shoes when he Negative increases his behavior of taking off his new shoes when he Negative increases his behavior of taking off his new shoes when he Negative increases his behavior of taking off his new shoes when he Negative increases his behavior of taking off his new shoes when he Negative increases he he negative increas	The Modules: Homework						
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		:	Reinforcement				

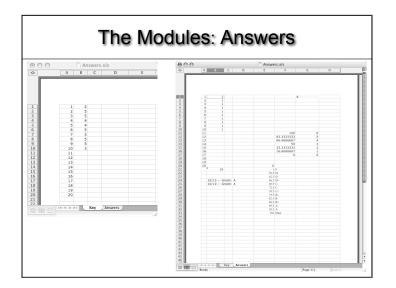


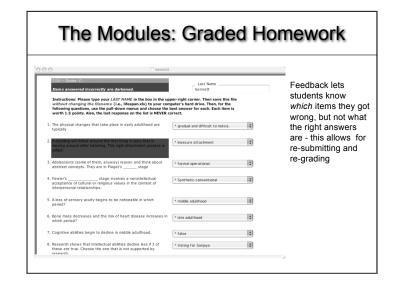


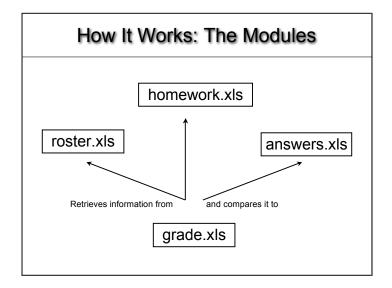


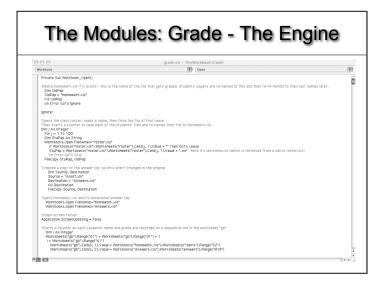
The Modules: Homework						
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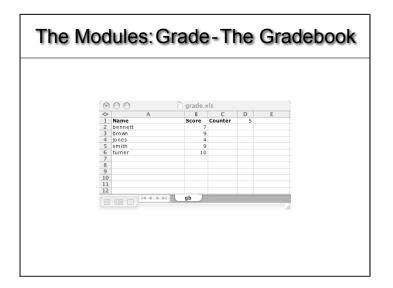












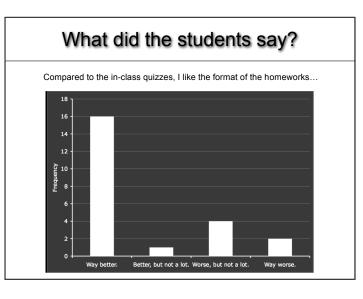
### Evaluation

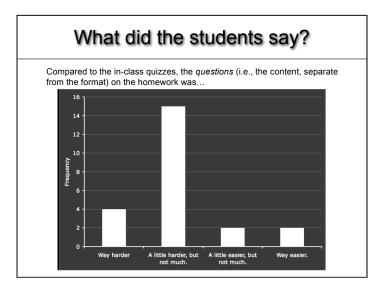
- Didn't evaluate learning

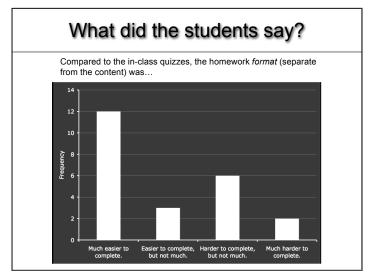
   presumed enough research
   (almost)
- Is it practical?

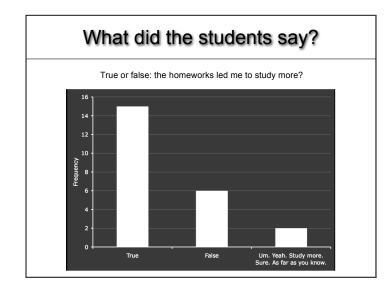
### What did the students say?

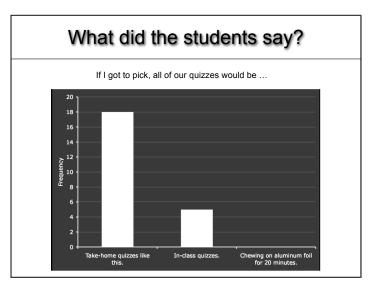
- Two brief surveys
  - 23 students from Chicago with a semester's experience with the format
    - In-class quizzes vs. electronic homework
  - 32 students from Boston with one experience (and no graded feedback)
    - Paper homework vs. electronic homework

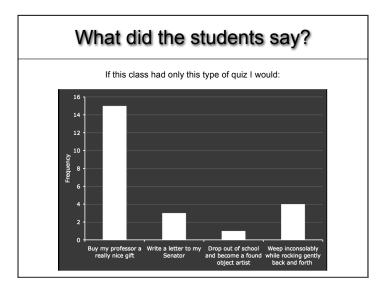


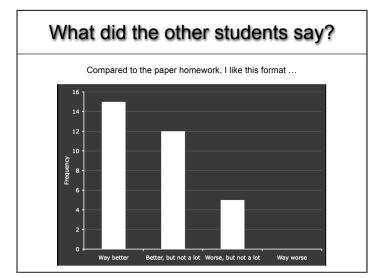


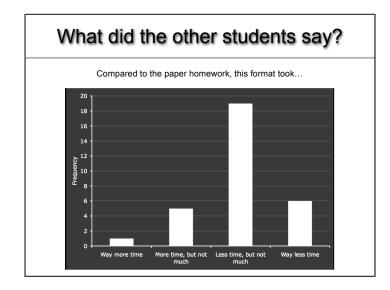


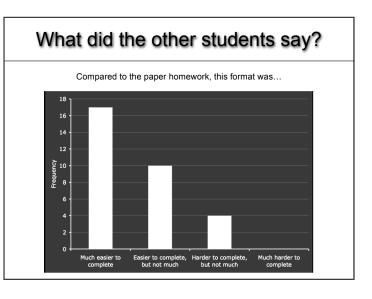


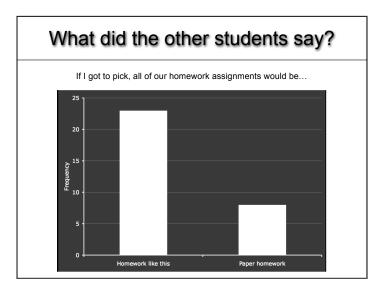








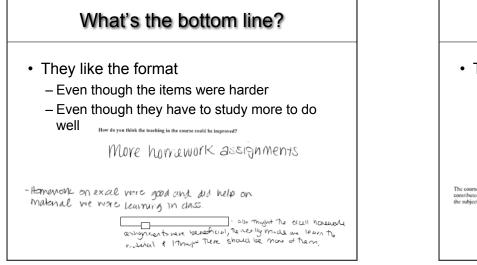


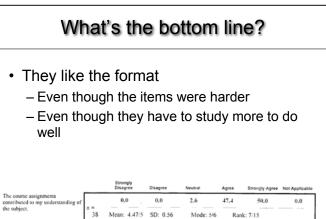


### What's the bottom line?

- They like the format
  - Even though the items were harder
  - Even though they have to study more to do well

What did you like about the way the course was taught? I enjoyed that it was interactive. I liked the clickers a the homework. They were both a helpful way to increase my understanding of the material





## The Reality

• How long does it take?

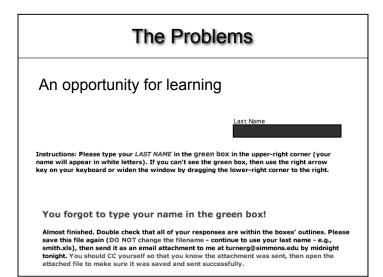
# The Reality

- How long does it take?
- Some problems arose

# The Reality • How long does it take? - Creation 30 minutes\* - Collecting 14 minutes\*\* - Grading 3 minutes - Distributing 10 minutes\*\* Total 57 minutes\*\* Practically speaking, work time is independent of the number of students in class.

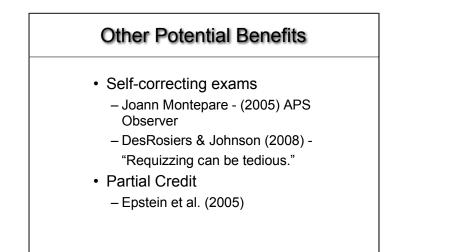
### The Problems

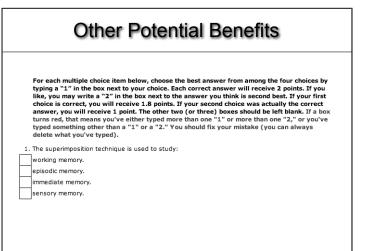
- · Following directions
- Technical knowledge
  - Occasionally, no attachment
  - 1-2 Blank .xls files per assignment
  - 1-2 .html files as attachment
  - 1-2 undecodable files as attachment
- Each problem decreased over time



### **Potential Problems**

- Cheating by collaborating
- · The digital divide
- System failures & due dates





### In Sum: Automated homework can be used as a

- way to practice problem solving e.g., conditioning (Shields & Gredler, 2003)
- way to encourage pre-reading (Thompson & Zamboanga, 2003)
- diagnostic method for us
- · diagnostic method for them
- way to extend classroom knowledge
- way to help students over-prepare & reduce anxiety
- way to show that we practice what we preach about spaced practice
- and many other ways I'm not smart enough to have considered

### What's Next

- "Create" Module
- Evaluating its impact on learning

# Where can I get my copy?

 At special conference pricing, the software can be yours for ONLY 3 EZ payments \$19.95 (+ \$12.50 shipping and handling).
 Order before midnight tonight!

Or

 go to http://web.simmons.edu/~turnerg/NITOP2009/ and download the files for free at your leisure

