



COMPETENCES ASSESSMENT METHODOLOGY TOOL GUIDE





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INDEX

OBJECTIVE.....	4
CONCEPTUAL FRAMEWORK.....	4
QUESTIONNAIRE DESIGN	5
TOOL DESIGN	6
EVALUATION PROCESS – STEP BY STEP.....	7
ACCESS AND CONTACT	12



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OBJECTIVE

This document will allow you to know the substantiation of this tool, as well as its structure and use.

The J4T Competences Evaluation Tool is a web tool that responds to the challenge of measuring the level and development of students' transversal competences for employment, entrepreneurship and digital life (eg teamwork, creativity, communication, etc.), in order to assess the impact that training in transversal competences has meant for them.

This tool provides a personal report for the student on their competence level, and on their evolution, and allows the teacher to also obtain a group report of the average competences of a group of students/ classroom.

This knowledge about the level and evolution of student's competences will allow teachers to adapt and continuously improve their teaching practice.

CONCEPTUAL FRAMEWORK

The J4t Competence Evaluation Tool has two different questionnaires, which have been based on different European competence frameworks: [EntreComp: The Entrepreneurship Competence Framework](#), [DigComp: The Digital Competence Framework for Citizens](#), and [Lifecomp: The European framework for the personal, social and learning to learn key competence](#). These have been used as a reference framework for the design and creation of the evaluation questionnaires.

Specifically, the 2BDigital Questionnaire is based on the 2BDigital Competence Framework for learning, working and living in a digital world.

The questionnaire assesses a total of 15 competences, those identified in the framework which are the following:

Communication	Collaboration	Creativity	Critical Thinking	Citizenship
Speaking and listening	Self development	Problem solving	Planning and management	Wellbeing
Reading and writing	Cooperation	Innovation	Reflection	Ethical thinking and action
Content creation	Diversity and inclusion	Value creation	Learning to learn	Sustainability





QUESTIONNAIRE DESIGN

The Tool contains a self-assessment questionnaire for students that assesses through their answers, their competence level. The questionnaire consists of 15 real context-based questions, which the student has to solve through the use of a competence.

The questions are multiple answers, considering 4 possible answers, of which only one must be selected. Each answer corresponds to a level of deepening of the competence to evaluate:

- No use of competition
- Initial level
- Intermediate level
- Advanced level



Each question evaluates mainly one competence, but since the competences in practice are interrelated, and it is not possible to understand them independently and answers may correlate with other competences as well.

In addition to the evaluation by the student, given the knowledge of the teachers of the competences of their students, and as a measure of control of the effectiveness of the questions, the tool allows the teacher to directly assess the competences of each student once the questionnaire has been solved by them.

Both evaluations the score resulting from the resolution of the questionnaire by the student, and the score obtained from the direct assessment of the teacher, create the final result, which is visualized by an individual report per student, or a group report of the class.

SUMMARY FLOW OF THE EVALUATION

1. The questionnaire is solved by the student.
2. When the student solves the questionnaire, it remains attending review by the teacher
3. The teacher reviews the questionnaire and gives the student a direct score on each of the competences to be evaluated.
4. Both scores (the results of the questionnaire solved by the student and the teacher's evaluation) make up the final evaluation of the student.
5. This evaluation is reported to the student in a personal report.
6. The teacher, once the process is finished, will be able to access the reports of his students and a group report with the average of the group-class results.

TOOL DESIGN

The tool includes 3 access roles with different functionalities assigned to each of them.

CENTER

View of all the information of teachers and students associated with that center. Registering as a Center is not an immediate action. After registration, an identity verification is carried out by the administration of the tool, prior to authorization.

A Center not being registered does not prevent the use of the tool by teachers belonging to this Center. Teachers can continue to carry out the evaluation of their students independently, and will visualize only the information of their direct students.





TEACHER

When registering as a teacher you must select your Center in case it is already registered, or indicating it otherwise, and specify the subject and group of students (eg Computer Systems 1°B).

A teacher can manage the evaluation of a group / class of students:

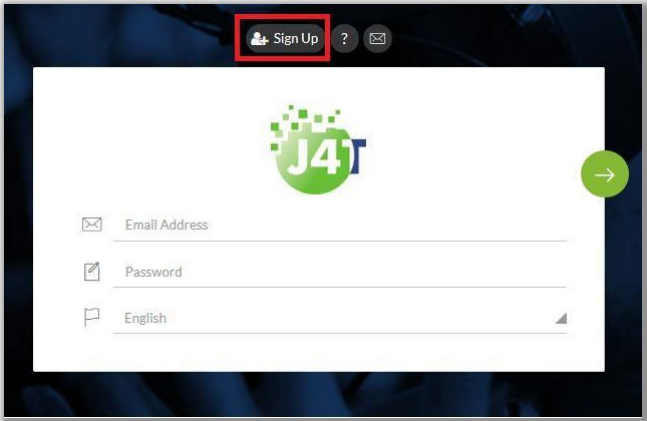
- Create new student groups
- Assign / Create questionnaires
- Evaluate your students
- View the reports of your students
- Create group reports of your students

STUDENT

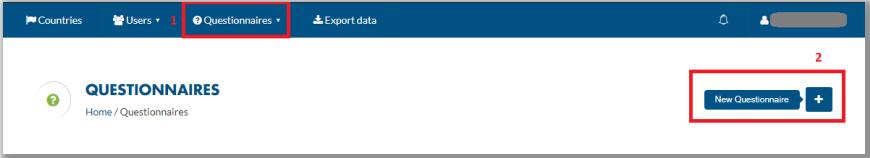
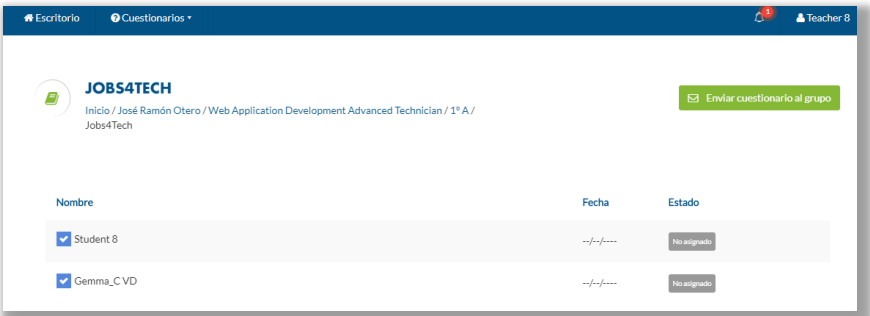
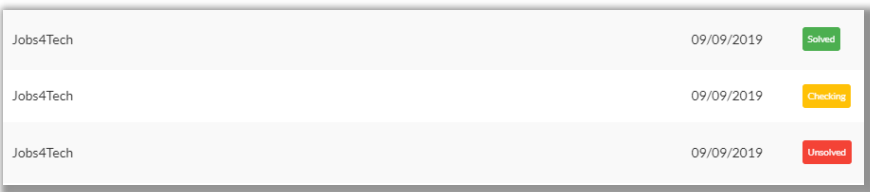
When registering, the student selects his subject and group, and he will be able to solve the assigned questionnaires and see his personal reports. The student will also be able to see the compiled reports of all his/her evaluations

EVALUATION PROCESS – STEP BY STEP

Please note that the following example has been done using the Jobs4Tech Questionnaire. On step 4, you should select the 2BDigital Questionnaire but the process is the same for these and any future questionnaire that might be developed.

<ol style="list-style-type: none"> 1. Center Registration (optional) 2. Teacher registration 3. Student registration 	
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<p>4. Selection of pre-defined questionnaire or creation of a new one (teacher)</p>	
<p>5. Assignment of questionnaire to students (teacher)</p>	
<p>6. Student questionnaire resolution</p>	



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JOBS4TECH

Home

Jobs4Tech is a questionnaire whose objective is to measure the skills of VET students identified as most important in the field of Virtual and Augmented Reality.

1
2345678910111213141516

Question 1:

You are taking an English Language course, but you're sick and tired of those courses and you aren't learning a thing. What do you do?

You have already proved to yourself that you don't learn at those courses. So you look for other options such as, for example, committing yourself to watch movies and listen to music in English. You can also learn on your own.

Does everybody have to speak English? It's probably better to focus on something you're already good at and stop wasting your time with those English lessons.

Learning English is no fun. You can hardly do anything but attending to those lessons.

I remind myself constantly of the positive impact that achieving the goal of having an English title would have on me.

◀ ▶

7.

Teacher evaluation

IRELA	11/07/2019	Checking	+
ANDRIY	11/07/2019	Unresolved	
LUIS	11/07/2019	Checking	+

?

EVALUATION IRELA

Home / Questionnaire Status / Jobs4Tech / Evaluation

Jobs4Tech is a questionnaire whose objective is to measure the skills of VET students identified as most important in the field of Virtual and Augmented Reality.

SPOTTING OPPORTUNITIES

Competence Level ▾

CREATIVITY

Competence Level ▾

VISION

Competence Level ✓

Absence of competition

Initial level



Intermediate level





Advanced level


MOTIVATION AND PERSEVERANCE

MOBILIZING OTHERS

TAKING THE INITIATIVE



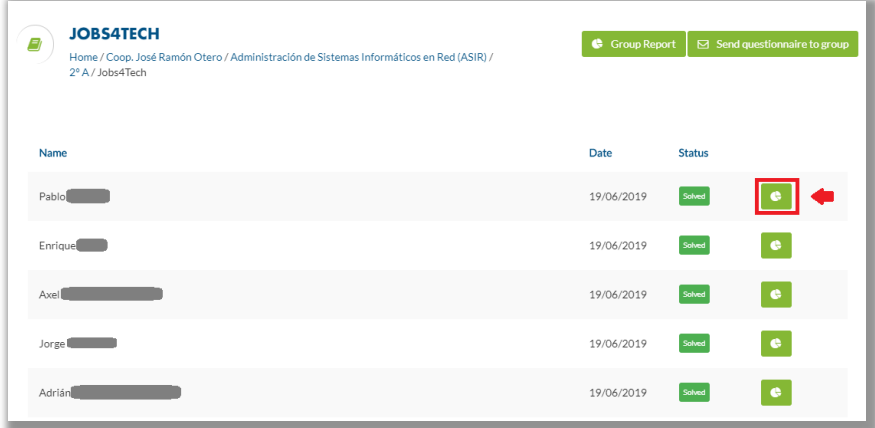
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9



8. Visualization of Individual Reports

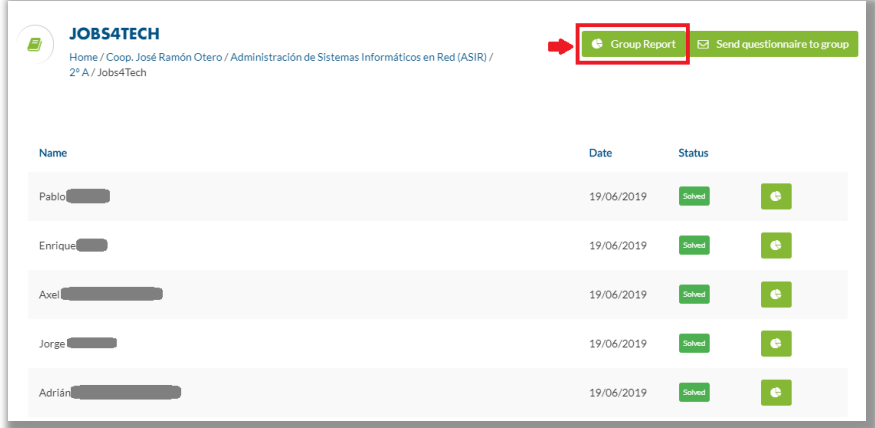


JOBS4TECH
Home / Coop. José Ramón Otero / Administración de Sistemas Informáticos en Red (ASIR) / 2º A / Jobs4Tech

Group Report Send questionnaire to group

Name	Date	Status	
Pablo	19/06/2019	Solved	Group Report
Enrique	19/06/2019	Solved	Group Report
Axel	19/06/2019	Solved	Group Report
Jorge	19/06/2019	Solved	Group Report
Adrián	19/06/2019	Solved	Group Report

9. Visualization of Group reports (teachers)



JOBS4TECH
Home / Coop. José Ramón Otero / Administración de Sistemas Informáticos en Red (ASIR) / 2º A / Jobs4Tech

Group Report Send questionnaire to group

Name	Date	Status	
Pablo	19/06/2019	Solved	Group Report
Enrique	19/06/2019	Solved	Group Report
Axel	19/06/2019	Solved	Group Report
Jorge	19/06/2019	Solved	Group Report
Adrián	19/06/2019	Solved	Group Report




10. Report download

REPORT "JOBS4TECH"
Back - Kuressaare Ametikool / Junior software developer / 1st A Student 1

QUESTIONNAIRE NAME:
Jobs4Tech

QUESTIONNAIRE DESCRIPTION:
Jobs4Tech is a questionnaire whose objective is to measure the skills of VET students identified as most important in the field of Virtual and Augmented Reality.

Student:	Student 1
Teacher:	Teacher 1
Grade:	2018 / 2019
School:	Kuressaare Ametikool
Cycle:	Junior software developer
Grade and Group:	1 st A



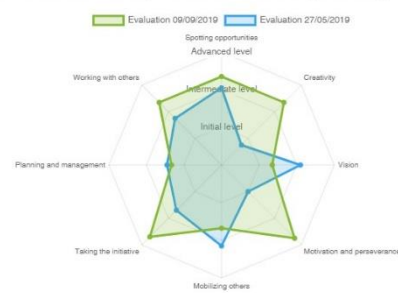
11. Visualization of compiled individual reports

REPORT "JOBS4TECH"
Back - Smart Tech Academy / Programming of electronics / 1st A Student 3


QUESTIONNAIRE NAME:
Jobs4Tech

QUESTIONNAIRE DESCRIPTION:
Jobs4Tech is a questionnaire whose objective is to measure the skills of VET students identified as most important in the field of Virtual and Augmented Reality.

Student:	Student 3
Teacher:	Teacher 3
Grade:	2019 / 2020
School:	Smart Tech Academy
Cycle:	Programming of electronics
Grade and Group:	1 st A








REPORT "JOBS4TECH"

Back - Smart Tech Academy / Programming of electronics / 1º A Student 3

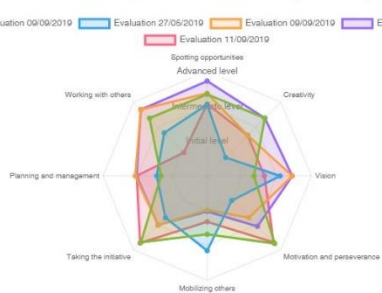


QUESTIONNAIRE NAME:
Jobs4Tech

QUESTIONNAIRE DESCRIPTION:
Jobs4Tech is a questionnaire whose objective is to measure the skills of VET students identified as most important in the field of Virtual and Augmented Reality.

Student:	Student 3
Teacher:	Teacher 3
Grade:	2019 / 2020
School:	Smart Tech Academy
Cycle:	Programming of electronics
Grade and Group:	1º A

■ Evaluation 09/09/2019
 ■ Evaluation 27/05/2019
 ■ Evaluation 09/09/2019
 ■ Evaluation 10/09/2019
■ Evaluation 11/09/2019



Working with others Creativity Vision Motivation and perseverance Mobilizing others Taking the initiative Planning and management

ACCESS AND CONTACT

Tool access: <https://j4therramienta-pre.accioncontraelhambre.org/sesion/login/>

For anything you need you can find us at: 2bdigital@accioncontraelhambre.org



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