

5th UNESCO Forum on Transformative Education

for Sustainable Development, Global Citizenship,

Health and Well-being

The implementation of transformative education
– where do we stand?

Assessing Social and Emotional Skills

Concurrent sessions 2

Session 2.1

Nandini Chatterjee Singh, Senior National Project Officer, UNESCO
Mahatma Gandhi Institute of Education for Peace and Sustainable Development
(MGIEP)



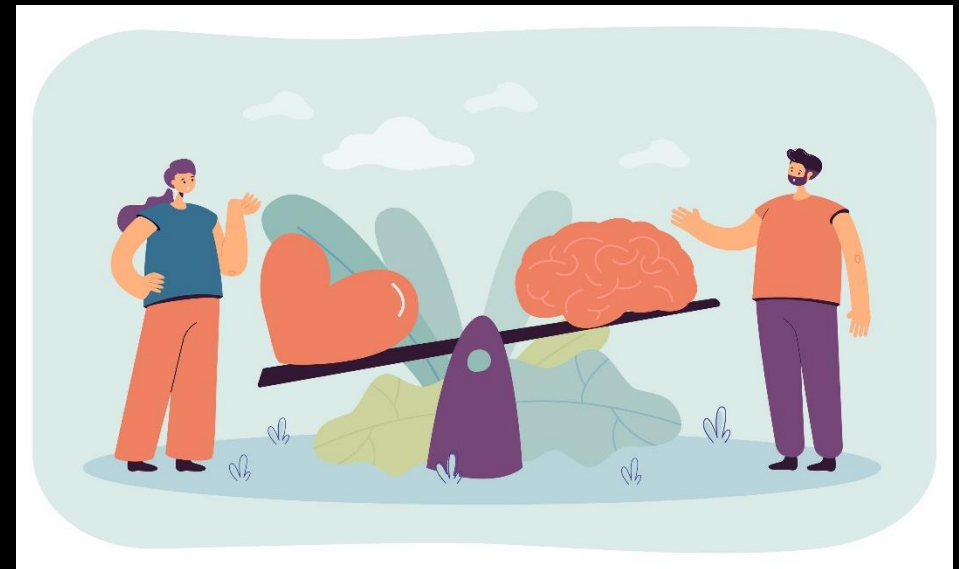


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Mahatma Gandhi Institute of
Education for Peace and
Sustainable Development

Nandini Chatterjee Singh
(n.chatterjee@unesco.org)

Assessing Social and Emotional Skills



What is Social and Emotional Learning (SEL)?



understand and
manage emotions,



set and achieve
positive goals,



feel and show
empathy for others,



maintain positive
relationships



make responsible
decisions.



SEL Programs

Effective SEL programs must include:



a well-researched pedagogical approach



clear, measurable goals



tools for monitoring and assessing progress

Kaizen culture - methodology that pushes forward the continuous improvement based on the constant small positive changes that can result in major and more significant growth.

Thus, SEL assessment needs to be continuous and backed by data analytics.



SELF REPORTS

Advantage:

easy to obtain and can be anonymized

Challenges:

- Stated versus revealed preferences - Learners view of abilities but might not accurately reflect how they actually think and perform a skill.
- Time consuming, long and boring
- Difficult to find scales that measure all aspects of a specific skill

- Interpersonal Reactivity Index (Davis, 1980) for Empathy
- Cognitive and Affective Mindfulness Scale - Revised (Feldman, et al., 2006), Fears of Compassion Scale (Gilbert, 2011) for Compassion

2. Scenario-Based Analysis



Participants are provided real-life like scenarios and are asked to make choices to evaluate their skill/competency of that skill.

Advantage

Can be interesting, engaging and provide fairly reliable insights.

Challenge

Cannot be created for all SEL competencies

Might have cultural challenges in implementation

2. Scenario-Based Analysis



Participants provided real-life like scenarios and are asked to make choices to evaluate their skill/competency of that skill.

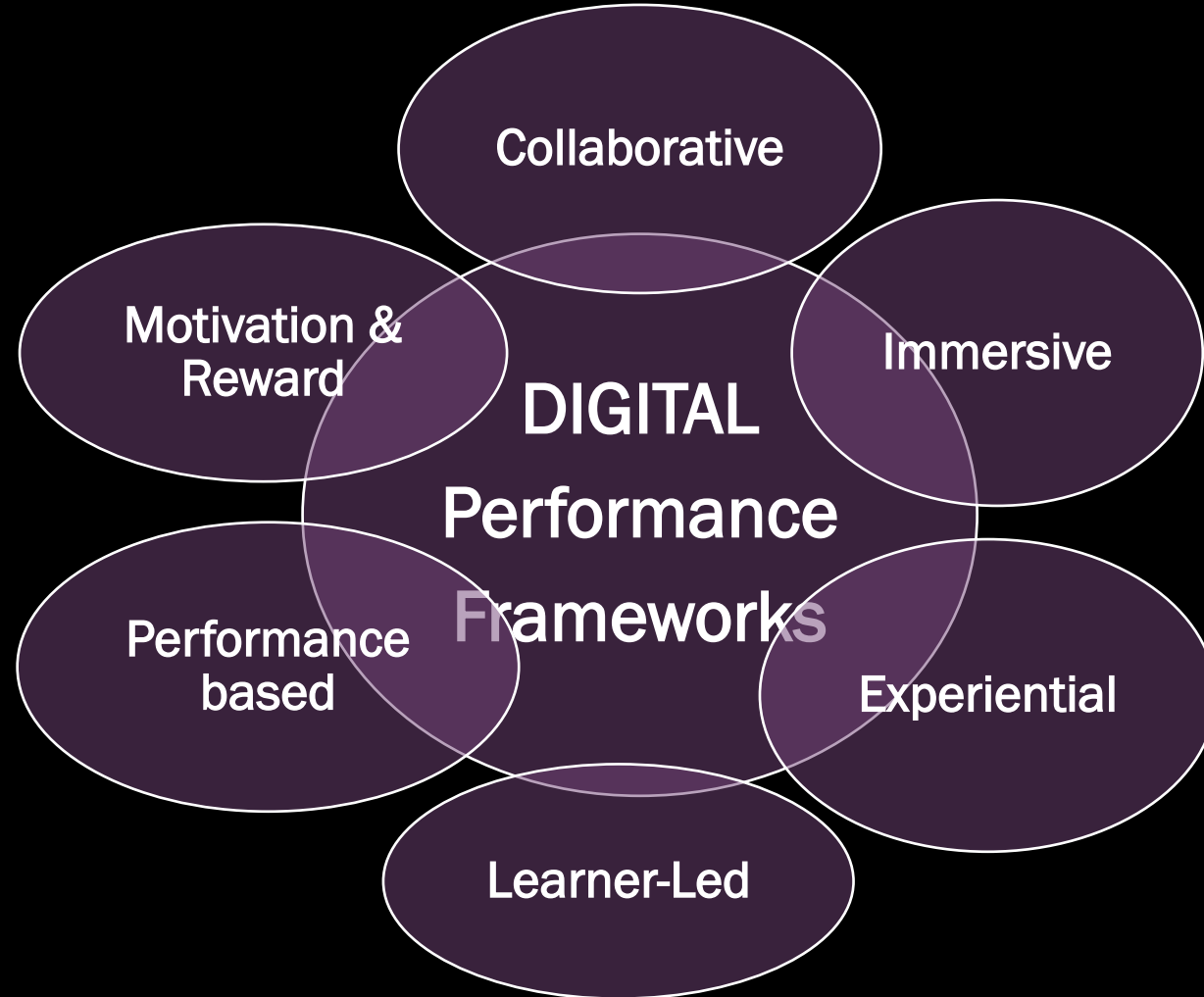
Example: Advantage: can be interesting, engaging and provide fairly reliable insights.

Challenges:

Cannot be created for all SEL competencies

Might have cultural challenges in implementation

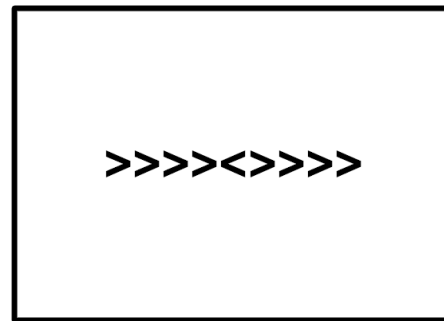
Digital performance based Frameworks



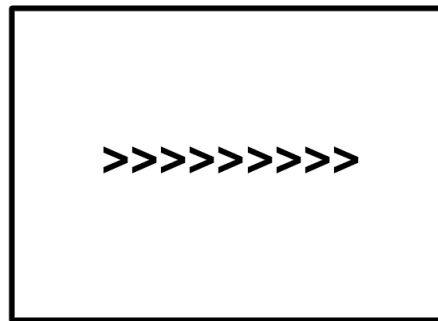
3. Performance-based Digital Assessments



Rooted in empirical evidence and common sense, can be implemented digitally, and can explain the internal mechanisms of the mind and body through which such changes may occur.



Incongruent



Congruent

Congruent	← ← ← ← ←
Incongruent	← ← → ← ←
Neutral	◇ ◇ ← ◇ ◇
No-go	× × ← × ×

4. Emotional Perspective-Taking



Participants are presented with scenes of two actors enacting various social interactions

Situations may be emotional and neutral situations.

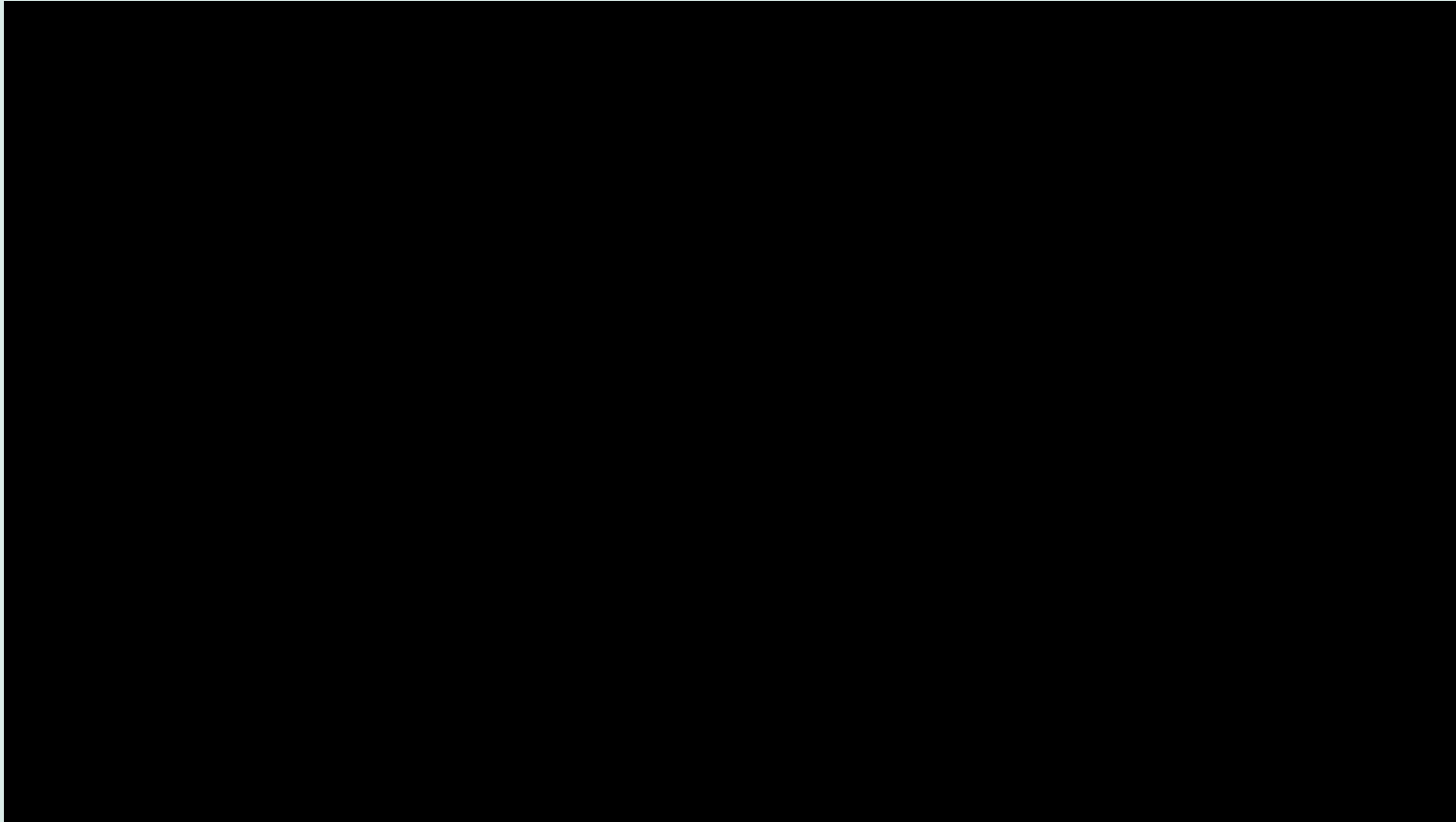
The face of one actor is masked.

Each scene is followed by a response screen in which the participants need to reflect on and select how the masked actor would feel in each situation



5. Digital Games for SEL Assessment

“Hall of Heroes”, is a game based social skills assessment system. It assesses children’s social problem-solving strategies and aptitudes across six domains.



Competencies Assessed

Impulse Control	Degree to which the child can stay focused and on task while problem solving
Emotional Regulation	Degree to which the child can control what he or she does and says in an emotionally charged situation
Communication	Degree to which the child is able to communicate clearly and respectfully, as well as listen accurately in conversation with another character
Empathy	Degree to which the child demonstrates caring for and understanding of another character.
Co-operation	Degree to which child demonstrates teamwork with another child in order to solve the problem.
Social Initiation	Degree to which the child initiates social play appropriately with others

Game Administration

“Today you get to play an online game for 45 minutes. You’ll get to create an avatar to represent you in the game and customize how it looks. Your avatar will be a student at Hall of Heroes, a virtual school where the students are learning to be super heroes. In each scene there will be a problem: maybe you can’t find your class, or there might be students who are bothering you. Try your best to solve these problems just like you would if they happened at your real school.”


Based on performance students were assigned to one of three categories:

- Low (Emerging),
- Medium (Improving)
- High (Proficient)

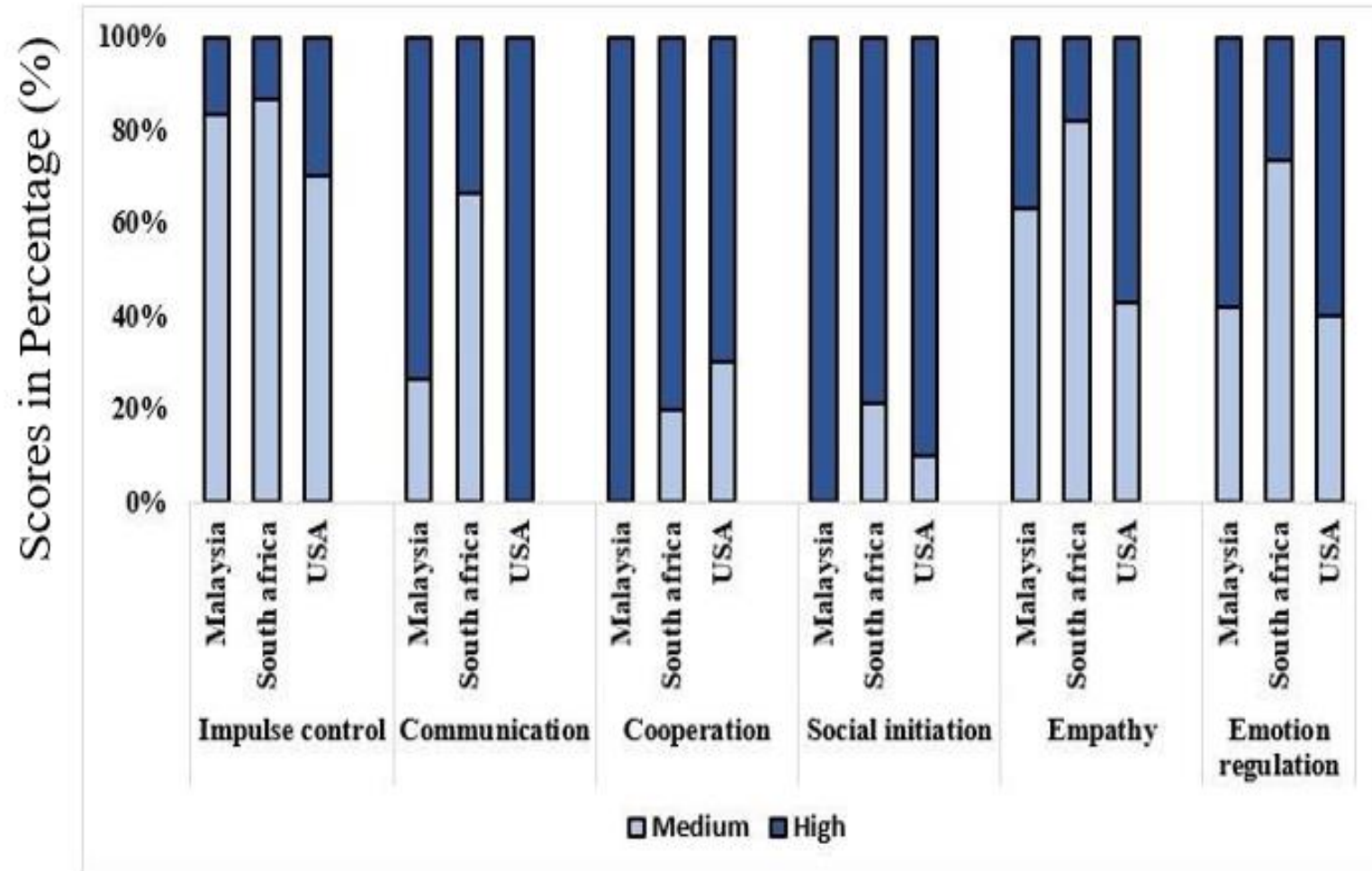
Article

Game-Based Socio-Emotional Skills Assessment: A Comparison Across Three Cultures

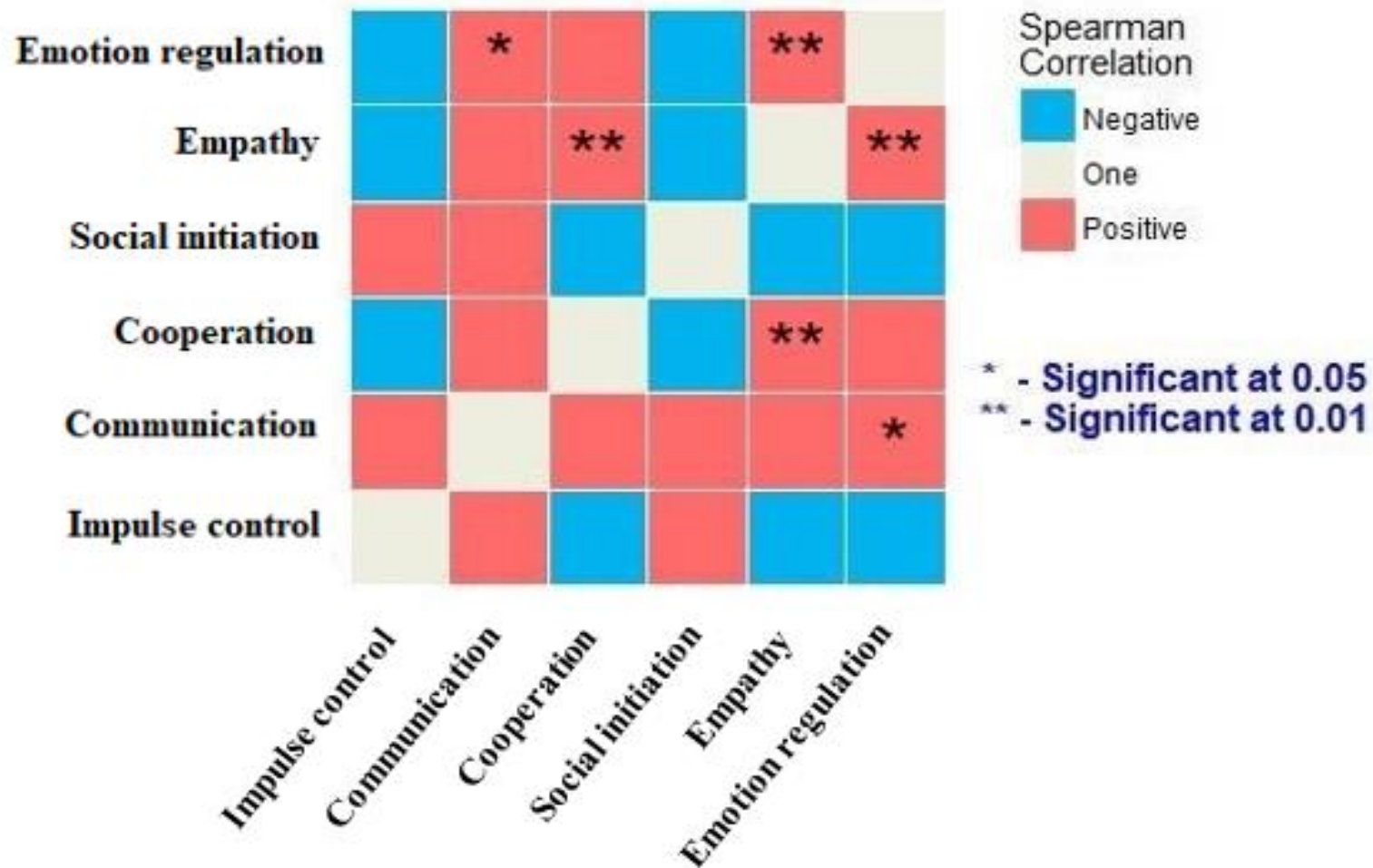
Vastav Irava¹, Aditi Pathak¹ ,
Melissa DeRosier², and
Nandini Chatterjee Singh¹

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Cultural differences in SE skills



Correlation between SE skills



SEL Assessment

- Assessment **for** learning rather than of learning
- Important to use a strengths versus difficulties approach
- Growth mindset
- Digital pedagogies offer promise in both cultivation and assessment.
- Fertile ground for research

THANK YOU!

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