

Selection Rubric: Computer and Multimedia Software



Complete an interactive evaluation and add it to your Professional Development portfolio using the Selection Rubric: Computer and Multimedia Software available on the “ASSURE Learning with Technology and Media” DVD. Open the DVD and click on “Install My Professional Portfolio Database.” Follow the on-screen instructions to install the database to your hard drive. Double-click on the shortcut that is on your desktop. Click on the “My Lesson Assessments” button in the left navigation bar. (You must assess a lesson plan before the assessment will appear in your lesson plan list.) Click on any lesson assessment, and then click on the “Rubrics” tab. Click on the “add” button to choose and evaluate your selection rubric. A downloadable version of this rubric is available in the **Selection Rubrics** module of the Companion Website at www.prenhall.com/smaldino.

Search Terms

Title _____

Source/Location _____

©Date _____ Cost _____ Length _____ minutes

Subject Area _____ Grade Level _____

Instructional Strategies _____

Brief Description

Hardware Required

Primary User(s):

_____ Student

_____ Teacher

Standards/Outcomes/Objectives

Prerequisites (e.g., prior knowledge, reading ability, vocabulary level, etc.)

Strengths

Limitations

Special Features

Name _____ Date _____

SELECTION RUBRIC: COMPUTER AND MULTIMEDIA SOFTWARE

Rating Area	High Quality	Medium Quality	Low Quality
Alignment with Standards, Outcomes, & Objectives	Standards/outcomes/objectives addressed and use of software should enhance student learning.	Standards/outcomes/objectives partially addressed and use of software may enhance student learning.	Standards/outcomes/objectives not addressed and use of software will likely not enhance student learning.
Accurate & Current Information	Information is correct and does not contain material that is out of date.	Information is correct, but does contain material that is out of date.	Information is not correct and does contain material that is out of date.
Age-Appropriate Language	Language used is age appropriate and vocabulary is understandable.	Language used is nearly age appropriate and some vocabulary is above/ below student age.	Language used is not age appropriate and vocabulary is clearly inappropriate for student age.
Interest Level & Engagement	Topic is presented so that students are likely to be interested and actively engaged in learning.	Topic is presented to interest students most of the time and engage most students in learning.	Topic presented so as not to interest students and not engage them in learning.
Technical Quality	The material represents best available media.	The material represents media that are good quality, although there may be some problems using it.	The material represents media that are not well prepared and are of very poor quality.
Ease of Use (User may be Student or Teacher)	Material follows easy-to-use patterns with nothing to confuse the user.	Material follows patterns that are easy to follow most of the time, with a few things to confuse the user.	Material follows no patterns and most of the time the user is very confused.
Bias Free	There is no evidence of objectionable bias or advertising.	There is little evidence of bias or advertising.	There is much evidence of bias or advertising.
User Guide & Directions	The user guide is an excellent resource for use in a lesson. Directions should help teachers and students use the material.	The user guide is good resource for use in a lesson. Directions may help teachers and students use the material.	The user guide is poor resource for use in a lesson. Directions do not help teachers and students use the material.
<i>Stimulates Creativity</i>	Most students can use the software to create original pieces that represent learning.	Some students can use the software to start original pieces that begin to show their learning.	Most students cannot use the software to create original pieces that represent their learning.
<i>Fosters Collaboration</i>	Students are able to work in collaborative groups when using the software with little problem.	Students are able to work in collaborative groups when using the software most of the time.	Students are not able to work in collaborative groups when using the software.
<i>Practice & Feedback</i>	Software provides students with skill or knowledge practice and information that helps them complete their learning tasks.	Software provides students with some skill or knowledge practice and information that sometimes helps them complete their learning tasks.	Software does not provide students with skill or knowledge practice, nor information that helps them with their learning tasks.

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Recommended for Classroom Use: _____ **Yes** _____ **No**

Ideas for Classroom Use: