



## Designing Scenario-Based Assessment Items Using an Evidence-Centered Design Framework

**Monday, April 11, 2011**

- 8:00—8:05 **Introduction and Opening Comments**  
*(Eric Snow)*
- 8:05—8:15 **What is Evidence-Centered Assessment Design?**  
*(Bob Mislevy)*
- 8:15—8:30 **What are Assessment Design Patterns and Why Are They Valuable?**  
*(Eric Snow)*
- 8:30—9:00 **Activity #1: Making Sense of Assessment Design Patterns**  
*(Eric Snow)*
- 9:00—9:30 **How can I use a Design Pattern to Select a Storyboard Topic for my Scenario-based Task?**  
*(Eric Snow)*
- 9:30—9:50 **Activity #2: Brainstorm and Specify a Storyboard Topic**  
*(Dennis Fulkerson)*
- 9:50—10:00 **Break #1**
- 10:00—10:30 **How can I use a Design Pattern to Write the Storyboard Scenes for my Scenario-based Task?**  
*(Eric Snow)*
- 10:30—10:50 **Activity #3: Draft Storyboard Scenes**  
*(Eric Snow)*
- 10:50—11:00 **Break #2**
- 11:00—11:30 **How can I use a Design Pattern to Sketch and Fine-Tune Item Ideas to Embed in my Storyboard Scenes?**  
*(Eric Snow)*
- 11:30—11:50 **Activity #4: Sketch Item Ideas**  
*(Paul Nichols)*
- 11:50—12:00 **Summary and Closing Comments**  
*(Eric Snow)*