

## Descriptive feedback

The purpose of providing feedback is to reduce the gap between a student's current level of knowledge and skills and the learning goal/s. Feedback can be oral or written; formal or informal; individual, group, whole class.

Feedback needs to:

- relate specifically to the learning intention
- be timely - preferably given during the lesson or very soon after. A week later is too late.
- include specific prompts to encourage improvement
- relate clearly to the success criteria so the student is fully aware of the steps needed to "close the gaps" or improve their performance.

### Prompts

Prompts are comments to help students think about further learning. Prompts can be woven into the lesson as well as when marking student work. There are three main 'Closing the gap' prompts.

#### Reminder prompts

Reminder prompts are the least supportive type of prompt - the most basic instruction on how to improve the work/learning. These prompts are most suitable for able students. They draw the learners' attention back to the learning intention.

E.g. Say more about...

E.g. Explain why you think this...

#### Scaffolded prompts

Scaffolded prompts are most suitable for students who need more support than a simple reminder. They give more help by focussing on specifics, helping learners to extend their present understandings and improve their work.

E.g. A Question - *Can you explain why?*

E.g. A Directive - *Please check your answers by...*

E.g. An Unfinished Sentence - *The colours in the flag are...*

#### Example prompts

Example prompts are the most supportive type of prompt and are extremely successful with all students, but especially with average or below average students. They are the most explicit, instructional and illustrative statements of how to improve. They involve making suggestions, offering information, giving a range of possible answers to choose from.

E.g., Choose one of these statements and/or create one of your own:

George was unlucky because he tipped over Grandma's medicine before she drank it all *OR*

George had a lot of bad luck, particularly when he tipped over Grandma's medicine before she had finished it.