Comparison of the generations of online learning platforms for GCSE science

- Page 2 - How do the generations differ?
- Page 3 - What are the pros and cons of each?

Generation	Paper	1st generation	2nd generation	3rd generation

How does it work?	• Teacher finds (or creates) a set of questions, prints them and hands them out to students
	• Teacher manually marks answers and returns them
		• Teacher sets homework with an online wizard
		• Questions are limited to those that can be auto-marked
		• Platform auto-marks answers in real-time
			• Similar to 1st generation
			• Plus longer-form questions that come with a mark scheme that the student can use to mark their own homework
				• Similar to 2nd generation but all marked by GCSE Prepper
				  ○ 85% (and rising) are auto-marked in real-time
				  ○ 15% see the mark scheme initially and the final feedback when the answer has been marked manually (within 48 hours)
				• Students receive detailed feedback after every attempt - tailored to their answer - click to see a typical example of the feedback
				• Questions answered incorrectly are repeated within the session

See overleaf for weaknesses of each

Generation	Paper	1st generation	2nd generation	3rd generation
Downsides for teacher workload	• Teacher has to find, print and mark homework AND create their own reports			
Weaknesses - e.g. how does the student experience differ from the optimal learning experience?	• Volume of feedback is severely limited by time constraints • No visibility of how long students spent on their homework • Long delay before student sees feedback / most students never go back and review it	• Question styles limited to multiple-choice and single-word answers - which is not consistent with the format of the final exam • Limited feedback - not tailored to the student's answer	• Very few students can be relied on to mark their own answers • Doesn't re-serve questions that are answered incorrectly within the session • No visibility of how long students took answering long form questions	