

REPORT GROUP SUMMARY REPORT

PRELIMINARY REPORT: This report was generated before the end of the overall assessment window. Assessment-wide aggregate data represents scores for all individuals who have been scored up to the time of generation, but not for all individuals for this assessment.

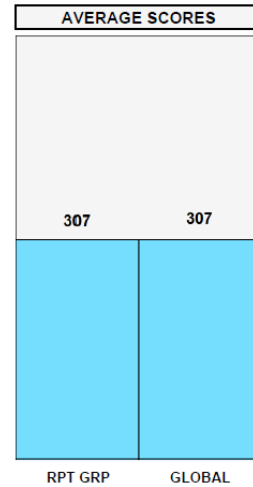
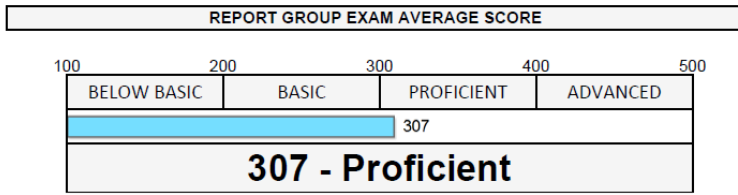
Assessment: TCEA Posttest 13/14 - TA-TEKS Assessment
Report Group: TCEA 13/14 - TA-TEKS Assessment

Report Date: 6/15/2014
Testing Period: 12/16/13 - 6/11/14

EXAM OVERALL

Completions: 166580
Scale Score Range: 100 - 500

Scale Score Standard Error: 4.57
Scale Score Standard Deviation: 66.5



INDIVIDUALS PER PROFICIENCY LEVEL

PROFICIENCY	#	%	AVG MIN.	DISTRIBUTION
Advanced	7357	4 %	29	
Proficient	98910	59 %	34	
Basic	45829	28 %	29	
Below Basic	14484	9 %	17	

EXAM SKILL MODULES: SUMMARY

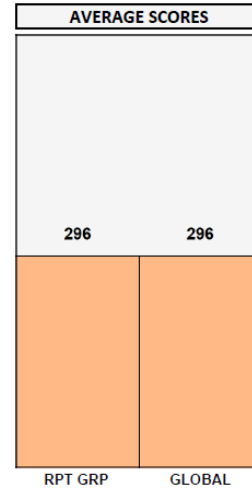
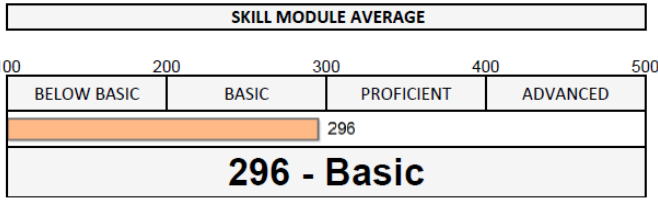
Proficiency level : Individuals at each proficiency level



Segments are sized according to proportion of class at each proficiency level.

	AVERAGE SCORES				RPT GRP	GLOBAL
	BB	B	P	A		
Creativity and Innovation	BB: 15514	B: 46480	P: 83875	A: 20711	296	296
Communication and Collaboration	BB: 17975	B: 39069	P: 66505	A: 43031	311	311
Research and Information Fluency	BB: 30248	B: 36872	P: 76970	A: 22490	290	290
Critical Thinking, Problem Solving and Decision Making	BB: 24033	B: 47584	P: 85632	A: 9331	279	279
Digital Citizenship	BB: 27799	B: 29998	P: 93277	A: 15506	285	285
Technology Operations and Concepts	BB: 15989	B: 52929	P: 87447	A: 10215	297	297

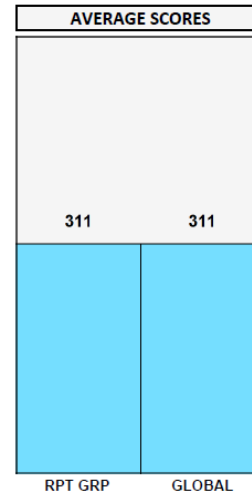
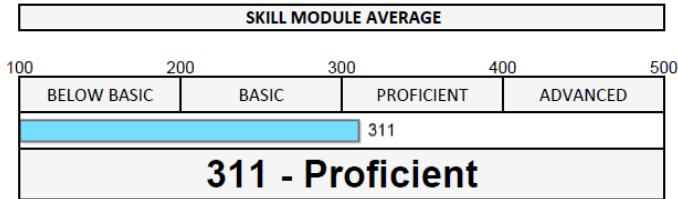
Exam Skill Module Detail: CREATIVITY AND INNOVATION



SCORE DISTRIBUTION PER PROFICIENCY LEVEL

PROFICIENCY	INDIVIDUALS	
	#	%
Advanced	20711	12 %
Proficient	83875	50 %
Basic	46480	28 %
Below Basic	15514	9 %

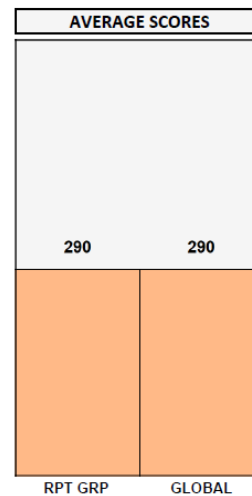
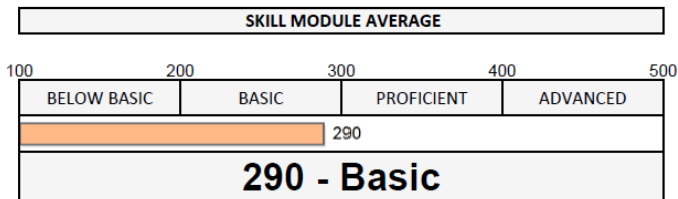
Exam Skill Module Detail: COMMUNICATION AND COLLABORATION



SCORE DISTRIBUTION PER PROFICIENCY LEVEL

PROFICIENCY	INDIVIDUALS	
	#	%
Advanced	43031	26 %
Proficient	66505	40 %
Basic	39069	23 %
Below Basic	17975	11 %

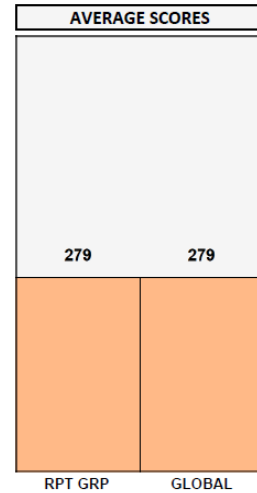
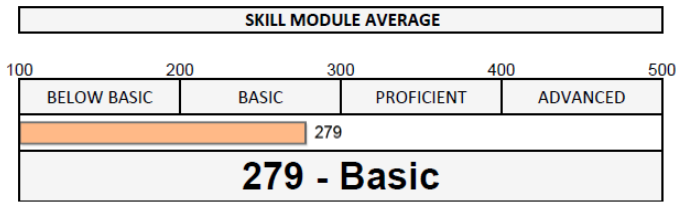
Exam Skill Module Detail: RESEARCH AND INFORMATION FLUENCY



SCORE DISTRIBUTION PER PROFICIENCY LEVEL

PROFICIENCY	INDIVIDUALS	
	#	%
Advanced	22490	14 %
Proficient	76970	46 %
Basic	36872	22 %
Below Basic	30248	18 %

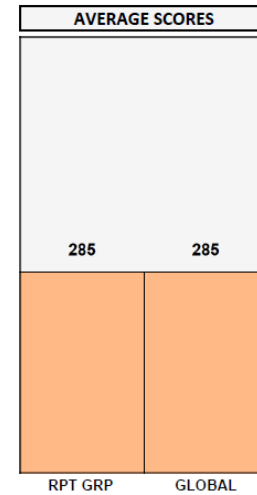
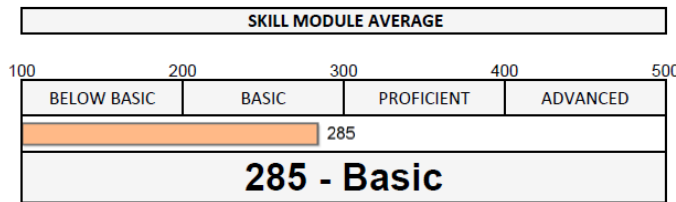
Exam Skill Module Detail: CRITICAL THINKING, PROBLEM SOLVING AND DECISION MAKING



SCORE DISTRIBUTION PER PROFICIENCY LEVEL

PROFICIENCY	INDIVIDUALS	
	#	%
Advanced	9331	6 %
Proficient	85632	51 %
Basic	47584	29 %
Below Basic	24033	14 %

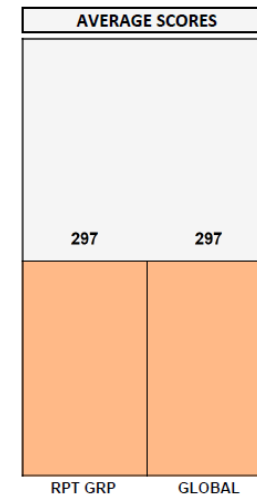
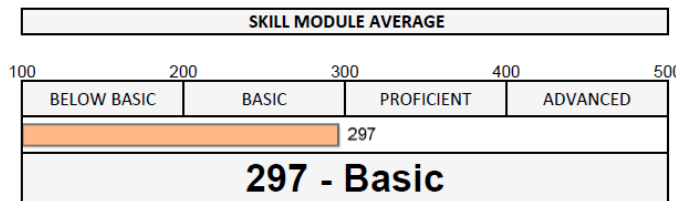
Exam Skill Module Detail: DIGITAL CITIZENSHIP



SCORE DISTRIBUTION PER PROFICIENCY LEVEL

PROFICIENCY	INDIVIDUALS	
	#	%
Advanced	15506	9 %
Proficient	93277	56 %
Basic	29998	18 %
Below Basic	27799	17 %

Exam Skill Module Detail: TECHNOLOGY OPERATIONS AND CONCEPTS



SCORE DISTRIBUTION PER PROFICIENCY LEVEL

PROFICIENCY	INDIVIDUALS	
	#	%
Advanced	10215	6 %
Proficient	87447	52 %
Basic	52929	32 %
Below Basic	15989	10 %

Per-Standard Detail Results

1a. The student is expected to identify, create, and use files in various formats, including text, raster and vector graphics, video, and audio files.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	.91	.91

1b. The student is expected to create, present, and publish original works as a means of personal or group expression.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	1.26	1.26

1c. The student is expected to explore complex systems or issues using models, simulations, and new technologies to develop hypotheses, modify input, and analyze results.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	1.03	1.03

1d. The student is expected to analyze trends and forecast possibilities.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	.97	.97

2a. The student is expected to create and manage personal learning networks to collaborate and publish with peers, experts, or others using digital tools such as blogs, wikis, audio/video communication, or other emerging technologies.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
3	1.68	1.68

2b. The student is expected to communicate effectively with multiple audiences using a variety of media and formats.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
3	2.18	2.18

2c. The student is expected to create and publish products using technical writing strategies.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	1.23	1.23

3a. The student is expected to create a research plan to guide inquiry.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	1.1	1.1

3b. The student is expected to plan, use, and evaluate various search strategies, including keyword(s) and Boolean operators.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	1.12	1.12

3c. The student is expected to select and evaluate various types of digital resources for accuracy and validity.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
3	1.9	1.9

3d. The student is expected to process data and communicate results.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
3	1.75	1.75

4a. The student is expected to identify and define relevant problems and significant questions for investigation.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
1	.63	.63

4b. The student is expected to plan and manage activities to develop a solution or complete a project.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	1.01	1.01

4c. The student is expected to collect and analyze data to identify solutions and make informed decisions.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	.91	.91

4d. The student is expected to use multiple processes and diverse perspectives to explore alternative solutions.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
1	.2	.2

4e. The student is expected to make informed decisions and support reasoning.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
1	.53	.53

4f. The student is expected to transfer current knowledge to the learning of newly encountered technologies.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	1.4	1.4

5a. The student is expected to understand, explain, and practice copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	.76	.76

5b. The student is expected to practice and explain ethical acquisition of information and standard methods for citing sources.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	1.04	1.04

5c. The student is expected to practice and explain safe and appropriate online behavior, personal security guidelines, digital identity, digital etiquette, and acceptable use of technology.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	1.37	1.37

5d. The student is expected to understand and explain the negative impact of inappropriate technology use, including online bullying and harassment, hacking, intentional virus setting, invasion of privacy, and piracy.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	1.03	1.03

6a. The student is expected to define and use current technology terminology appropriately.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	.79	.79

6b. The student is expected to evaluate and select technology tools based on licensing, application, and support.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
1	.51	.51

6c. The student is expected to identify, understand, and use operating systems.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	1.09	1.09

6d. The student is expected to understand and use software applications, including selecting and using software for a defined task.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	.82	.82

6e. The student is expected to identify, understand, and use hardware systems.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	.88	.88

6f. The student is expected to apply troubleshooting techniques, including restarting systems, checking power issues, resolving software compatibility, verifying network connectivity, connecting to remote resources, and modifying display properties.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
1	.8	.8

6g. The student is expected to implement effective file management strategies such as file naming conventions, location, backup, hierarchy, folder structure, file conversion, tags, labels, and emerging digital organizational strategies.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
1	.56	.56

6h. The student is expected to evaluate how changes in technology throughout history have impacted various areas of study.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	1.19	1.19

6i. The student is expected to evaluate the relevance of technology as it applies to college and career readiness, life-long learning, and daily living.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
1	.47	.47

6j. The student is expected to use a variety of local and remote input sources.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
1	.45	.45

6k. The student is expected to use keyboarding techniques and ergonomic strategies while building speed and accuracy.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	1.07	1.07

6li. The student is expected to create and edit files with productivity tools, including a word processing document using digital typography standards such as page layout, font formatting, paragraph formatting, mail merge, and list attributes.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
1	.19	.19

6lii. The student is expected to create and edit files with productivity tools, including a spreadsheet workbook using advanced computational and graphic components such as complex formulas, advanced functions, data types, and chart generation.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
1	.66	.66

6liii. The student is expected to create and edit files with productivity tools, including a database by manipulating components, including defining fields, entering data, and designing layouts appropriate for reporting.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
1	.44	.44

6liiv. The student is expected to create and edit files with productivity tools, including a digital publication using relevant publication standards and graphic design principles.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
1	.31	.31

6m. The student is expected to plan and create non-linear media projects using graphic design principles.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
1	.58	.58

6n. The student is expected to integrate two or more technology tools to create a new digital product.

# POSSIBLE	REPORT GROUP AVERAGE	GLOBAL AVERAGE
2	1.05	1.05