



Republic of Namibia

Ministry Of Education

DIGITAL CONTENT EVALUATION INSTRUMENT

**The Framework Instrument for evaluating ICT
Digital Content Materials**





MINISTRY OF EDUCATION

National Institute for Educational
Development



Republic of Namibia

ICT DIGITAL CONTENT SUMMARY EVALUATION INSTRUMENT

- | | |
|------------------------|--------------------------|
| 1. Subject : _____ | 4. Software Title: _____ |
| 2. Grade(s): _____ | 5. Publisher: _____ |
| 3. Target Group: _____ | 6. Price: _____ |

Brief general comments on the suitability of the software and recommendations for improvement

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Approved / Not approved / Conditionally approved to be resubmitted as software for learners / teachers *(delete which is not applicable)*

SIGNATORIES

Evaluator: _____

Date: _____

ICT Local coordinator: _____

Date: _____

1. Quality and comprehensiveness of the content (20%)

(1 = strongly disagree; 2 = disagree; 3 = agree; 4 = strongly agree)

1.1.	Course description is clear and complete (with respect to basic competencies in Namibian Syllabi)	
1.2.	Materials contain all the relevant information and do not deceive or mislead by omission	
1.3.	Material is differentiated to present a range of challenges to students with different learning needs and styles	
1.4.	Material is aligned with the pedagogical principles and goals of the curriculum	
1.5.	Content facilitates/enhances the development of higher order thinking skills(allows for user evaluation, analysis, synthesis, problem-solving and reflection)	
1.6.	It provides for continuous assessment and other appropriate forms of assessment	
1.7.	The material is accurate and up-to-date (i.e. statements are consistent with established fact)	
1.8.	The sound is clearly understandable and consistent in quality and volume	
1.9.	Sound and music are relevant to screen displays	
SUB-TOTAL		→ →
% MARK = $\frac{\text{subtotal} \times 100}{36}$		→ →

2. Easy of use, functionality, Navigation and Orientation (20%)

(1 = strongly disagree; 2 = disagree; 3 = agree; 4 = strongly agree)

2.1.	Language, word choice, organisation, and sentence length are suited to the primary target audience. Vocabulary is appropriate.	
2.2.	The material is flexible (i.e. it can be used anytime, anywhere; but also is adaptable to context and for assessment purposes)	
2.3.	Content is complemented by the use of concrete materials (manipulative tools/teaching aids) e.g. worksheets, assessment of worksheets, lesson preparations	
2.4.	There is a useful search facility	
2.5.	It supports a range of reading abilities (e.g. low vision learners)	
2.6.	On-screen written instructions are understandable	
2.7.	Graphics, buttons and icons make sense to the intended user	
2.8.	There is a suitable help option	
2.9.	Links are useful and robust	
2.10.	User can print, save and download resources	
2.11.	Description of specific hardware requirements for operating the application are provided	
2.12.	Instructions for installation and operation or toll-free technical support telephone number are provided	
2.13.	The interface is clear and user-friendly	
2.14.	Navigation around the site or software is flexible	
2.15.	The material is well organised	
2.16.	Users can bookmark or save their position	
2.17.	It is easy to keep individual student records	
2.18.	It allows for tracking of individual or group achievement (levels, progress indicators)	

2.19.	It is easy to set the difficult level		
2.20.	Users can exit at any point		
SUB-TOTAL	→	→	
% MARK	$= \frac{\text{subtotal} \times 100}{80}$	→	→

3. Attractiveness of design and quality of craftsmanship (15%)

(1 = strongly disagree; 2 = disagree; 3 = agree; 4 = strongly agree)

3.1.	Content is interesting and motivating for target audience (teachers, students)		
3.2.	Design is based on relevant information (graphics support learning in specific subject)		
3.3.	Design is appropriate with regard to stated goals and objectives		
SUB-TOTAL	→	→	
% MARK	$= \frac{\text{subtotal} \times 100}{12}$	→	→

Note: Design refers to graphics, simulations and animations

4. Appropriateness of content for intended purposes (30%)

(1 = strongly disagree; 2 = disagree; 3 = agree; 4 = strongly agree)

4.1.	Content is relevant to the context		
4.2.	The content contributes towards addressing of learning objectives of system (including skills to be developed)		
4.3.	It is contextually relevant for the age range and educational stage (skill/knowledge level required)		
4.4.	It is aligned with county's pedagogical philosophy		
4.5.	Content anticipates learning difficulties and includes strategies to address them		
4.6.	It provides opportunities for enrichment beyond the curriculum and exploitation of new learning opportunities		
4.7.	It will facilitate the acquisition of specific competencies		
4.8.	Content will enhance information handling or ICT skills		
4.9.	It will enhance creative or logical thinking		
4.10.	Content aids and /or develops conceptual understanding		
4.11.	It provides for and application of understanding/skill		
4.12.	Points of view are fairly represented (objective, no apparent bias)		
4.13.	The material is gender-neutral and non-discriminatory (i.e. the text and illustrations are free of any content that could be considered derogatory toward a particular group)		
4.14.	It is culturally sensitive /transferable		
4.15.	It has value as an independent activity		
SUB-TOTAL	→	→	
% MARK	$= \frac{\text{subtotal} \times 100}{60}$	→	→

5. Value added through interactivity and multimedia (10%)

(1 = strongly disagree; 2 = disagree; 3 = agree; 4 = strongly agree)

5.1.	It will enhance collaboration and interaction with others		
5.2.	Content contains features that make it interesting and interactive (e.g. graphics, simulations, animations – learners can manipulate variables)		
SUB-TOTAL		→	→
% MARK = $\frac{\text{subtotal} \times 100}{8}$		→	→

6. Maintenance and support (5%)

(1 = strongly disagree; 2 = disagree; 3 = agree; 4 = strongly agree)

6.1.	The content is copyright free		
6.2.	Content is value for money/free		
6.3.	Content is able to run on existing hardware		
6.4.	A license is not required to use the content and operate the software		
SUB-TOTAL		→	→
% MARK = $\frac{\text{subtotal} \times 100}{16}$		→	→

$$\text{AVERAGE \% MARK} = \frac{\% 1 + \% 2 + \% 3 + \% 4 + \% 5 + \% 6}{6}$$

$$= \dots\dots\dots \%$$

Evaluator's Name: _____