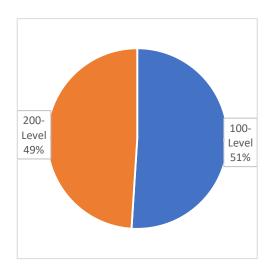
AY21-22 GENERAL EDUCATION QUANTITATIVE LITERACY COMPETENCY

Following a restructure of YC General Education, all student who participate in GE coursework should graduate with several essential skills that students are expected to develop over time. Those essential skills are as follows:

COMMUNICATION	CRITICAL THINKING	SOCIAL RESPONSIBLITY
Written Communication	Quantitative Literacy	Diversity Awareness
	Scientific Literacy	
	Critical Thinking	

YC assessed Quantitative Literacy during the first year using shared rubrics; selected faculty were tasked with student work product selection and submission. The same faculty as reviewed and scored the SWPs.

Work products served as representative samples of Quantitative Literacy and were rated using a modified VALUE rubric: 1 = Limited/No Proficiency (1^{st-} year college); 2 = Developing Proficiency (2^{nd-year} college); 3 = Proficiency (completing gen ed-level); 4 = Advanced Proficiency (completing BA/BS level)



99 Student Work
Products Submitted by
18 Faculty from 11
Unique Courses

All students with +15 credits in General Education

Course Modality
27% Face-to-Face
63% Online
8% Hybrid
2% Dual Enrollment



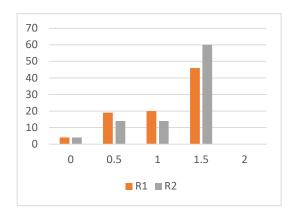
QUANTITATIVE LITERACY COMPETENCY

1.62

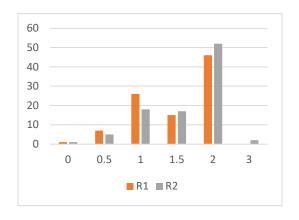
Math Language & Operations	Real-World Application	Interpret Representations of Data	Use Problem Solving Strategies
1.64	1.61	1.59	1.63
Rubric Criteria	Rubric Criteria	Rubric Criteria	Rubric Criteria
 Appropriate use of the language of mathematics Use of basic mathematical concepts and operations Contributes to discussions about basic mathematical concepts and operations 	 Recognize problem that can be solved quantitatively Choose appropriate quantitative methodology Articulate meaning of solution 	 Analyzes and interprets displays of data Create approximate representation of data Explains data in	 Choose appropriate strategy to solve a problem Verifies solution and validity using multiple solutions strategy

Inter-Rater Reliability

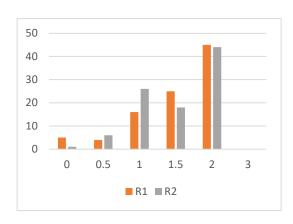
Math Language & Operations 74% Agreement



Real-World Application 74% Agreement



Interpret Representations of Data 71% Agreement



Use Problem Solving Strategies 38% Agreement

