

Group Project Evaluation Policy

This is my process when grading group projects:

I look at the work as a whole and evaluate it based on my years of experience of grading student work. In general, I look at work from a holistic view, determining the grade level it falls within: A, B, C, D or F material. I assign points accordingly, depending on the number of points associated with the assignment.

Additionally, I take into consideration what others thought of the work. This is why I collect peer evaluations of each group project. (And also why not attending group presentations costs you big attendance points.) Often, peer comments are insightful and the feedback gives a general consensus of the level of work the team produced. Ultimately, my grading trumps the peer evaluations, however I consider them seriously in my grading process, particularly if they are thoughtful and well done.

I also give each student the voice to clarify to me, individually and privately, what really went on within the group. Realizing group projects can be a blessing or a curse, I want to know exactly who did what and why. Based on this information, I can usually ferret out who the high performers and low effort members were. Similarly, I can most likely see when a group has truly performed well together, which is the goal.

If there is a case in which the efforts of the group members are particularly off balance, I will adjust individual grades accordingly. For example, if I felt the overall project should be within a “B” grade range, and the project was worth 100 points, I may give the project an 85. However, if I can clearly see that one person put in way more effort than another person, I may adjust the individual grades accordingly. For example, the high effort member may get 90 points, while a lower effort member may get 80 points.

I hope this explanation is helpful and gives you more clarity in how I grade group projects as a whole.

Robin Spring
Assistant Professor, APR
School of Communications
Grand Valley State University