of citizen science (CS) projects. This proof-of-concept project consists of two concurrent strategies to study and enhance the use of EA in these informalcommittee is providing guidance and feedback on the process and products.

Our project will result in the following:

- ment of these skills within environmental-science-based CS
- Description of the process to develop these skill-based EA tools

and (2) the informal science learning community.



- What are common and unique CS science-inquiry skills?
- How are these skills measured to document project impact?
- What are opportunities and challenges for EA of these skills?

EA4CS project co-PIs

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EA4CS project consultants

- Amy Grack Nelson (Science Museum of Minnesota)
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EA4CS evaluation/advisory committee

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- Leslie Goodyear (Education Development Center)
- Chris Lysy (Westat)

EMBEDDED ASSESSMENT FOR CITIZEN SCIENCE (EA4CS)

dragonfly counts are compared to those of a peer who observed the same area

Measure: A rubric is used

to score a 30-minute inquiry activity that includes graphing and describing data and conclusions

Measure: A rubric is used to score an observation and journaling activity of selected plant and animal species



- fits-all EA solution.

Some Result and Insights

Some Challenges

• Most CS projects do not assess volunteers' skill gains, and some have not articulated targeted skills or strategies to address these skills.

• CS projects that do not prioritize high-quality data may define science inquiry skills differently than projects that do prioritize high-quality data (e.g., emphasizing knowledge of skills over ability to perform skills).

• CS projects vary dramatically, and thus it is challenging to determine a one-size-

• For this exploratory grant, we provided EAs by adapting existing activities of pilot CS projects; we have not explored the process of creating a unique EA measure.

