**What is a Performance Task?**

A performance task is a complex scenario that provides students an opportunity to demonstrate what they know and are able to do concerning a given concept.

**GRASPS:**

The components of the framework for the performance task are outlines in the acronym GRASPS. The goal states the purpose of the task; the role explains student involvement in the scenario; the audience identifies the people the students address; the situation explains the scenario; the product is the tangible evidence of student understanding; and the standards/criteria describe how students can complete the task successfully.

**GOAL:**

Provide a statement of the task.

Establish the goal, problem, challenge, or obstacle in the task.

**ROLE:**

Define the role of the students in the task.

State the job of the students for the task.

**AUDIENCE:**

Identify the target audience within the context of the scenario.

Example audiences might include a client or committee.

**SITUATION:**

Set the context of the scenario.

Explain the situation.

**PRODUCT:**

Clarify what the students will create and why they will create it.

**STANDARDS and CRITERIA [INDICATORS]:**

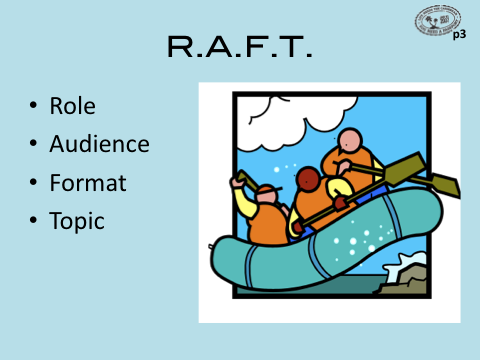
Provide students with a clear picture of success.

Identify specific standards for success.

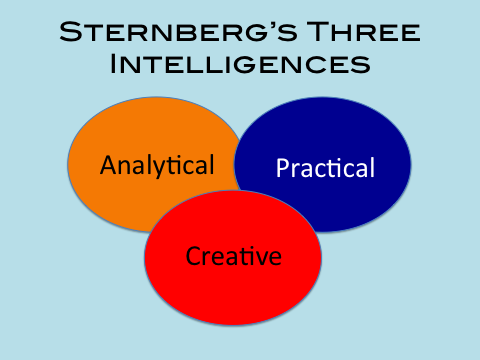
Issue rubrics to the students or develop them with the students.

**RAFT - Role/Audience/Format/Topic**

The RAFT strategy (Santa, 1988) offers students a creative outlet for demonstrating understanding. Students communicate information by taking an unusual point of view and writing for a specific audience. RAFT stands for:



**Learner’s Profile:**



**Analytical:** ”school-house” thinking, rule following, logical. Much of what happens in school addresses analytical. The TAKS test is analytical. Students who are strongest in creative or practical will do better on analytical tasks, such as the TAKS test if they have been allowed to work within their strength as they prepare.

**Practical:** ”street-smart”, gets the job done, takes on a problem and finds a solution, real situations.

**Creative:** uses imaginative problem solving, unknown/new situations.