

# Summary of Changes: 2018-19 Utah Testing Ethics Policy

The following is a summary of the changes made by the Utah State Board of Education to the 2018-19 Standard Test Administration and Testing Ethics Policy for Utah Educators, which was ratified on August 2, 2018:

- The Purpose of Testing:
  - State assessments provide the public, the Legislature, the board, LEAs, and teachers with:
    - Information about students' proficiency, so that they may have an additional tool to plan, measure, and evaluate the effectiveness of school programs
    - Information to:
      - Recognize excellence
      - Identify the need to reallocate resources to ensure educational opportunities for all students
      - Improve existing programs.
- Before Testing:
  - Provide students with a variety of assessment experiences, including feedback on their performance and progress throughout the year
- During Testing:
  - An LEA shall honor parent requests to excuse a student from taking an assessment in accordance with the requirements of Utah Code 53G-6-803 and Utah State Board R277-404.
  - An LEA shall reasonably accommodate a parent or guardian's request to allow a student's demonstration of proficiency on a state assessment to fulfill a requirement in a course (Utah State Board R277-404-6; Utah Code 53G-6-803).
- Licensed educators shall ensure that:
  - A proctor is present and that active proctoring takes place throughout the test session.
  - At least two assigned proctors are actively involved in each session.  
CLARIFICATION: One active proctor in the classroom should be the teacher. A school test coordinator who is *actively involved* in the test sessions occurring at the school will suffice as the second required proctor.
  - The examples provided by the USBE of appropriate alternate educational activities were removed by the Board.
- Utah LEAs and Licensed Utah Educators may NOT:
  - Allow students to use a graphic organizer provided by the teacher or school during testing (students may create one of their own).