

Blueprinting A Test

Education

Deciding what a test covers, and in what proportion, before writing it.

A blueprint is a table of content against demand, filled before item writing.

1 List the content domains

The topics the test claims to cover, at a usable grain size.

2 Weight them

By teaching time and importance, agreed before writing anything.

3 Set demand levels

How many recall, application and analysis items in each domain.

4 Write to the cells

Fill the table. Items with no cell do not belong in the test.

5 Check coverage

Any domain with one item is being sampled far too thinly.

Educational reference. Without a blueprint, tests drift towards whatever is easiest to write, which is usually recall of recent content.