

12 Design Moves for **Visible Judgment**

Most assessment practices rely on inferring student thinking from final products. The following design moves provide a structured approach for making that thinking explicitly observable.

Decision Exposure

Decision Checkpoints

Ask: What direction are you choosing and why? What did you not choose?

Reveals: *judgment in motion*

Rejection-Based Prompts

Ask: What did you exclude, and why? What would weaken your argument?

Reveals: *discernment, constraint awareness*

Decision Justification

Ask: Why is this better than your next best option?

Reveals: *comparison, judgment*

Comparative Judgment

Comparative Thinking

Ask: Compare two valid interpretations and defend your choice

Reveals: *evaluation, tradeoffs, reasoning*

Peer Contrast

Ask: Where does your thinking differ from a peer's?

Reveals: *awareness of alternatives*

Error Analysis

Ask: Where could this go wrong and why?

Reveals: *depth of understanding, anticipation*

Process Visibility

Process Capture

Ask: Walk me through how you got here

Reveals: *reasoning process, sequencing*

AI Transparency

Ask: What did AI influence? What did you accept, modify, or reject?

Reveals: *human judgment in AI-supported work*

Time-Bound Thinking

Ask: Respond in 5 minutes, not 5 hours

Reveals: *baseline reasoning, sensemaking*

Reflection & Adaptation

Revision Reflection

Ask: What changed and what caused that change?

Reveals: *learning, adaptation, decision-making*

Micro-Orals

Ask: Explain your thinking in 60 seconds

Reveals: *ownership of thinking, clarity*

Constraint-Based Tasks

Ask: Solve this within a strict limit (time, evidence, format)

Reveals: *prioritization, adaptability*

Judgment Visibility

A framework for designing assessment and performance tasks where thinking is **not inferred from the final product or answer**, but made explicitly observable through decisions, tradeoffs, and reasoning.

Designing for *Visible Judgment*

Task Redesign Planner

Use this to evaluate thinking when the final output isn't enough

Use this when:

- You're evaluating candidate (*interviews, hiring tasks*)
- You're reviewing work that looks "good" but feels unclear
- You want to understand how decisions were made
- You're designing tasks in AI-supported environments

Suggested questions:

- What did you consider but decide against?
- What trade-offs were involved in this decision?
- What changed from your first idea?

Step	Prompts	Your Notes
1.	1. What is being evaluated right now? (What does "good" look like?)	
2.	2. What does this actually prove about their thinking?	<input type="checkbox"/> Final output/result <input type="checkbox"/> Process <input type="checkbox"/> Reasoning <input type="checkbox"/> Not sure
3.	3. What can't you see from this? <ul style="list-style-type: none"> • What decisions are missing? • What alternatives weren't considered? • What reasoning is assumed but invisible? 	<input type="checkbox"/> Decision Exposure: Reveals: what they chose and what they rejected <input type="checkbox"/> Comparative Judgment: Reveals: how they evaluate options <input type="checkbox"/> Process Visibility: Reveals: how they arrived at the outcome <input type="checkbox"/> Reflection & Adaptation: Reveals: how their thinking changed
5.	4. Make one key judgment visible	How will you change the task to make this visible?
6.	6. Force the judgment to appear	What question will make their thinking <i>unavoidable</i> ? " _____ "
7.	Quick check	<input checked="" type="checkbox"/> Notes: <input type="checkbox"/> This reveals judgment (not just adds work) <input type="checkbox"/> This is clear and focused <input type="checkbox"/> This is doable in a few minutes