Design the Experience

What are the learning outcomes you would like to see? Consider process as well as product. Also	
consider relevant standards and established curriculum. Design clear goals for the learning experience	:e
that allow for flexibility in achieving the goals.	

What evidence, during and after learning, will demonstrate that this learning is happening? Do the standards/curriculum require a specific mode of expression, or are they flexible (e.g. Students will write an essay vs. Students will express)? What will success look like?

How will this learning experience foster collaborative problem solving, create opportunities for students to learn from one another, and connect students with other people inside or outside of the school?

What resources — both material (information, tools, etc.) and social (collaborators, mentors, etc.) — will support students during learning?

During Lesson Look-fors

I heard students	l saw students
 talking about how their work connects to an audience planning to share their learning outside of the classroom working together toward a common goal (not just dividing and conquering) Other evidence: 	 connected to their communities solving problems together teaching one another sharing artifacts of their learning with an authentic audience Other evidence:

Reflecting on Connected & Collaborative Learning

What alternative approaches in future learning experiences can maximize the opportunities for connected θ collaborative learning?

What resources do you need to improve this experience for all students in its next iteration?