

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 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 the learning environment and experience **create a safe space** where all learners can succeed? How will the experience be designed so that it is **accessible by learners with diverse interests and varied abilities**? Where will students have **voice**, **choice**, **and decision-making power**?

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

During Lesson Look-fors

l heard students	l saw students
 explaining what and how they were learning in their own words articulating why what they were learning is important to them describing choices they made on their own, not just choices that were given Other evidence: 	 framing their learning goals making choices about their learning participating in a supportive learning community Other evidence:

Reflecting on Personal & Accessible Learning

What alternative approaches in future learning experiences can maximize the opportunities for personal & accessible learning?

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