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?

What will be the authentic purpose for learning that engages learners' desire to better their world? How will this learning experience **connect to the lived experiences** of the students? What scaffolds will be necessary to ensure all students are engaged in a **productive struggle**?

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

During Lesson Look-fors

| I heard students | I saw students |
|---|---|
| articulating the real-world purpose for their learning reflecting on the level of challenge of the work they're engaged in | solving or investigating real-world challenges making connections between learning and the world |
| using language that reflects a growth mindsetOther evidence: | perservering the face of obstacles seeking and embracing challenges Other evidence: |

Reflecting on Authentic & Challenging Learning

What alternative approaches in future learning experiences can maximize the opportunities for inquisitive θ reflective learning?

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