



Chapter 6: Start a Learning Renovation

Self-Assessment: Design Principles

Design Principle	What evidence do you have now that this design principle is influencing the how of instructional design and delivery?	How do you lead others to deepen their understanding of why we need to focus on this design principle?
1. Learning goals and success criteria: Any great lesson begins with clear goals for what students need to know and be able to do. Goals, coupled with criteria for success, should be communicated to students in a manner that clarifies expectations and serves as a guide for self-assessment.		
2. Compelling content and product: Beyond discrete standards, teachers have the opportunity to connect content and performance expectations to create real-world problems or situations for students to solve. Learning experiences that offer authentic, interdisciplinary tasks provide relevance and promote curiosity for students.		
3. Collaborative culture: Learning is social, and the purposeful inclusion of collaboration, throughout the learning process, is highly engaging for students. Collaborative opportunities have endless design options such as flexible groups, partners, peer tutoring, Socratic seminars, academic discussions, and online experts.		
4. Student empowerment: Student ownership in learning increases exponentially when students are given choice over how to show mastery or create a final product or performance, including digital tools and resources. Additionally, students invited to provide input into what they learn and how they want to engage with the content are thereby allowed to play the role of co-designer.		



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Continued from previous page

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5. Intentional Instruction: Based on the learning goals, evidence-based strategies should be carefully selected in order to have the greatest impact. Use of the Gradual Release of Responsibility (GRR) model provides structure for direct instruction and modeling (Show Them), guided practice (Help Them), and students able to become independent learners (Let Them).		
6. Authentic Tools and Resources: A variety of tools and resources, both print and digital, should be leveraged to create a final product as well as throughout the learning process. Providing a variety of tools offers students choice and emphasizes process over product. Digital tools and strategies such as blended learning, flipped classrooms, and production tools offer rich experiences that are highly engaging and honor how students like to learn and create.		
7. Focus on Literacy: Regardless of the content, reading, writing, and speaking should be incorporated into every learning experience. Expose students to multiple texts, primary and secondary sources, and online resources. Engage students in opportunities to write and write often, e.g. lab reports, technical manuals, narrative stories, research summaries, opinion papers, or interactive student notebooks.		
8. Feedback for Learning: Throughout the learning experience there are feedback loops to give students guidance on their progress toward the learning goals. This feedback can be teacher-to-student, student-to-student, or self-assessment. Feedback is formative and provides students with the safety and security that they can take risks and try new things without the fear of failure.		