Chapter 1: Blueprint for Deeper Learning Flipped GRR (Math Option)

Foundation for Learning						
Title:						
Grade/Course		Subject		Duration		
Focus Standard(s)						
Skills Concepts		Bloom's Level		m's Level		
DOK 1	DOK	(2	DOK 3		DOK 4	
NCTM: Establish Mat	hema	tics Goals to Focu	us Learning			
Learning Goals:			Success Criteria:			
I am learning to			I will be success	ful w	l when I can	
Real-World Problem and Task Overview						
NCTM: Implement tasks that promote reasoning and problem solving					ing	
Real-World Problem/Challenge/Issue:						
Overview of Learning Tasks (1–2 sentences with aligned standard codes)						
Task 1:						
Task 2:						
Task 3:						
Task 4:						

Adapted from www.c3teachers.org Inquiry Design Model by Dr. Lissa Pijanowski

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Chapter 1: Blueprint for Deeper Learning

Flipped GRR (Math Option)

Construction of Knowledge:	ction of Knowledge: Task 1			Check Expected Level of Rigor/Relevance			
Driving Question:	NCTM: Pose purposeful questions		ns	□ C	□ D		
Task Opening:	NCTM: Use and o			□ A □ B			
Independent Practice (let them)	NCTM: Support print learning mathe		gle	Strategies			
Guided Practice (guide them)	NCTM: Facilitate discourse	meaningful		Strategies			
Direct Instruction (show them)	NCTM: Build pro from conceptual	-		Strategies			
Task Closing:	NCTM: Use and	connect mathem	natical	representations			
Instructional Resources (print/digital)	Teacher resources Student resources			rces			
Learner Considerations: (Special Ed, ELL, etc.)							
Inspection and Feedback NCTM: Implement tasks that promote reasoning and problem solving							
Assessment/Task: (Show Wha	t You Know)						
Success Criteria:	Not Yet	Meets	Feed	dback:			

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Construction of Knowledge:	truction of Knowledge: Task 2			Check Expected Level of Rigor/Relevance			
Driving Question:	NCTM: Pose purposeful questions		ns	□ C	□ D		
Task Opening:	NCTM: Use and o			□ A □ B			
Independent Practice (let them)	NCTM: Support print learning mathe	-	gle	Strategies			
Guided Practice (guide them)	NCTM: Facilitate discourse	meaningful		Strategies			
Direct Instruction (show them)	NCTM: Build pro from conceptual	•		Strategies			
Task Closing:	NCTM: Use and	connect mathem	natical	representations			
Instructional Resources (print/digital)	Teacher resources Student resources			rces			
Learner Considerations: (Special Ed, ELL, etc.)							
Inspection and Feedback NCTM: Implement tasks that promote reasoning and problem solving							
Assessment/Task: (Show Wha	t You Know)						
Success Criteria:	Not Yet	Meets	Feed	dback:			

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Flipped GRR (Math Option)

Construction of Knowledge:	Task 3			Check Expected Level of Rigor/Relevance			
Driving Question:	NCTM: Pose purposeful questions		□ C	□ D			
Task Opening:	NCTM: Use and o		□ A	□В			
Independent Practice (let them)	NCTM: Support p		Strategies	Strategies			
Guided Practice (guide them)	NCTM: Facilitate discourse	meaningful	Strategies	Strategies			
Direct Instruction (show them)	NCTM: Build pro-	•	Strategies	Strategies			
Task Closing:	NCTM: Use and o	connect mathema	tical representations				
Instructional Resources (print/digital)	Teacher resou	cher resources Student resources					
Learner Considerations: (Special Ed, ELL, etc.)							
Inspection and Feedback NCTM: Implement tasks that promote reasoning and problem solving							
Assessment/Task: (Show Wha	t You Know)						
Success Criteria:	Not Yet	Meets F	eedback:				

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Flipped GRR (Math Option)

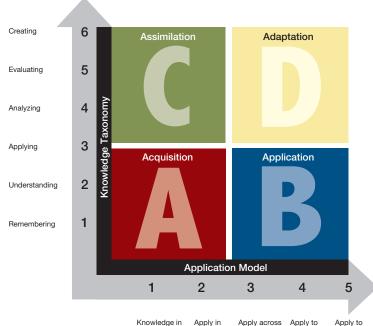
Construction of Knowledge: Task 4				Rigor/Relevance		
Driving Question:	NCTM: Pose purposeful questions		ns C		□ D	
Task Opening:	NCTM: Use and connect			□В		
Independent Practice (let them)	NCTM: Support programme in learning mathe	_	gle Strate	Strategies		
Guided Practice (guide them)	NCTM: Facilitate discourse	meaningful	Strate	Strategies		
Direct Instruction (show them)	NCTM: Build procedural fluency from conceptual understanding. Strategies					
Task Closing:	NCTM: Use and	connect mathem	natical repres	entations		
Instructional Resources (print/digital)	Teacher resources Student resources			rces		
Learner Considerations: (Special Ed, ELL, etc.)						
Inspection and Feedback						
NCTM: Implement tasks that promote reasoning and problem solving						
Assessment/Task: (Show Wha	t You Know)					
Success Criteria:	Not Yet	Meets	Feedback	edback:		
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Chapter 1: Blueprint for Deeper Learning Flipped GRR (Math Option)

Continued from previous page

Reflection on Design and Learning:
Teacher Reflection:
Student Reflection:
Considerations for Redesign:

Rigor/Relevance Framework®



Apply in

Apply across

Apply to real-world predictable unpredictable

 Students gather and store bits of knowledge and information. Students are primarily expected to remember or understand this knowledge.

 Students use acquired knowledge to solve problems, design solutions, and complete work. The highest level of application is to apply

knowledge to new and

unpredictable situations.

В

refine their acquired knowledge to be able to use that knowledge automatically and routinely to analyze and solve problems and create solutions.

Students extend and

 Students think in complex ways and can apply their knowledge and skills. Even when confronted with perplexing unknowns, students can create solutions and take action that further develops their skills and knowledge.