

**SESSION****3**

# Learning Activity Checklist

<b>Standards-Based Task</b>	<b>Engaging Task</b>
<p>The task helps students:</p> <ul style="list-style-type: none"> <li>▪ Gain/improve specific knowledge or skills in a content area (for example, district or state standards).</li> <li>▪ Gain/improve 21<sup>st</sup> Century Skills (problem solving, communication, collaboration, information, and time and resource management).</li> <li>▪ Practice the methods/processes of a discipline (for example, the scientific method).</li> <li>▪ Understand how learning goals guide teaching and learning activities.</li> <li>▪ Perceive how learning activities are aligned with assessments.</li> <li>▪ Know the criteria and performance standards for teacher, peer, and self-evaluations of their products and performances.</li> <li>▪ Demonstrate understanding and apply their knowledge and skill in a variety of ways.</li> </ul>	<p>Students:</p> <ul style="list-style-type: none"> <li>▪ Are involved in active learning (hands-on, building, making, moving, using "multiple intelligences," etc.).</li> <li>▪ Find the topic fascinating, fun, or passion-arousing.</li> <li>▪ Are given choices (topic, approach, etc.).</li> <li>▪ Are challenged (but not overwhelmed).</li> <li>▪ Create a product/performance or gain competencies that have value to them outside of school.</li> <li>▪ Know their product/performance will be appreciated, used by, or useful to others outside the classroom.</li> <li>▪ Receive real-world feedback on the quality of their work from an audience or subject-matter expert.</li> <li>▪ Get to bring their experience outside the classroom to bear on their work.</li> <li>▪ Are accountable to one another.</li> </ul>
<b>Problem-Based Task</b>	<b>Technology Enhances Academic Achievement</b>
<p>Students must exercise logical and creative thinking to:</p> <ul style="list-style-type: none"> <li>▪ Form a reasoned judgment.</li> <li>▪ Solve a problem.</li> <li>▪ Make a decision or choice.</li> <li>▪ Plan a course of action.</li> <li>▪ Persuade or convince someone.</li> <li>▪ Defend a position.</li> <li>▪ Explain a concept.</li> <li>▪ Interpret a complex situation.</li> <li>▪ Resolve a perplexing or puzzling situation.</li> <li>▪ Troubleshoot and improve a system.</li> <li>▪ Meet someone's genuine need.</li> <li>▪ Plan and stage an event.</li> <li>▪ Apply a course concept in a real-world situation.</li> <li>▪ Invent a problem-solving process.</li> <li>▪ Work within constraints (for example, restrictions on size, budget, time, resources, etc.).</li> </ul>	<p>Technology is used to:</p> <ul style="list-style-type: none"> <li>▪ Give students access to quality information, primary documents, or points of view not available otherwise.</li> <li>▪ Allow students to investigate a concept in ways infeasible otherwise (for example, human/animal anatomy).</li> <li>▪ Differentiate learning for students with different needs.</li> <li>▪ Help students understand abstract concepts.</li> <li>▪ Enable students to participate in online scientific investigations.</li> <li>▪ Help students with the problem-solving process (e.g., using graphic organizers).</li> <li>▪ Foster student discovery of concept or construction of their own understanding of a concept.</li> <li>▪ Share ideas and communicate with remote groups.</li> <li>▪ Help students receive feedback on their work from a community outside the classroom.</li> <li>▪ Enable students to participate in the democratic process.</li> </ul>

Reproduced with the permission of the author, Eva Reeder