

Design Proof

0* = Insufficient 1* = Needs Improvement 2 = Accomplished NA = Not Applicable

Engage

Score

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| Capture interest and establish prior knowledge | Purpose and/or relevance of learning is established. | |
| | Learner prior knowledge is elicited and/or activated. | |
| | Essential/guiding questions or objectives are employed and continually revisited throughout. | |

Explore

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| Construct knowledge through questioning and active engagement in a learning task | Learners engage actively in a learning task. | |
| | Learners are provided with opportunities for discourse and multiple forms of interaction with the material. | |
| | Materials/technology help learners interact with content, offered in various formats (video, audio, text, infographic, etc.), in a meaningful way. | |
| | Instructor's role is facilitation rather than delivery of information to the largest possible extent. | |

Explain

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| Interpret, clarify, and refine learning | Provides opportunities for learners to connect the learning activity with authentic learning and/or connect to the real-world. | |
| | Provides opportunities for learners to ask questions and receive instructor and peer feedback that helps gauge their understanding. | |

Extend

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| Apply and generalize learning | Includes collaboration. | |
| | Includes creation of new learning structures (where applicable). | |

Evaluate

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| Assess learning | Formative and summative assessments of learning progress are present. | |
| | Culminating product, performance, or presentation allows the learner choice (where possible) in how to articulate or synthesize new knowledge. | |
| | Evaluation includes open-ended questions about new learning. | |

*Suggestions for revisions should be included for scores of 0 or 1.
