# Planning Instruction to Maximize Student Learning

The Danielson Framework for Effective Teaching

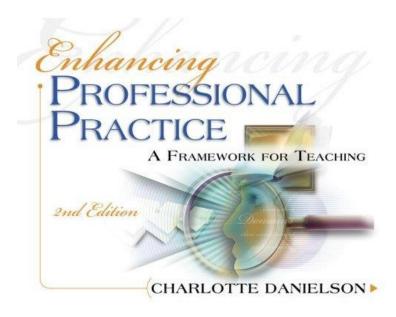


### Our goals today

- \* Develop a deeper understanding of the components within the Planning domain
- See concrete examples of how those components manifest themselves in unit plans
- Provide you with some additional resources to use on your own

### Our primary resources

- Pages 43-63 from our Danielson Text
- Various Handouts from the Training Packet
- Sample units of instruction



### What's unique about our process?

- \* Curriculum is teacher-directed
- \* Created collaboratively on a web-based platform to ensure accuracy
- \* Constantly evolving in an effort to stay on the cuttingedge in terms of:
  - Science & technology
  - Industry trends
  - \* Pedagogy
  - \* Global events

### Why do we plan?

- Ensure that we have everything that we need for our students to learn
- Keep track of how our teaching today relates to the "big picture" for our course
- Ensure proper pace and coverage
- Ensure alignment between goals, assessments, and learning activities
- \* Provide a window of communication (students, administration, post-secondary, industry, etc.)
- \* Compliance

# Activity: Matching components with purpose

Purpose for Planning	Danielson Component(s)
Ensure that we have everything that we need for our students to learn	
Keep track of how our teaching today relates to the "big picture" for our course	
Ensure proper pace and coverage	
Ensure alignment between goals, assessments, and learning activities	
Provide a window of communication	

Use the left-hand column of p. 3 of the Danielson text to place the number of the component(s) that align to each purpose

### Big Picture: What is Ubd?

- Stands for Understanding by Design
- \* Created by Grant Wiggins in the early 90's
- \* A method of planning that starts with the end in mind and works backwards through assessment and finishes with learning activities
- \* Based on the premise that we teach for understanding (transfer)



### Understanding and Transfer

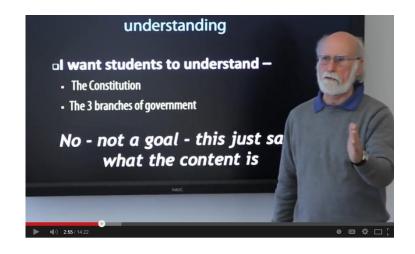
- Select one of the courses that you will teach
- \* Draft a one sentence mission statement for that course
- Share with the person next to you
- \* Share out



Video 1: Understanding and Transfer

#### Transfer and Performance

- \* Based on your mission, what will you have students **do** to prove that they have reached that mark?
- Share with the person next to you
- \* How does this shape your approach to assessment?



Video 2: Transfer and Performance

### What is backward design?

- \* Identify desired results
  - Knowledge (content and skills)
  - Deeper understanding
- \* Determine acceptable evidence
  - Performance
  - Requires transfer (apply to new situation)
- Plan learning activities



#### Danielson Planning Components

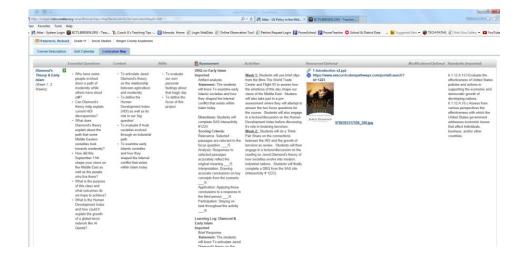
- \* 1a: Demonstrating Knowledge of Content & Pedagogy
- \* 1b: Demonstrating Knowledge of Students
- \* 1c: Setting Instructional Outcomes
- \* 1d: Demonstrating Knowledge of Resources
- \* 1e: Designing Coherent Instruction
- \* 1f: Designing Student Assessments

# 1a: Demonstrating Knowledge of Content & Pedagogy

- \* What does it look like?
  - \* Knowledge of content and the structure of the discipline
  - Knowledge of prerequisite relationships
  - Knowledge of content-specific pedagogy

# 1a: Demonstrating Knowledge of Content & Pedagogy

- \* Where do observers find evidence within your unit plan(s)?
  - \* Content & Skills
  - \* Activities



<sup>\*</sup>Evidence gathered at the post conference is supplemental and cannot be used to replace missing information from Atlas

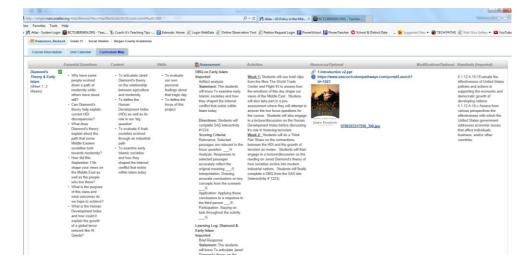
# 1a: Demonstrating Knowledge of Content & Pedagogy

#### \* Helpful hints:

- Phrase your content & skills in terms of what you expect students to know or do
- \* Be specific
- Use a sentence or two to explain your activities in terms of what the students will actually do
  - \* Example- Lesson 4: Students create an interactive digital food web of the biome that serves to explain to other students how energy is transferred among the organisms present in their biome

- \* What does it look like?
  - \* Knowing your audience (student profile)
  - \* Knowledge of the learning process
  - \* Knowledge of students' skills, content background, and language proficiency
  - Knowledge of students' interests and culture
  - \* Knowledge of students' special needs

- \* Where do observers find evidence within your unit plan?
  - \* Content & skills
  - Essential questions
  - \* Activities



- \* Complete the following activity in groups of 2-5:
  - \* Use pp. 57-58 from the Danielson toolkit to identify relevant teacher practices
  - Discuss the two focus questions on p. 59
  - \* Groups report out

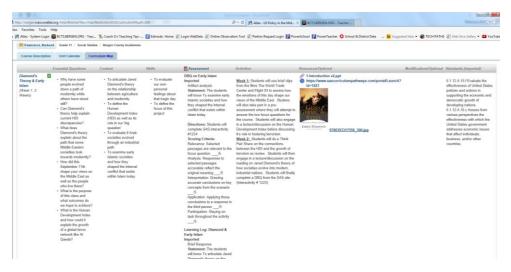


- \* Follow-up resource:
  - \* Tool for designing student interest inventories on pp. 61-62 from the Danielson toolkit.



- \* What does it look like?
  - \* High expectations
  - \* Aligned and sequenced
  - \* Clear and in student learning format
  - Reflect different types of learning (content & process)
  - \* Suitable for all students

- \* Where do observers find evidence within your unit plan?
  - \* Content & skills
  - \* Standards



- \* Work in groups of 2-5
- \* Examine the sample **evidence** from the handout titled "Evidence: Instructional Outcomes"
- \* Match each piece of evidence to the proper performance level from the component rubric on pp. 70-72 of the Danielson Toolkit (p. 54 of textbook)
- \* Report out

#### \* Helpful hints:

- Make sure that you are familiar with the Common Core or NJCCCS that correspond to each unit
- \* Consider universal skills (i.e. communication, problem-solving, etc.) as well as content

- \* Follow-up resource:
  - \* Table to help balance the outcomes for a given unit on p. 85 of the Danielson Toolkit



### 1d: Demonstrating Knowledge of Resources

- \* What does it look like?
  - \* Awareness of **classroom** resources in and outside of school
  - \* Awareness of **student** resources in and outside of school
  - Awareness of resources to extend professional knowledge

## 1d: Demonstrating Knowledge of Resources

- \* Where do observers find evidence?
  - Pre and/or post conference
  - \* Resource section of unit plan
  - \* Activities section of unit plan



## 1d: Demonstrating Knowledge of Resources

#### \* Helpful hints:

- \* Assess the different types of resources for a given unit and compare to this list of resource types
- Identify additional possibilities

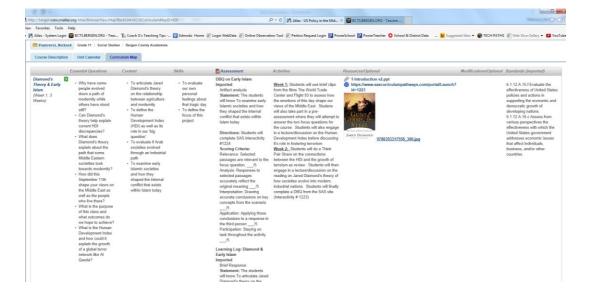
- \* Resource types:
  - \* Teacher-made
  - \* School materials
  - \* Electronic
  - \* Community
  - \* Parents
  - \* Peers

#### 1e: Designing Coherent Instruction

- \* What does it look like?
  - \* Activities aligned to outcomes
  - Resources aligned to outcomes
  - Instructional groups are planned
  - \* Activities represent a clear progression

#### 1e: Designing Coherent Instruction

- \* Where do observers find evidence?
  - \* Activities
  - \* Assessments



#### 1e: Designing Coherent Instruction

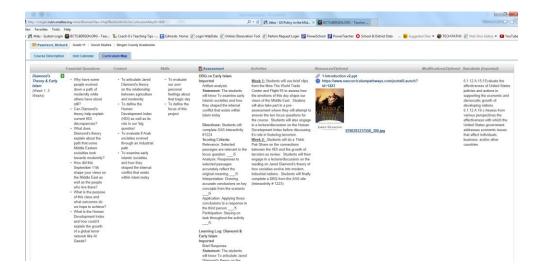
- \* Work in groups of 2-5
- Examine the sample evidence from the handout titled "Evidence: Coherent Instruction"
- \* Match each piece of evidence to the proper performance level from the component rubric on pp. 113-115 of the Danielson Toolkit (p. 60-61 of textbook)
- \* Report out

#### 1f: Designing Student Assessments

- \* What does it look like?
  - \* All outcomes are assessed
  - \* Assessment criteria are clear (rubrics)
  - \* Formative assessment is evident
  - \* Assessment results are used to inform instruction

#### 1f: Designing Student Assessments

- \* Where do observers find evidence?
  - \* Assessments



#### Example: Math

#### **Probability Performance Assessment:**

Students will consider a game in a casino where the player has a red die and the bank has a white one. They must find a model for a game where the casino makes a reasonable profit in the case where the player rolls the die once and the bank rolls the die once.

When creating a model, they will need to consider how much a player must pay to play a game and how much the bank will pay out if the player wins. They will do this from the perspective of both the player and the casino and carefully explain whether the game can be considered worthwhile for both the player and the casino. (upload rubric)

#### 1f: Designing Student Assessments

- Complete the following activity individually:
  - \* Use pp. 151-152 from the Danielson toolkit to identify formative assessment strategies
  - \* Using any current unit that you teach, identify the strategies that you already use as well as one that you would like to explore
  - Individuals report out

### Lingering Questions

- \* Engage in a whole group discussion on some of the lingering questions related to this domain:
  - \* 1a: Demonstrating Knowledge of Content & Pedagogy
  - 1b: Demonstrating Knowledge of Students
  - \* 1c: Setting Instructional Outcomes
  - \* 1d: Demonstrating Knowledge of Resources
  - \* 1e: Designing Coherent Instruction
  - 1f: Designing Student Assessments