

Learning Activity Checklist

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

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