

Instructional Inventory

The "Hook"

How will you grab student interest & attention?

Site Visit/Field Trip

What places outside of the school could enhance the learning?

Skill & Understanding

What skills will students need to advance in order to produce high quality products? What knowledge is vital to the design?

Community Connection

Who could students connect with (people, programs, organizations) that would enhance the learning?

Exhibition

How could students share their work with an authentic audience? What audience?

Intermediate Deliverable

What are some things that students should produce along the way?

Activity/Experience

What are some activities that you want students to engage in during the learning (big stuff)?

Student Needs

What are some specific needs/supports that students may need in order to be successful? How else might the learning be represented?