

'9 Thinks' for designing a lesson

Connecting:

1st think: how might the essence of the content translate into an intriguing question?

2nd think: which learning behaviour(s) will best enable access to this content?

3rd think: what sort of quick starter will help students tune-in to this learning?

4th think: what prior learning will students need to retrieve and build on in the challenge?

Stretching

5th think: how might relevant learning behaviour(s) and content be combined into a challenging learning activity?

6th think: how will students become aware of the behaviours they need to use to ensure they gain from the activity?

7th think: how will students monitor their actions during the challenge?

Transferring

8th think: what's the best way to review the content outcomes?

9th think: what's the best way to review the learning process?

