

Learning Experiences

Step 1 – Research

Think about what learning experiences you can create so that all students have ample opportunities to develop deep knowledge across the core disciplines, build complex skills, and put their growing knowledge into context.

Review the XQ Learner Goals for inspiration.

Step 2 – Reflect

Share findings with your team, then work together to sketch out three core learning experiences that illustrate your vision:

- For each sample learning experience, what specific activities will students engage in, what knowledge and skills will they develop, and how will their learning be assessed?
- What roles will teachers and other adults play?
- When and where will learning take place? What additional facilities, technology, or other resources will be needed?

How will core learning experiences help students put content into context?

Learning Experience 1	
Knowledge/Skills Developed	
Assessments	
Teacher/Adult Roles	
Time/Location	
Facilities/ Resources/ Technology Needs	

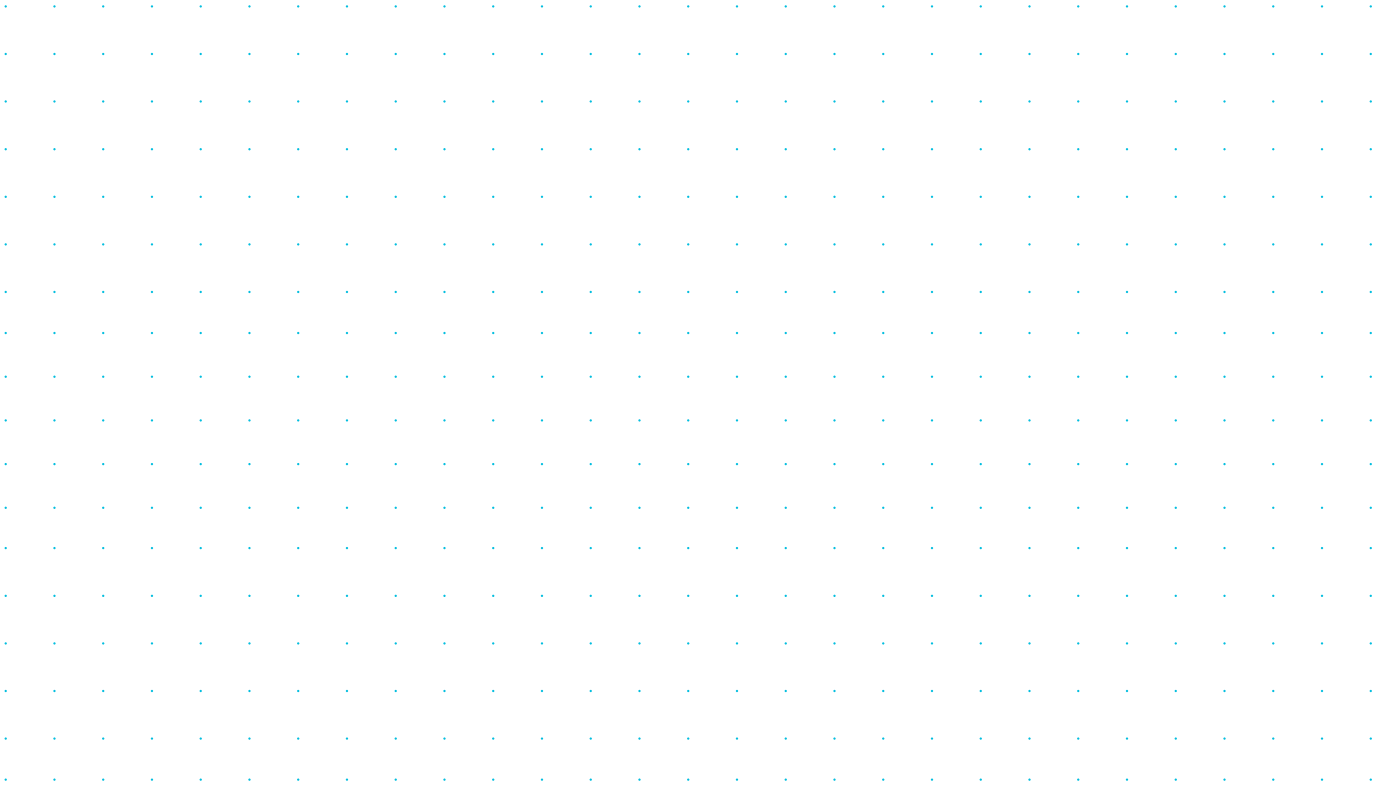
Learning Experience 2

Knowledge/Skills Developed	
Assessments	
Teacher/Adult Roles	
Time/Location	
Facilities/ Resources/ Technology Needs	

Learning Experience 3

Knowledge/Skills Developed	
Assessments	
Teacher/Adult Roles	
Time/Location	
Facilities/ Resources/ Technology Needs	

Action Steps

A large grid of small dots arranged in approximately 20 rows and 50 columns, intended for writing or drawing.