What is your objective? What do you want participants to know and/or be able to do?

Frame the lesson in order to build interest, activate prior knowledge, establish constructs for thinking, and gain facilitator awareness of participants' connection to topic.

Model what you expect. Provide safe opportunities for **practice** with skills they will be expected to demonstrate now or in the future.

How do you help the participants discover what you want them to know on their own?

- Engage them with a series of mini-experiences that facilitate discovery.
- Vary the experiences to include multiple modalities: visual, auditory, and kinesthetic.
- Keep the experiences **open-ended** to allow for levels of prior knowledge and new learning for all participants.
- Create structured opportunities for participant **expression** of new and old knowledge, and the connectivity between them.
 - O As many modes of expression should be applied as the lesson allows.
 - Expression of thoughts and ideas should occur at all stages of thinking, and not just at natural breaks.
 You are intentionally interrupting in order to capture metacognitive processes that might be forgotten or deemed unworthy to share upon initial reflection.
 - Establish the expectation that participants will be sharing, and that sharing "draft" thoughts and ideas is important and welcomed.
- Frequently change size and configuration of **groups with purpose**.
- Be okay with participants who choose to engage in a different way than you planned. Connect with them in a way that honors their choice and allows you to further their learning on this new trajectory or on a route back to the planned structure.

How and when do you provide choice? When is the process most important? When is the end-result most important?

How do you help participants **summarize** what they have learned, **explore** what ideas are still incubating, acknowledge what **questions** are still swirling, and share what **next steps** would be helpful?

How do you **debrief the process** and ask participants to **make connections** to activity structures that could be altered to benefit their own professional practice.

Effective product/activity list

Auditory: Kinesthetic: Visual: Altered lyric song Block Party Advertisement Bumper sticker Build It games Caption writing iPod playlist Creative Movement (dance) Flag Letter writing Give One, Get One Graffiti art Poetry Live Board game Graphic representation Radio show dialogue Role play Greeting card Rube Goldberg machine Slogan/motto Sculpture Story telling Simulation Sentence Frames Think/Write-Pair-Share Skit Slide Show Thinking Hats Tableau Storvboard Talking Chips Symbol/Icon Talking Chips

Academic Focus Lenses/Dimensions of Depth & Complexity

Similarities and Differences Metaphor Multiple Perspectives Fact vs. Opinion vs. Inference Case Studies Opposing Viewpoints Details and Rules Think Like a Scholar Relationships Over Time Big Ideas Language of the Discipline Ambiguity/Shades of Grey Unanswered Questions Elaboration Connections Across Disciplines Patterns and Trends **Ethical Considerations**

Video