

LEARNING DESIGN TEMPLATE

1 Learning Goal

What do you want your learner to be able to do, know or feel?

2 Evidence

What would it look like to demonstrate this learning goal?

*"I would see..."
"I would hear..."*

3 Activities

What activities would produce the intended evidence of this learning goal?

How would you design the activities given maker-based characteristics?

MAKER-BASED CHARACTERISTICS

Open-endedness

Authenticity of materials and tools