

## Teacher Design Learning (TDL)

<b>Type of Collection:</b> <input type="checkbox"/> Coordinator/Administrator Collection Teacher: _____ Date: _____      Subject: _____ Standard / Objective: _____	<input type="checkbox"/> Teacher Collection Observer: _____ Time / Period: _____ Name of School: _____
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**Directions:** During TDL, the role of the teacher is to be a facilitator/coach for their students. Using the grid below, record in 2 minute intervals the type of instructional strategy that you observe or have assigned. More than one strategy may be checked every 2 minutes. Collect this data ongoing for 22 minutes total. At the end, record your total minutes for each strategy.

Instructional Strategies	2	4	6	8	10	12	14	16	18	20	22	Total
Verbal / Discussion												
Visual / Drawing												
Kinesthetic												
Performance Writing												
Blended Learning / UDL												
<b>Instructional Strategies are Whole Class Involvement (Ideally Student to Student Interaction)</b>												

Examples of activities/strategies that may align with TDL (check all that apply within your lesson)

<input type="checkbox"/> Mobile Devices/ipads	<input type="checkbox"/> Technology based	<input type="checkbox"/> Student Response System / Socrative
<input type="checkbox"/> Chromebooks	<input type="checkbox"/> Google Classroom	<input type="checkbox"/> Universal Design for Learning (UDL)
<input type="checkbox"/> Screencasts	<input type="checkbox"/> Prezi	<input type="checkbox"/> Kahoot! <input type="checkbox"/> TCI   History Alive!
<input type="checkbox"/> Kagan Strategy	<input type="checkbox"/> Drawing / Artwork	<input type="checkbox"/> Graphic organizers <input type="checkbox"/> Cooperative Learning
<input type="checkbox"/> Student engagement	<input type="checkbox"/> Drama / Reenactment	<input type="checkbox"/> Response Cards <input type="checkbox"/> Concept Maps
<input type="checkbox"/> Games / Humor / Role-play	<input type="checkbox"/> Effective movement	<input type="checkbox"/> Modeling (Teacher) <input type="checkbox"/> Brainstorming / Discussion
<input type="checkbox"/> Artifacts	<input type="checkbox"/> Manipulatives/ Maps	<input type="checkbox"/> Media Related <input type="checkbox"/> Foldables
<input type="checkbox"/> Music / Rhythm / Rhyme	<input type="checkbox"/> Storytelling (Digital)	<input type="checkbox"/> Visual Aids <input type="checkbox"/> Infographics
<input type="checkbox"/> Primary sources used	<input type="checkbox"/> Secondary sources used	<input type="checkbox"/> Project-Based instruction
<input type="checkbox"/> Differentiated instruction	<input type="checkbox"/> Political Cartoons	
<input type="checkbox"/> DBQ	<input type="checkbox"/> Content area writing strategies	<input type="checkbox"/> Admit / Exit Slip (Formative Assessment)
<input type="checkbox"/> Writing / Journals	<input type="checkbox"/> Student Newspapers	<input type="checkbox"/> Historical Thinking / Time Lines
<input type="checkbox"/> Kentucky Youth Assembly (KYA)	<input type="checkbox"/> KY United Nations Assembly (KUNA)	
<input type="checkbox"/> National History Day	<input type="checkbox"/> Other: [Write in]	

**Directions for both Focus Areas:** Circle one of the numbers along the continuum to indicate your level of implementation. If technology was used circle the corresponding number in the Technology Based field. If the focus was Activity Based, circle the number that meets your level of performance. If this was both Technology and Activity Based, circle two numbers (one for each continuum). Fill in both the 1<sup>st</sup> and 2<sup>nd</sup> Focus Areas.

<b>1<sup>st</sup> Focus Area</b> <i>-Feedback-</i>	<b>Formative assessment and feedback methodology to improve student learning outcomes</b>											
	<b>Emerging</b>			<b>Developing</b>			<b>Operational</b>			<b>Optimizing</b>		
Technology Based	1	2	3	4	5	6	7	8	9	10	11	12
Activity Based (non-tech)	1	2	3	4	5	6	7	8	9	10	11	12

<b>2<sup>nd</sup> Focus Area</b> <i>-Student Engagement-</i>	<b>Students are engaged with classroom activities/strategies that correlates with whole class involvement (student to student interaction)</b>											
	<b>Emerging</b>			<b>Developing</b>			<b>Operational</b>			<b>Optimizing</b>		
Technology Based	1	2	3	4	5	6	7	8	9	10	11	12
Activity Based (non-tech)	1	2	3	4	5	6	7	8	9	10	11	12