

Designing for AGENCY ~ Who OWNS the Learning

Student-Driven Learning (E)

What choice will drive the designing, planning, implementation, and assessment of this learning task?

	Learning using NO AGENCY – no choices or differentiation–no input. <i>[Just tell me what to do for this project.]</i>
	Learning using a CLOSED task developed by the teacher using my learner input/feedback to refine or improve the task before launching. <i>[I want input but lots of advice, monitoring and structures along the way for this project.]</i>
	Learning with a teacher/student using SHARED the decision-making process while empowering me to taking an increasing role in shaping own unique individual learning task. Teachers give input/feedback to learners to consider, but sign off on any reasonable learning plans.
	Learning using self-directed OPEN tasks as a capable, independent learner taking responsibility in designing tasks, shaping project needs, self-managing implementation, and constructing evidence of OWN learning tasks.

Student-Empowered Agency / Affinity (E)

What choices [CLOSED-SHARED-OPEN] empowering AGENCY/AFFINITY can be given to students for taking ownership /responsibility / engagement in their learning? Circle choices for each area.

C	S	O	(Topics) Taking responsibility for developing OWN topic that demonstrates understanding of key concepts.
C	S	O	(Topics) Using my personal individual interests to shape HOW understandings of key concepts will be demonstrated.
C	S	O	(Questions) Taking responsibility for developing OWN reasoning questions for learning tasks/projects.
C	S	O	(Scenarios) Taking responsibility for developing OWN scenarios for roles/audiences and learning tasks.
C	S	O	(Mapping Project Details) Taking responsibility to define/outline sub-goals, timelines, processes, resources, project mates and partnerships, any missing skills or knowledge along with specific learning activities needed for successful project. [Circle areas selected for OPEN choices.]
C	S	O	(Implementation) Taking responsibility for learning, practicing and mastering <i>Habits of Mind</i> a la Costa for self-regulation, self-evaluation, self-monitoring, self-assessment, self-reinforcement, problem-solving, positive project team member, and using feedback to refine/improve work.
C	S	O	(Implementation) Taking responsibility for intrapersonal and interpersonal skills a la organizing learning styles/preferences as well as group process/communication skills for brainstorming, decision-making, problem-solving, and conflict resolutions.
C	S	O	(Implementation) Taking responsibility for choosing / learning and using tools that match interest and purpose in tasks.
C	S	O	(Implementation) Taking responsibility for time-management aka submitting deliverables in a timely fashion, using estimates and schedules, monitoring time, knowing how to use and reallocate time effectively, and using strategies to solve time issues.
C	S	O	(Implementation) Taking responsibility for task management aka clarifying tasks, planning, setting priorities, tracking progress and developing/evaluating solutions to issues.
C	S	O	(Implementation) Taking responsibility for resource management aka locate, evaluate, keeping notes and effectively use the needed information. Citation documentation and respect for copyright laws demonstrates responsible digital citizenship.
C	S	O	(Assessment) Taking responsibility to identify, contact and engage an authentic audience(s) - beyond the teacher - who would find the work / expertise useful and beneficial.
C	S	O	(Assessment) Taking responsibility for formal / informal self-reflection DURING learning tasks / projects.
C	S	O	(Assessment) Taking responsibility to give/receive CRITICAL FRIEND feedback during learning tasks / projects.
C	S	O	(Assessment) Taking responsibility for designing assessment tools and processes for deliverables including the INFORMAL artifacts and the CULMINATING assessment using an authentic audience – simulated or real – for jurying the work.