



## Design: 5E Learning Approach Checkpoint

0\* = Insufficient    1\* = Needs Improvement    2 = Accomplished    NA = Not Applicable

### Engage

Score

<b>Capture interest and establish prior knowledge</b>	Purpose and/or relevance of learning is established.	
	Learner prior knowledge is elicited and/or activated.	
	Essential/guiding questions or objectives are employed and continually revisited throughout.	

### Explore

<b>Construct knowledge through questioning and active engagement in a learning task</b>	Learners engage actively in a learning task.	
	Learners are provided with opportunities for discourse and multiple forms of interaction with the material.	
	Materials/technology help learners interact with content, offered in various formats (video, audio, text, infographic, etc.), in a meaningful way.	
	Instructor's role is facilitation rather than delivery of information to the largest possible extent.	

## Explain

Interpret, clarify, and refine learning	Provides opportunities for learners to connect the learning activity with authentic learning and/or connect to the real-world.	
	Provides opportunities for learners to ask questions and receive instructor and peer feedback that helps gauge their understanding.	

## Extend

Apply and generalize learning	Includes collaboration.	
	Includes creation of new learning structures (where applicable).	

## Evaluate

Assess learning	Formative and summative assessments of learning progress are present.	
	Culminating product, performance, or presentation allows the learner choice (where possible) in how to articulate or synthesize new knowledge.	
	Evaluation includes open-ended questions about new learning.	

**\*Suggestions for revisions should be included for scores of 0 or 1.**

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