



Design: 5E Learning Approach Checkpoint (Science)

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

Engage

Score

Capture interest and establish prior knowledge	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

Construct knowledge through questioning and active engagement in a learning task	Learners engage actively in a learning task.	
	Learners are provided with opportunities for discourse.	
	Materials/technology help learners interact with content 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 articulates or synthesizes new knowledge.

Evaluation includes open-ended questions about new learning.

Phenomena

Add relevance and drive student inquiry

A phenomenon is included and is interwoven throughout the lesson (in all E's except Extend, if not applicable).

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

