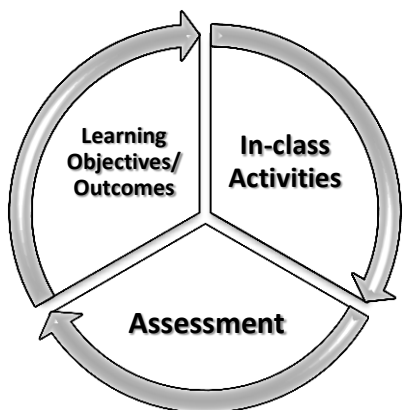
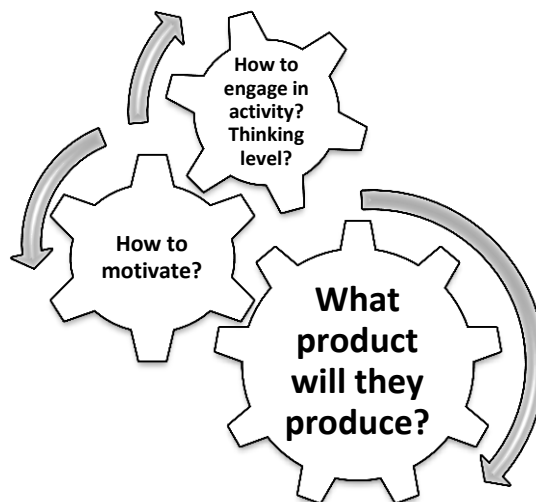


# Active Learning Activity Design



Backwards Course Design



AL Activity Design

Name of the Activity:

Time required:

**Learning Objective/Outcome:** *Students will be able to (a clear objective that can be achieved by the end of the activity)*

**Techniques and Equipment:** (type or category of activity, IT to be used)

**Process:** (brief description of activity, type and size of groups, accountability, debrief, instructor's wrap up)

**Organizer:** *What essential questions will be considered? How the activity bridges to the content?*

**Pre-assessment** *Can the learner already accomplish this skill?*

**At what thinking/intellectual level will the students be working in this activity?** *Blooms' taxonomy*

**What key knowledge will students acquire?**

*Students will understand that*

**What skills will students acquire as a result of this unit?**

*Students will be able to*

**In what ways will the students be motivated to be engaged in the activity?**

*Authenticity of the activity, eg real-world relevance.*

**What evidence or goals will be assessed through this task?**

**What evidence(product) will show that students accomplished the objectives?**

a. **Performance Tasks:**

b. **Other evidence:** *(e.g., tests, quizzes, work samples, observation, self-assessment, learning journal, etc.)*

**By what criteria will student products and performances be evaluated?**