

Learning Map Support Legend

Course/Subject/Grade(s):		Planning Team:									
Unit Big Idea: These are the CIRCLES in the curriculum. You can use these, parts of these, combine big ideas, or your own. BIG IDEAS are NOT evaluated.		Unit Guiding Question(s): Turning the big ideas into questions will connect all the lessons together. Connect questions to summative task.									
Strength Based Continuum of Complexity (Baked Potato)											
Planning Pyramid	➔	Access	All	Most	Few	Challenge					
Connect to assessment	➔	(Approaching/ Emerging)	(Minimally Meeting/ Developing)	(Meeting/ Practicing)	(Fully Meeting/ Mastery)	(Exceeding/ Extending)					
Kid friendly	➔	Need to know/do	MUST know/do	CAN know/do	COULD know/do	TRY TO know/do					
Content Goals: Choose 1 or 2 Starts with "I know..."											
Curricular Competency Goals (Responsive): Choose 3 or 4 + Starts with "I can..."	Creating access:						Crating a Curricular Competency & Content Continuum:			Creating challenge:	
	<ul style="list-style-type: none"> - Designed for specific students - Lower grade level - A stepping stone to the goal for ALL - Prior knowledge - Read horizontally NOT vertically - Everyone starts here 						<ul style="list-style-type: none"> - Use the grade level/ grade band goals - If in a combined class start with lower grade and add on complexity in the "FEW" - Prioritize elaborations connected to the goal - Key concepts listed in the goal - Blooms taxonomy - Scaffolding/chunking skills within the goal - Increases in complexity NOT quantity - Not deficit based (always/sometimes/never) - These become your mini lessons - The scale is additive, (i.e. the "ALL" goals are worth the most) 			<ul style="list-style-type: none"> - Designed for specific students, taught to everyone - Higher grade level - Bloom's Taxonomy - Not everyone will get here (and that's ok) 	

Goals (Curricular Airplane)