

# THE BACKWARD DESIGN APPROACH

Backward design is teaching and planning with the 'end in mind'. The premise is simple. Planning a lesson starts with focusing on the desired end product. Backward design allows for collaboration among teachers for cross-curricular instruction.

1

## IDENTIFYING THE DESIRED LEARNING RESULT.

Teachers look at the content and determine the important ideas students need to understand. They think about what students need to be able to do, in the long term, with the knowledge. They use this to identify skill objectives.

**TEACHER ASKS:**  
What is worthy and requiring of understanding?

3

## PLANNING THE LEARNING EXPERIENCES AND INSTRUCTIONAL TOOLS.

Teachers share authentic and relevant goals to make the learning interactive and realistic.

**TEACHER ASKS:**  
What learning experiences will promote engagement, understanding and interest leading to learning goals/objectives?

2

## DETERMINING ACCEPTABLE EVIDENCE.

Teachers must assess students' learning through a variety of means and measures.

**TEACHER ASKS:**  
What measures or assessment tools can provide evidence of understanding?