How much H.E.A.T. is generated in your classroom?

H.E.A.T. Framework

Higher-Order Thinking Look-Fors

1. Students taking notes only; no questions asked
2. Student learning/questioning at Remembering level
3. Student learning/questioning at Understanding level
4. Student learning/questioning at Applying level
5. Student learning/questioning at Analyzing level
6. Student learning/questioning at Evaluating/Creating levels

Engaged Learning Look-Fors

1. Students report what they have learned only
2. Students report what they have learned only with possible collaboration
3. Students solve a teacher-directed problem
4. Students given options to solve a teacher-directed problem with possible collaboration
5. Students collaborate to define the task, the process, and/or the solution
6. Students collaborate to define the task, the process, and/or the solution; collaboration extends beyond the classroom

Authentic Connections Look-Fors

1. The learning experience is missing or too vague to determine relevance
2. The learning experience provides no real world application, or represents a group of connected activities
3. The learning experience provides limited real world relevance
4. The learning experience provides extensive real world relevance
5. The learning experience provides real world relevance and opportunity for students to apply their learning to a real world situation
6. The learning experience is directly relevant to students and involves creating a product that has a purpose beyond the classroom that directly impacts the students

Technology Use Look-Fors

1. No technology use is evident or its use is not applicable to the learning
2. Classroom technology is used only by the teacher
3. Teacher-assigned technology use (classroom or BYOD) appears to be an add-on or is not needed for task completion
4. Teacher-assigned classroom technology is used by students in conventional ways for task completion
5. Student-directed technology (classroom or BYOD) is used for task completion
6. Student-directed technology (classroom or BYOD) is used for task completion involving new and different ways of learning