



For each Unit of Study, teacher has control over two, but gives students choice of one.

Differentiating Instruction

Content

Content
What students will **know** at the end of the Unit of Study.
-Standards
- Essential Question

If the essential question is open-ended, students may be given choice of content to learn that will get them to that BIG IDEA.

Process

Process
What students will **do** to come to an understanding of the Essential Questions.
- Scaffolded Activities

Think-Tac-Toe

Think-Tac-Toe
The idea is for students to work in groups and choose three projects to do. The top line are simple, the middle line are a bit more difficult and the bottom line are projects that would take several days to complete. Students can select one project from any of the three columns (which would include on project from each level), or they could choose either diagonal.

Think-Pair-Share

Think-Pair-Share
Have students work on their own to record their ideas. Then have each student pair up with his or her partner and share their ideas. Then have each pair of students join another pair and discuss their ideas. Then have each foursome join another foursome. Finally, discuss the ideas as a class.

RAFT

RAFT
Student selects a role, audience, format, and topic from a range of possibilities and creates a new product that illustrates their depth of understanding.

Product

Product
What students will **produce** to show evidence of what they know and are able to do.

PowerPoint

PowerPoint
PowerPoint is a high-powered software tool used for presenting information in a dynamic slide show format.

Digital Storytelling

Digital Storytelling
Digital Storytelling is the modern expression of the ancient art of storytelling. Digital stories derive their power by weaving images, music, narrative and voice together, thereby giving deep dimension and vivid color to characters, situations, experiences, and insights.

Movie

Movie
Making movies provides students with tools that will enable them to create and share intriguing multimedia projects. Students can express their knowledge in a subject area in an engaging way. Motivation is seldom a factor when students use digital media to learn.