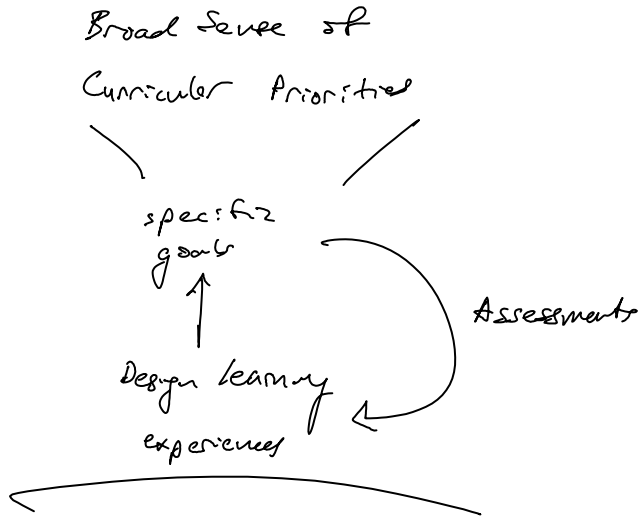


Understanding by Design

Thursday, March 01, 2012

15:00



The Twin Sins of Design

- Activity-Oriented Design
 - don't just do stuff to do stuff
 - but you still want to cluster things
 - but activities are exciting
- Coverage
 - push coverage of material
 - gotta cover history
 - Textbooks are written by companies
 - have to hit all the bases

Definitions

Big Ideas — conceptual ideas that give connection to others

Eg

correlation \neq causation in statistics } ideas that keep
inverse (mathematical) } recurring are likely to
be big ideas

Bernoulli's Law

Subatomic Law → history is written by the victors

must dig deeper to understand the culture

Psych → early intervention is more effective

→ No spooky action at a distance (classical physics)

→ there are no hidden variables (quantum)

Assessment vs Evaluation

↳ learning focused

↳ credentials

↳ formative assessment

↳ value judgement

→ check in, verification

→ feedback loops

Key term → (pg 22 in book)

→ understandings

→ essential questions

→ performance tasks