Planning with Backward Design

Identify Desired Results	Determine Acceptable Evidence	Plan Learning Experiences and Instruction
What are the key concepts and skills you want students to retain when the course is over?	How will you know if students have achieved the desired results? What will you accept as evidence that they have learned the key concepts and skills?	What activities and experiences will help students gain the concepts and practice skills? What will you need to teach to help students gain concepts and skills? What course materials, resources, and readings do you need to provide to help students learn the concepts and skills?

Questions adapted from:
Bowen, Ryan S., (2017). Understanding by Design. Vanderbilt University Center for Teaching. Retrieved [April 8, 2021] from https://cft.vanderbilt.edu/understanding-by-design/

Wiggins, Grant, and McTighe, Jay. (1998). Backward Design. In *Understanding by Design* (pp. 13-34). ASCD.