

Backwards Design: Beginning with the end in mind

University of Alberta Libraries Workshop

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Agenda

- o What is “Backwards Design”?
 - o Why should I use it?
 - o What is the process?
- o Putting the “work” in “workshop”:
 - o Identifying goals
 - o Writing clear and specific learning objectives
 - o Determining acceptable evidence of learning
 - o Designing effective learning activities

What is Backwards Design?

- o Think-Pair-Share:

- o **Think** individually for 1 minute (make some notes if you like)
- o **Pair-up** and **share**/discuss your understanding of Backwards Design
- o **Share** with whole group

Jay McTighe explains...

- o As you listen to Jay McTighe explain “Backwards Design”, **add** to the definition you discussed with your partner.
- o “What is Understanding by Design? Author Jay McTighe Explains.” *Youtube*, uploaded by Hawker Brownlow Education, 7 July 2013.
<https://youtu.be/d8F1SnWalfE>
- o What did you **add** to expand your understanding of “Backwards Design”?

Backwards Design

- o A framework for planning
- o Prioritizes big ideas and learning goals, not content “coverage.” Makes purpose clear.
- o Helps instructors identify what really matters – what are the “big ideas” you want students to know, remember, and be able to do 5 years from now?
- o Assessment is foregrounded (not an after-thought)
- o Helps instructors design learning experiences that will help students achieve goals

When to use it?

You can use a backward design approach for aligning and designing instruction for:

- One-Shot Lesson/Session
- Series of Related Classes
- Online Library Course



The 3 Steps of Backwards Design:

- Identify desired goals & student learning objectives
- Determine acceptable evidence of student learning
- Design learning activities to support student learning

Step 1: Identify Desired Goals

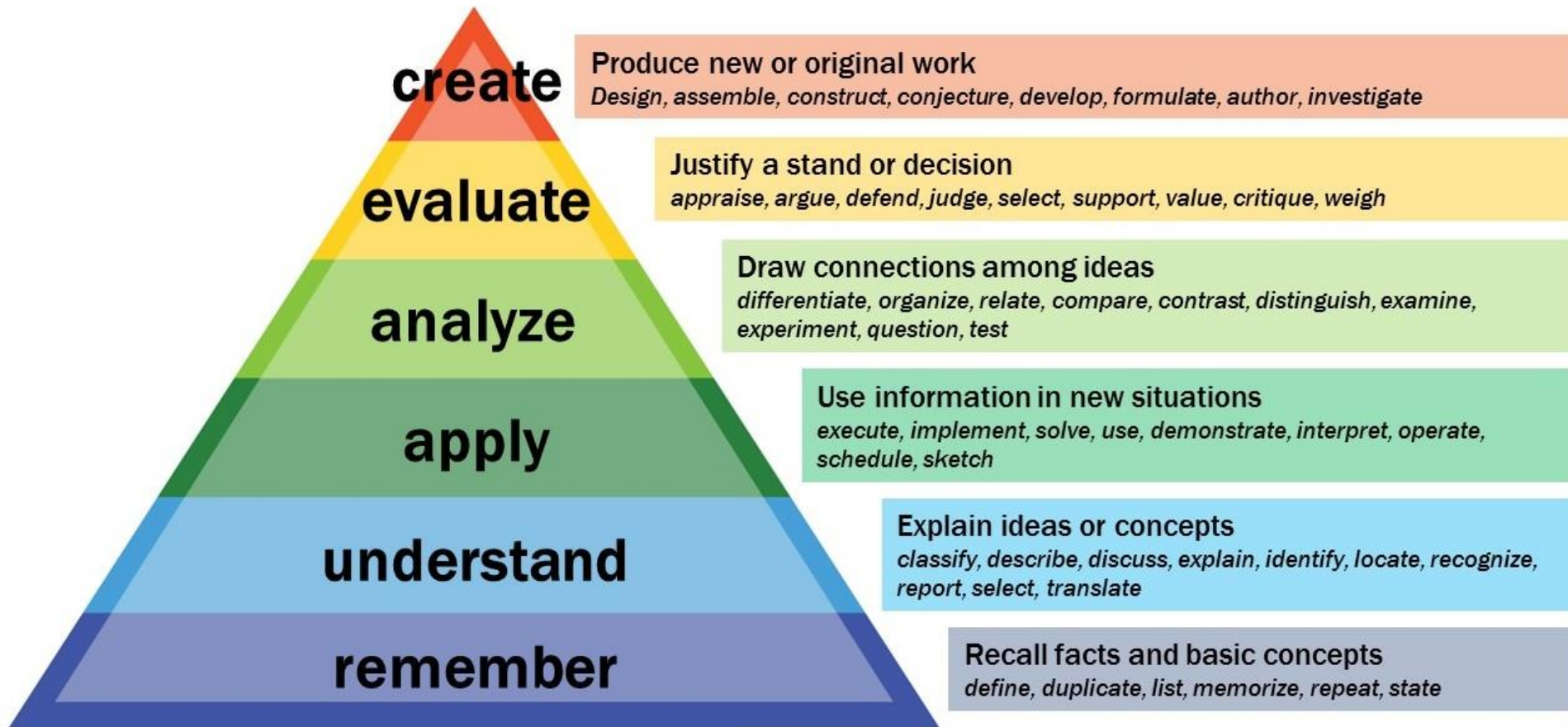
- o Identify desired goals & student learning objectives:
 - o What **goals** does the curriculum (e.g., ACRL framework) identify?
 - o What will the students be able to do in terms of knowledge, skills and dispositions as a result of this lesson, unit, or workshop? (**objectives**)

What's the difference between a “goal” and an “objective”?

- o A **goal** is a broad statement about the desired result for a lesson, unit or workshop:
 - o My goal is for my students to be more accepting of diversity.
- o An **objective** is a more specific statement that describes student learning:
 - o *Students will be able to* compare cultural practices to identify similarities and differences with their own
 - o *Students will be able to* argue how having many cultures in a community enriches their lives

- o Objectives must be measurable.
- o Objectives usually start with an "**action verb**"; that explicitly describes what students will do. Do not use **vague words** like “understand” and “know.” These are hard to “see” or measure.
- o Objectives are a single sentence statement. Start off with:
At the end of this course, students will be able to:
- o Objectives should focus on what the **STUDENT WILL DO**, not what the instructor does.
- o Objectives should focus on **different levels of learning** .

Bloom's Taxonomy



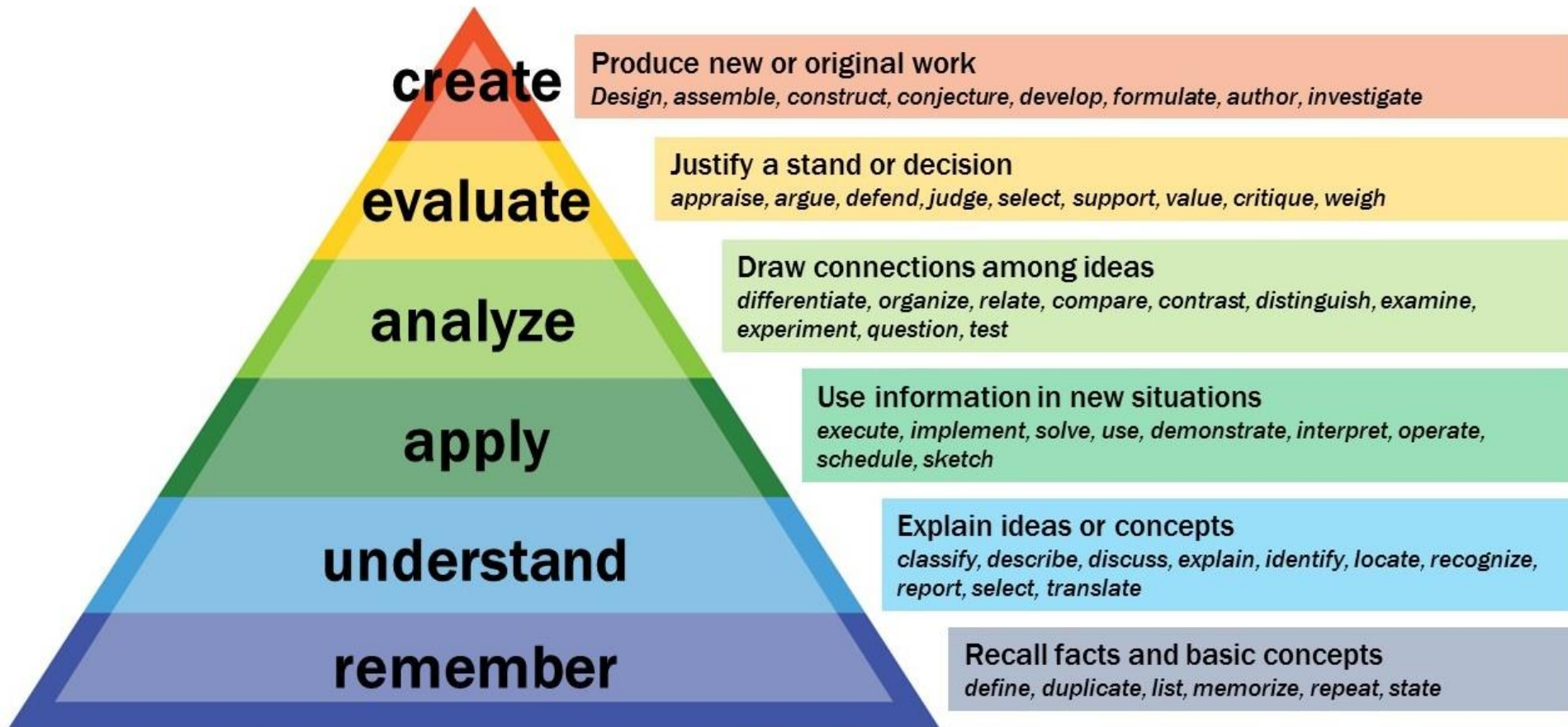
Goals & Outcomes from the ACRL Framework

- o GOAL: “Learners who are developing their information literate abilities:
 - o give credit to the original ideas of others through proper attribution and citation” (ACRL, 2015, p. 6)
- o OBJECTIVE: Students will be able to:
 - o **Explain** the importance of giving credit to the original ideas of others
 - o **Implement/use** an appropriate citation style in their writing

Your turn!

- o Identify desired goals & student learning outcomes using the ACRL Framework
- o TIP: Begin with one goal that is relevant to a recent or upcoming workshop/lesson
- o Work in pairs and get ready to share

Bloom's Taxonomy



Step 2: Determine Acceptable Evidence of Student Learning

- o How will you recognize when students have achieved the learning objective?
 - o What will you look for in student work?
 - o Formal assignments
 - o In-class work
- o What evidence will they be able to provide to you?
 - o What kind of product will they submit?
 - o What specific skills, knowledge, and/or dispositions should be in the product?

Returning to our examples:

- o Students will be able to **explain** the importance of giving credit to the original ideas of others
 - o Could student provide reasons for giving credit to the original ideas of others?
- o Students will be able to **implement/use** an appropriate citation style in their writing
 - o Did student select the appropriate citation style for their field?
 - o Did student use the conventions of the citation style correctly?

Your turn!

- o Identify what would be acceptable evidence of learning for your learning objective from Step 1.
- o TIP: Try restating your learning objective as a question (or break it into several questions).
- o Identify how you will assess it (observation, assignment that students submit, in-class group work, etc.)
- o Work in pairs and get ready to share

Step 3: Plan Learning Experiences

- o Now that you know what you want students to achieve AND you know what success will look like, it's time to plan for a successful outcome.
- o What teaching and learning strategies are going to help students achieve the goals and objectives you've set for them?
- o Ensure your learning experiences align with your goals and objectives.

Your turn!

- o Identify several teaching/learning experiences that will help students:
 - o Achieve the objective you created in Step 1
 - o Produce the desired evidence of their learning
- o Try to think of a variety of learning experiences that could achieve the same objective (mix things up a bit!)
 - o For example, instead of a lecture, what active learning strategies might you use?

Backwards Design: Begin with the end in mind

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Questions/Comments



Next workshop: More effective “One-shot” sessions

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