

Backward Design Lesson Planning
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Literacy Unlimited Tutor Resource Day
Friday, May 4th, 2018

Identify the goal: What do you want students to be able to do?

1. Which of the 4 language skills will be involved? Listening Speaking Reading Writing
2. What will the final product look like? Written document, Oral presentation, Drawing, Poster, Performance, Project, etc.
3. What criteria will you establish? Individual, Paired, Small-group
4. Requirements: Timetable, Length, Format, Style, etc.

Identify the content: What do they need to know in order to do it?

1. *Vocabulary*
What vocabulary do they already know?
What new vocabulary do they need to know?
2. *Grammar*
What grammar do they already know?
What new grammar do they need to know?
3. *What other disciplines are involved?*
History, Geography, Math, Science, Art, Government, Social Conventions, Culture, Routines, Leisure Activities, Religion, Sports, Shopping, Economics, Demographics, Music, Politics, etc.

Plan the activities: How will you develop the knowledge and the skills?

1. *Achievement: these activities develop knowledge, what they need to know*
True/false, question/answer, fill in the blanks, multiple choice, replace noun by pronoun, substitution, state the facts, translate, repeat, give the correct form of the word, etc.
2. *Proficiency: these activities develop skills, practice what they need to do*
Role play, interviews, performances, complete the sentence, state your opinion, thoughts and comments, give personal answers, create a situation, seek information, develop a product, demonstrate your knowledge, summarize, paraphrase, change the ending, etc.

Assessment: Students will do what you want them to do.

1. The teaching and practice phases of the Backward Design Model are intended to prepare the students for the final task/product.
2. The final task/product should never contain any expectations or requirements that were not explained or practiced.