Designing the Student Experience

This document, in addition to the supplemental resources, can be shared with school leaders and teachers to support them in designing and executing the student experience portion of the lesson. This resource supports execution of lessons for in-person or at home learning when a teacher is using a high-quality curriculum.

Note: Steps 1–3 should be completed for each activity before moving to Step 4.

Step	Description
0. Lesson Internalization	***This process assumes that lesson internalization has already happened.***
1. Purpose of the Activity	**Identify the purpose of each activity.**

2. Plan for Interactions	**Determine the types of interactions that need to happen during the activity to maintain the integrity of intended purpose.**
	▪ Student Interactions
	   ○ Independent
	   ○ Partner
	   ○ Groups
	▪ Student to teacher interactions
	   ○ One-on-one
	   ○ Teacher to partners/groups

3. Identify the Platforms/Features	**Identify the digital platform that will help you maintain the integrity of the activity.** ▪ Nearpod ▪ SeeSaw ▪ Google Jamboard ▪ Flipgrid ▪ Kami ▪ PearDeck ▪ Google Classroom **Identify the features you will use to help maintain the integrity of the activity.** ▪ Chat box

Step	Description
	▪ Breakout rooms ▪ Annotations ▪ Screen share **Determine how to execute the lesson with as few platforms as possible while maintaining the integrity of the lesson.**
4. Make the Preparation	**Prepare the materials you are going to need to execute the lesson.** ▪ Google slides ▪ Note catcher ▪ Platform(s)
5. Plan for the "What-ifs"	**Plan instructional decisions for "what-if" situations.** ▪ Technology Issues ▪ Internet Issues ▪ Time

The Student Experience Example:

The student experience example below can be modified to fit the user. A practice session could be incorporated into this experience to ensure an efficient and impactful student experience.

Step	Description
0. Lesson Internalization	▪ **Internalized Lesson** (please note that you need a Kami login to access the internalized lesson)
1–3. **Purpose of the Activity, Interactions, and Platforms/Features**	▪ **Example**
4. Preparation	▪ **Note Catcher** ▪ **Google Slide w/ NearPod**

Step	Description
	▪ **Jamboard 1** ▪ **Jamboard 2**
5. What-ifs	▪ If students can't access the note catcher, instruct them to take notes on paper and send a picture at the end of the class. ▪ If Jamboard isn't working, close out breakout rooms and we will work through the process as a whole group. ▪ If Nearpod isn't working, send the NearPod as a student paced assignment later and have students draw pictures on the paper and post it on camera. ▪ If time becomes an issue, the second activity could be limited—prioritize the exit ticket.

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