

A. Equitable Learning Environment

- Students talking/discussing
- Use of different strategies or activities
- Peer mentoring
- Group roles / individual roles
- Group/individual accountability
- Respect (student & teacher ideas/views)
- Diverse perspectives (actively engaged, student-led conversations, Student Learning Communities)
- Students taking risks (leaders of their own learning, push learning boundaries, offering suggestions)
- Group norms (students comfortable, know expectations, flexible seating, self-correcting)
- Teacher is “guide on the side”
- Relevant learning experiences
- Consistency
- Classroom is ... student centered, student voice, student empowerment

B. High Expectations Environment

- Exemplars – students use
- Peer support
- Students asking questions
- Specific vocabulary (content)
- Using hands-on materials
- Higher order thinking/questioning
- Multiple steps to find answers
- 21st Century skills
- All students are actively engaged (not just busy)
- Learning is relevant to students
- Student-led environment
- Organized classroom with routines and positive behavior
- Student conversations
- Innovative
- Rigorous
- Differentiated – interventions, extensions

C. Supportive Learning Environment

- Positive interactions
- Safe environment for feedback
- Teacher monitoring
- Supportive comments (great job, specific feedback, suggestions)
- Taking risks/asking questions
- Student confidence/student initiative
- Complementing others
- Students and teachers are accessible
- Differentiated instruction and feedback
- Encouraging higher order thinking
- High level of engagement
- Seeking help
- Volunteering for tasks
- Accessing supplementary/additional resources to extend learning
- Small group
- Peer tutoring
- Student empowerment
- Student-led conversations/Student Learning Communities
- Use of resource teacher or collaborative teacher

D. Active Learning Environment

- Small group activities
- Teacher as facilitator
- Discussion
- Students asking questions of each other
- Real life connections/applications
- Problem solving
- Hands-on tasks/activities
- Equal participation of all students (cooperative learning, relevant learning experiences, meet learning levels with strategies for high achievement)
- Performance-based
- Student Learning Communities
- Students actively listening
- 21st Century Skills
- Rigorous (and relevant) activities
- "Turn and Talk" (elbow partner, clock partner, etc.)
- "I know because _____" / "I remember _____"
- "I'm moving on to do _____"
- Students asking questions/explaining to each other
- Productive chatter
- Organized chaos

E. Progress Monitoring & Feedback Environment

- Rubrics (student made – student leaders of their own learning)
- Students answering questions/active participation
- Self-reflection and revision
- Student examples and exemplars
- Data notebooks, walls; PDSA
- Student-led conferences
- Students tracking their own progress
- SLC (Student Learning Communities)
- Quick formative feedback
- Plus/Deltas
- Unpacking learning targets/standard – students can restate expectations
- Student requests for feedback
- Student note-taking
- Peer groups – author's agenda
- Systems
- Student directed (ex. Time management, deadlines, opportunities for growth, modeling)
- Student-made connections
- Asking to try again
- No fear

F. Well-Managed Learning Environment

- Respect/Relationships
- Procedures/Routines
- Smooth Transitions (Student led)
- Positive
- PBIS
- Organization
- Student-Centered
- Student Driven
- High Expectations
- Following directions quickly
- Students asking good/relevant questions
- Collaboration/connections/communication
- Student to student, teacher to student, student to teacher discussions
- No down time/bell to bell
- Rules/consequences
- Students know how to use materials
- Sharing of resources/information
- Students assisting others
- Feeling of family
- Students focused/actively engaged

G. Digital Learning Environment

- **Students using:**
 - ✓ **SmartBoard**
 - ✓ **IPad/Cell Phone Apps**
 - ✓ **Clickers**
 - ✓ **Plickers**
 - ✓ **Kahoot**
 - ✓ **Email**
 - ✓ **Document camera**
 - ✓ **Calculators or other electronic equipment**
 - ✓ **Blogs/Social Media**
 - ✓ **Skype/webcams**
 - ✓ **Mobile Labs**
 - ✓ **Computers**
 - **Research**
 - **Creating & presenting presentations (PPT, Prezi, Video)**
 - **Uploading & Sharing documents (Google Classroom, Google Docs, Dropbox, OneDrive, iCloud, See Saw, Edmodo)**