

## Digital Destiny MODULE and LESSON Planning Template

This Module and Lesson Planning Template will help educators intentionally synthesize the Digital Destiny Pedagogical principles and methods into their planning as they integrate Societal Issues into their classrooms. Keep the Five principles top of mind in the planning - Stimulate learning through: societal issues, dialogue and interaction, thinking, reflection & evaluation, and structured processes.

Remember to revisit the MOOC to clarify the principles and to choose working methods.

**Directions:** Use this planning worksheet to develop your learning module and lesson planning integrating the Digital Destiny pedagogical framework.

Unit/Module title \_\_\_\_\_

Duration of Unit/Module (hrs, days etc) \_\_\_\_\_

Transdisciplinary nature of the unit (if applicable): the subjects/areas that will be integrated in unit/module	
Societal Issue/s Addressed	

<b>Structured process (if applicable):</b> Design Thinking <input type="checkbox"/> Storytelling <input type="checkbox"/> Project Based Learning <input type="checkbox"/>
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**Write Student-Centred Learning Outcomes for the Unit/Module**– Must be specific, measurable, and clearly stated.

<b>Learning Objective/s of the module: make a statement</b>	
<b>Knowledge: Students will know</b>	
<b>Skills: Students will be able to</b>	
<b>Attitudes: Students will develop which beliefs, values, traits, and motivations for well-being</b>	
<b>Competences: Students will apply their knowledge, skills and attitudes</b>	

**Parent Involvement and Communication Plan** – Use this section to create a clear plan for parent involvement and communication for your learning module

Type: <input type="checkbox"/> Communication <input type="checkbox"/> Activity <input type="checkbox"/> Conversation Starter	Topic:	Date/s to be disseminated:
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**Create an overall Plan for UNIT/Module Assessment** – Use this to gather information about a student’s progress towards mastery of the learning objective. It can help you as a teacher to identify what instruction is working well and what needs refinement and inform your students about their learning based on this assessment unit.

Type of Assessment	Options to Consider	Specific Plan
<b>Diagnostic / Pre-Assessment</b> – Used to check prior knowledge before a lesson.	<input type="checkbox"/> digital quiz/game <input type="checkbox"/> Writing Prompts/self-reflection <input type="checkbox"/> drawing prompt <input type="checkbox"/> Other	
<b>Formative</b> – Used during a lesson to check progress, identify any misconceptions, and give feedback to students.	<input type="checkbox"/> Learning / Response Log <input type="checkbox"/> Admit / Exit Ticket <input type="checkbox"/> Think / Pair / Share <input type="checkbox"/> mindmap/ visible thinking <input type="checkbox"/> One Minute response: written/video/voice/picture <input type="checkbox"/> Quiz <input type="checkbox"/> Other	
<b>Summative</b> – Used at the end of a lesson to check student mastery of the objective.	<input type="checkbox"/> mindmap/ visible thinking <input type="checkbox"/> Culminating Project <input type="checkbox"/> Portfolio <input type="checkbox"/> quiz <input type="checkbox"/> Reflective Journal <input type="checkbox"/> Unit Tests <input type="checkbox"/> Other	

Lesson #1

Lesson Title: \_\_\_\_\_

Length of Lesson: \_\_\_\_\_

<b>Learning Objective/s of the lesson: make a statement</b>	
<b>Knowledge: Students will know</b>	
<b>Skills: Students will be able to</b>	
<b>Attitudes: Students will develop which beliefs, values, traits, and motivations for well-being</b>	
<b>Competences: Students will apply their knowledge, skills and attitudes</b>	

**Create a Plan for your lesson Assessment** – Used to gather information about a student’s progress towards mastery of the learning objective, help the teacher identify what instruction is working well and what needs refinement, and informs the students about their learning.

Type of Assessment	Options to Consider	Specific Plan
<p><b>Diagnostic / Pre-Assessment</b> – Used to check prior knowledge before a lesson.</p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> digital quiz/game</li> <li><input type="checkbox"/> Writing Prompts/self-reflection</li> <li><input type="checkbox"/> drawing prompt</li> <li><input type="checkbox"/> Conversation</li> <li><input type="checkbox"/> Other</li> </ul>	
<p><b>Formative</b> – Used during a lesson to check progress, identify any misconceptions, and give feedback to students.</p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Learning / Response Log</li> <li><input type="checkbox"/> Admit / Exit Ticket</li> <li><input type="checkbox"/> Think / Pair / Share</li> <li><input type="checkbox"/> mindmap/ visible thinking</li> <li><input type="checkbox"/> One Minute response: written/video/voice/picture</li> <li><input type="checkbox"/> Other</li> </ul>	
<p><b>Summative</b> – Used at the end of a lesson to check student mastery of the objective.</p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> mindmap/ visible thinking</li> <li><input type="checkbox"/> Culminating Project</li> <li><input type="checkbox"/> Portfolio</li> <li><input type="checkbox"/> Reflective Journal</li> <li><input type="checkbox"/> Quiz</li> <li><input type="checkbox"/> Other</li> </ul>	

**Choose Learning Strategies and Activities** – How you present new content to your students, and how your students will actually interact with the content. Add additional rows as needed.

<p>Learning Activity/environment 1 and timing:</p> <p>Digital Destiny Principle:</p> <input type="checkbox"/> Societal Issues <input type="checkbox"/> Thinking <input type="checkbox"/> Dialogue and Interaction <input type="checkbox"/> Reflection & Evaluation	<p>Strategy 1:</p> <input type="checkbox"/> Direct Teaching/lecture <input type="checkbox"/> Demonstration <input type="checkbox"/> Experiment <input type="checkbox"/> Research <input type="checkbox"/> Class dialogue/debate <input type="checkbox"/> Reflective writing/video/drawing <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: _____	<p>Materials/Tools/blended learning:</p>
<p>Learning Activity 2 and timing:</p> <p>Digital Destiny Principle:</p> <input type="checkbox"/> Societal Issues <input type="checkbox"/> Thinking <input type="checkbox"/> Dialogue and Interaction <input type="checkbox"/> Reflection & Evaluation	<p>Strategy 2:</p> <input type="checkbox"/> Direct Teaching/lecture <input type="checkbox"/> Demonstration <input type="checkbox"/> Experiment <input type="checkbox"/> Research <input type="checkbox"/> Class dialogue/debate <input type="checkbox"/> Reflective writing/video/drawing <input type="checkbox"/> <input type="checkbox"/> Other: _____	<p>Materials/Tools:</p>
<p>Learning Activity 3 and timing:</p> <p>Digital Destiny Principle:</p> <input type="checkbox"/> Societal Issues <input type="checkbox"/> Thinking <input type="checkbox"/> Dialogue and Interaction <input type="checkbox"/> Reflection & Evaluation	<p>Strategy 3:</p> <input type="checkbox"/> Direct Teaching/lecture <input type="checkbox"/> Demonstration <input type="checkbox"/> Experiment <input type="checkbox"/> Research <input type="checkbox"/> Class Dialogue/debate <input type="checkbox"/> Reflective writing/video/drawing <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: _____	<p>Materials/Tools:</p>

**Parent Involvement and Communication Plan** – Use this section to describe a plan for parent involvement and communication for this lesson, if applicable.

Type: <input type="checkbox"/> Communication <input type="checkbox"/> Activity <input type="checkbox"/> Conversation Starter	Topic:	Date/s to be disseminated:
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**Reflection on the Lesson** – Take a few minutes to reflect on the lesson, how it went, how the students engaged and what they learned.

How did it go?	How do you know?	
What did the students take away from the lesson?	What did you take away from the lesson?	
What would you add to the lesson?	Why?	How would you do it?
What would remove from the lesson?	Why?	