6½ Steps

1 — What Do I Need to Teach?
Themes, Concepts, Standards
Essential Questions

2 — Identify a Problem
from the Curriculum

2½ — State as a "Never-Before-Seen" Design Challenge

3 — Set Criteria for Assessment
- List "DON'T WANTS" and "NEEDS" based on curriculum, standards and content
- Plan evaluation

4 — Let students "Give It a Try"
- Build instant 3-D models
- Present and get feedback
- Ask "how" and "why"
- Assess according to pre-set criteria
TALK, TALK, TALK, WRITE

5 — Teach Guided Lessons
- Research information
- Speak
- Write
- Compute
- Make comparisons
- Chart, diagram and map results

6 — Students Revise Design
- Rebuild Models
- Apply lessons
- Assess
- Synthesize

STUDENTS

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The Doreen Nelson Method of Design-Based Learning
Backwards Thinking Process