Authentic Learning (1)	(1-3)	growth	What can I do?
__Real World	____	____	_____
__Purposeful… The …So what	____	____	_____
__Relevant to the Here and Now	____	____	_____
__Audience and Mentors	____	____	_____
SCORE	____		

Centered on Student (1)			
__Voice and Choice	____	____	_____
__Ownership	____	____	_____
__Personalized	____	____	_____
__Student Culture	____	____	_____
SCORE	_____		

Focused on Connections (1)			
__One or More & College Concepts	____	____	_____
__At least one community focus	____	____	_____
__One or more standard from other area	____	____	_____
__Transdisciplinary	____	____	_____
SCORE	____		

NOTES BELOW

Blended in Technology (2)	**(1-3)**	**growth**	**What can I do?**
__Analog Tools	____	____	_____
__Digital Substitution and/or Augmentation	____	____	_____
__Digital Modification and/or Replacement	____	____	_____
__Digital Tools beyond the device	____	____	_____
SCORE	____		

Grounded in Standards and Assessment (2)			
__Curricular Content	____	____	_____
__21 century skills and beyond	____	____	_____
__Formative and Summative Assessment	____	____	_____
__Intentional and Aligned	____	____	_____
SCORE	____		

Developmental and Formative (3)	____	____	_____
__Metacognition	____	____	_____
__Process over Product	____	____	_____
__Cycles of Formative Learning	____	____	_____
__Map for Learning	____	____	_____
SCORE	____		

Endless Inquiry (3)			
__Investigative Question	____	____	_____
__Student Investigation	____	____	_____
__Spiraling Questions and Answers	____	____	_____
__Skill Based	____	____	_____
SCORE	____		

NOTES BELOW