



ESSENTIAL ELEMENTS OF INSTRUCTION



MONITOR THE STUDENTS & ADJUST THE TEACHING	USE THE PRINCIPLES OF LEARNING				SELECT THE OBJECTIVES AT THE CORRECT LEVEL OF DIFFICULTY	TEACH TO THE OBJECTIVE
	4 EFFECTS					
	Focus	Rate/ Degree	Retention	Transfer	Lesson/Unit Planning Process	Teacher Actions
1. Elicit Congruent Overt Behavior	1. Anticipatory Set a. Relate to Student Past Experience	1. Closure a. Congruency	1. Meaning a. Understanding	1. Anticipatory Set a. Relate to Student Past Experience	1. Pre-Planning Phase a. Determine Topic b. Translate Topic into Objective c. Determine Critical Attributes or Steps d. Sequence Critical Attributes or Steps e. Pre-Assess f. Evaluate Pre-Assessment Results	1. Provide Information 2. Respond to Student Efforts 3. Ask Questions 4. Design Activities All above must be Congruent
2. Check Behavior	b. Congruent to the Objective	b. Active Participation	b. Value	b. Congruent to the Objective	d. Sequence Critical Attributes or Steps e. Pre-Assess f. Evaluate Pre-Assessment Results	Formulate an Objective
3. Interpret Results	c. Active Participation	c. Student Summary		c. Active Participation	2. Lesson Design Phase a. Write Lesson Objective b. Determine Sub-Objectives c. Write Task Analysis • Learnings • Teacher Strategies • Behaviors d. Incorporate Principles of Learning	1. Learning a. Specific Criteria b. Bloom's Level 2. Overt Behavior
4. Act on It a. Move on b. Practice c. Re-Teach d. Abandon Lesson	2. Motivation a. Intrinsic b. Extrinsic * Anxiety/Level of concern * Success * Knowledge of Results * Interest * Feeling Tone	2. Active Participation a. Overt b. Covert c. Combination	2. Practice a. Mass for New Learning b. Intermittent – For Old Learning not to be Forgotten	3. Modeling a. Correct b. Criteria Made Known in Advance	3. Teaching Phase a. Teach the Lesson b. Evaluate the Lesson's Outcomes c. Design Interventions d. Begin Again	Bloom's Cognitive Process Dimensions
		3. Reinforcement a. Positive b. Negative				1. Remember 2. Understand 3. Apply 4. Analyze 5. Evaluate 6. Create
		4. Punishment 5. Extinction and peaking		4. Feeling Tone		