

Triple E Framework Coaching Tool for Coaches or Instructional Designers

It is recommended that both the teacher and administrator complete a Triple E Framework Rubric either before or after a lesson is taught on their own. Then meet to discuss and compare their rubrics. During the meeting, the coach can use this coaching tool to guide the discussion and help to modify (if modifications are needed) the lesson plan and choices around the technology tool. Please note that more ideas for teaching strategies can be found using the Learner Variability Navigator (under strategies) <https://lvp.digitalpromiseglobal.org/>.

<p>What learning goal(s) are met by using the tool? Why did you choose this tool to meet your learning goals? How is it benefitting the learners over a traditional method?</p>	
<p>Engagement</p>	
<p>What features of the technology tool have elements of engagement (built-into the tool)?</p> <ul style="list-style-type: none"> <input type="checkbox"/> Active learning, students are actively engaging in the learning process and not just consuming. <input type="checkbox"/> Time on the learning task with limited distractions <input type="checkbox"/> Level appropriate and guided feedback (more than “good job” or “try again”) <input type="checkbox"/> Joint-media engagement (social learning) <input type="checkbox"/> Other 	
<p>Which teaching strategies are integrated into the lesson to better support the technology to engage students in the learning goals?</p> <ul style="list-style-type: none"> <input type="checkbox"/> Guided practice <input type="checkbox"/> Modeling thinking <input type="checkbox"/> Modeling navigation of the tool <input type="checkbox"/> Software tour <input type="checkbox"/> I do, we do, you do <input type="checkbox"/> Teacher monitoring <input type="checkbox"/> Student self-reflective monitoring <input type="checkbox"/> Co-use or co-engagement <input type="checkbox"/> Purposeful partnering <input type="checkbox"/> Gradual release of learning <input type="checkbox"/> Create a mentor text <input type="checkbox"/> Share-aloud <input type="checkbox"/> Turn and talk <input type="checkbox"/> Switcheroo <input type="checkbox"/> Other 	
<p>Enhancement</p>	
<p>Which features are built-in to the technology tool to help enhance student learning and understanding of the learning goals?</p> <ul style="list-style-type: none"> <input type="checkbox"/> Students engage in higher-order thinking <input type="checkbox"/> Scaffolds around concepts, ideas and/or feedback <input type="checkbox"/> Personalization <input type="checkbox"/> Differentiation for learning levels <input type="checkbox"/> Opportunities for reflection 	

<ul style="list-style-type: none"> <input type="checkbox"/> Helps students understand concepts or ideas in an easier way <input type="checkbox"/> Easier or more effective than traditional tools to learn the concept <input type="checkbox"/> Other 	
<p>Which teaching strategies are integrated into the lesson to better support the technology to enhance students' understanding of the learning goals?</p> <ul style="list-style-type: none"> <input type="checkbox"/> Active listening <input type="checkbox"/> Switcheroo <input type="checkbox"/> Self-reflective practices <input type="checkbox"/> Visible thinking routines <input type="checkbox"/> Graphic organizers <input type="checkbox"/> Visual representations of learning <input type="checkbox"/> Reflective notebooks <input type="checkbox"/> Anticipation guides <input type="checkbox"/> Questioning practices <input type="checkbox"/> Predicting <input type="checkbox"/> Differentiation <input type="checkbox"/> Personalization <input type="checkbox"/> Screencast tutorials (made by the teacher) <input type="checkbox"/> Share-aloud <input type="checkbox"/> Other 	
Extension	
<p>Are their features of the technology tool that help to extend the learning goals?</p> <ul style="list-style-type: none"> <input type="checkbox"/> Make learning easily accessible 24/7 <input type="checkbox"/> Bridge learning goals and student's everyday life <input type="checkbox"/> Brings in elements of student's own life or life experiences <input type="checkbox"/> Develop soft skills around digital literacy <input type="checkbox"/> Other 	
<p>Which teaching strategies are integrated to support the technology extending students' understanding of the learning goals?</p> <ul style="list-style-type: none"> <input type="checkbox"/> Real-world issues <input type="checkbox"/> Partner with real-world organizations <input type="checkbox"/> Connect with authentic experts <input type="checkbox"/> Engage students in authentic discourse with others <input type="checkbox"/> Pen pals <input type="checkbox"/> Students investigate and direct their own project <input type="checkbox"/> Role-playing <input type="checkbox"/> Use authentic tools that are prominent in everyday life <input type="checkbox"/> Use student's prior knowledge or interest in the lesson with the tools <input type="checkbox"/> Other 	
<p>Comments:</p>	

