

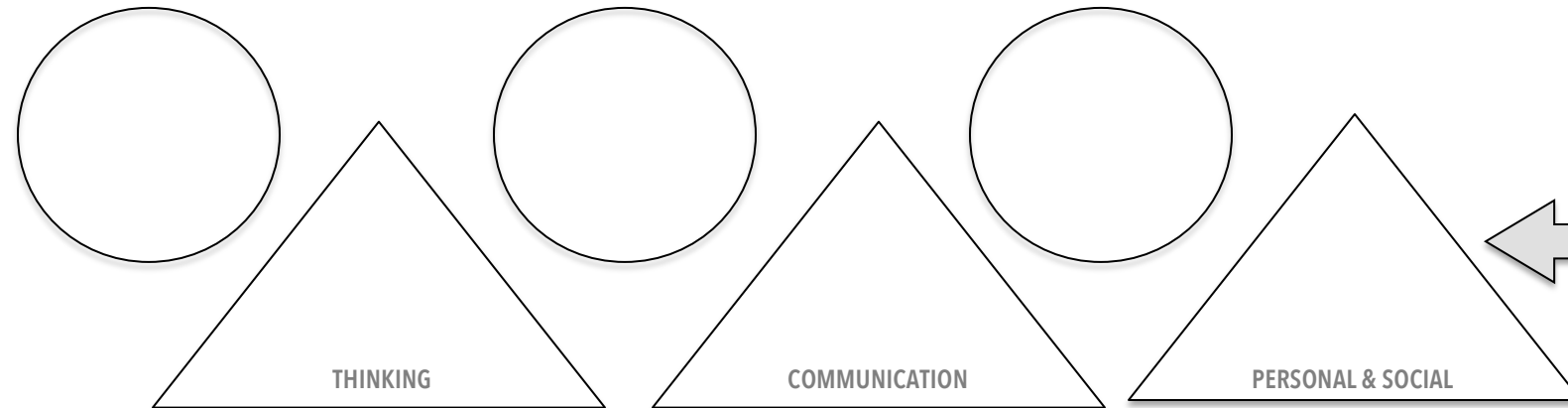


# INSTRUCTIONAL DESIGN PLANNER

TOPIC/THEME/FOCUS/INQUIRY

**BIG IDEAS**  
 Where are we going? What will students understand by the end of the year? What will be remembered long term and is essential to know about this?  
 Use the written big ideas, or roll these away and write your own. Use one, or several. Caution against using too many.

FIRST PEOPLES' PRINCIPLES & PERSPECTIVES



**CORE COMPETENCIES**  
 Cross-curricular, intellectual, personal, and social skills that all students need to develop for success in life beyond school.  
 Consider each of the three, but there's no requirement to use all three. Some units or lessons may focus on one, or multiple facets of a single competency.

**LEARNING STANDARDS**

|                                |                          |
|--------------------------------|--------------------------|
| <b>CURRICULAR COMPETENCIES</b> | <b>CONTENT STANDARDS</b> |
| +                              |                          |

**ESSENTIAL QUESTIONS**  
 (questions that guide instruction & assessment)

**EVIDENCE OF LEARNING**

|  |  |  |
|--|--|--|
| What will students <b>DO</b> ? (curricular competencies) | What will students <b>UNDERSTAND</b> ? (big ideas) | What will students <b>KNOW</b> ? (content standards) |
|--|--|--|

**ASSESSMENT TASKS & STRATEGIES**

- FOR** learning (standards-based; formative feedback; informs instruction)
- AS** learning (self & peer evaluation; meta-cognitive; immediate feedback to learner)
- OF** learning (summative; communicates standards-based achievement)