

CPM – It's all About Understanding by Design (UbD)

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What is Understanding by Design?

- **Principle of “Backward Design”**
 - Emphasis first on *Student’s Learning*, not *Teacher’s Teaching*
 - *Results-Focused*, rather than *Content-Focused*
 - What do you want students to learn and understand?

3-Stages of UbD Process

- Stage One: Identify the Desired Results
 - Establishes Priorities for Instruction

Big Ideas

Essential Questions

Enduring
Understandings

3-Stages of UbD Process

- Stage Two: Determine Acceptable Evidence of Student Understanding
 - How will you know that students have gained this understanding?
 - Think like an Assessor
 - “Write the test first!”

3-Stages of UbD Process

- Stage Three: Plan the Learning Experiences and Instruction
 - Knowledge and Skills needed
 - Selection, Sequencing and Structuring Activities

How does UbD “fit” with CPM?

- Students learn skills “in context” – the reason that they are doing each activity is made transparent
- Theme Problems
- Guiding Questions at beginning of Chapter (Connections)
- Self-Assessment piece of Chapter Closure
- Toolkits and Learning Logs
- Multiple forms and levels of Assessment
 - Team and Individual
 - Participation Quizzes

Getting Started

- Understanding by Design, Grant Wiggins and Jay McTighe
 - Further Guidance
 - Design and Planning Templates

Let's Explore!