

For at least 4 of the following examples of learning objectives:

1. *Circle Learning Objective:* What is the goal for this lesson, i.e. what will the student learn/master as a result of being present this day?
2. *Underline Activity/Task:* What problem-based assignment, task, or project have you given to the students to perform that will help them actively master and create the knowledge associated with the learning objective?
3. *Draw a Square Around the Assessment:* How will you know that your students have accomplished, met, and/or satisfied the learning objective?

Participants in the workshop will be able to define active learning and write up a lesson plan following such definition.

Participants will be able to determine when technology can be used to enhance teaching from reading an informative article.

Participants will be able to assess the advantages and disadvantages of teaching in the TILE classroom by listing pros and cons about the room and reporting back to the group.

Participants can recognize when the use of technology is beneficial to students based on their own interaction with technology during the workshop.

Follow Up: Prepare a PowerPoint to share with the rest of the group

1. Identify 1-2 learning objectives from the above list that does not have all three elements listed above.
2. In your groups of 3 (self-divide into the 3 roles) transform the learning objective into a student-centered, active learning (aka TILE ready) learning objective!
 - a. Think about how you can incorporate the technology of the room to accomplish this task.