Topic: Curriculum Design
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K	W	L

1. Backward design involves identification of desired results, determination of acceptable evidence, and planning learning experiences and instruction to achieve the above.
 	
2. Congruency between results, performance, and classroom experiences are the intent of design.
 	
3. Selection of materials means sorting out what is worth being familiar with, important knowledge and skills, and enduring knowledge.
 	
4. This requires knowing the major enduring values, central concepts, uncoverage or correction of misconceptions of abstract ideas, capturing or engaging student in sustained inquiry.
 	
5. Understanding understanding is imperative.
 	
These items I know from the excellent text you selected.
	I. How do I keep the student engaged in the curriculum with synapses occurring?
	II. How are reliability and validity of curriculum measurements verified?
	III. How do I match student learning style within the curriculum when many differing styles are present?
	IV. How am I certain the goals of the curriculum have been accomplished?
	V. What determines the congruency of a course with the remainder of the curriculum?
	VI. Who evaluates or validates the "success" or "failure" of the curriculum?
	VII. I want to understand the six facets of understanding:
	  1. Explanation
	  2. Interpretation
	  3. Applicaton
	  4. Perspective
	  5. Empathy
	  6. Self-knowledge
		Later