# Template #1

# Considerations for Designing AL Activities

1) What is the **main objective** of your learning activity:

* to practice (apply) the use of a concept or a group of concepts
* to practice (apply) a procedure – e.g., solving type of problems, practicing using a tool in your discipline (remember tools don’t have to be physical)
* to identify and analyze patterns – e.g., categorization tasks, building conceptual networks
* to bring ideas together and consolidate – e.g., creating something new
* to evaluate the work of self or others – e.g., reflective tasks

2) How much **time** do you have for your learning activity:

* short duration (less than 5-10 mins)
* half of the class period (30-40 mins)
* entire class period (more than 60 mins)
* more than a class period (several sessions)

3) How will **feedback** be provided and at what points:

* teacher feedback/individual, group or whole class
* peer feedback/ individual, group or whole class
* feedback immediate & ongoing/delayed

4) What are your **student’s expectations**:

* prepare your students for group work
* is it an example of cooperative or collaborative learning? Recall the differences will have an impact on how your students will interact.
* be patient and **build up to collaborative activities!**

***Collaboration per se does not produce learning outcomes; its results depend upon the extent to which groups actually engaged in productive interactions*.** Dillenbourg, Järvelä & Fischer (2007)