

# DESIGNING LEARNING TASKS

Name of Curriculum: Standard

## STEP 1: IDENTIFY OPPORTUNITIES IN THE CURRICULUM

Lesson and Page Numbers:

What is the learning goal?

How does the terrarium mirror the <sup>and doesn't</sup> Natural habitat

What data will students either be given or collect to analyze?

Create a terrarium and sketch the Natural habitat (at JP Pond)

What scientific principle will students use to link their claim and evidence?

Ecosystems consist of living and non-living things that interact and affect each other.  
what will happen if there is a  
End! ~~By~~ change the environment.

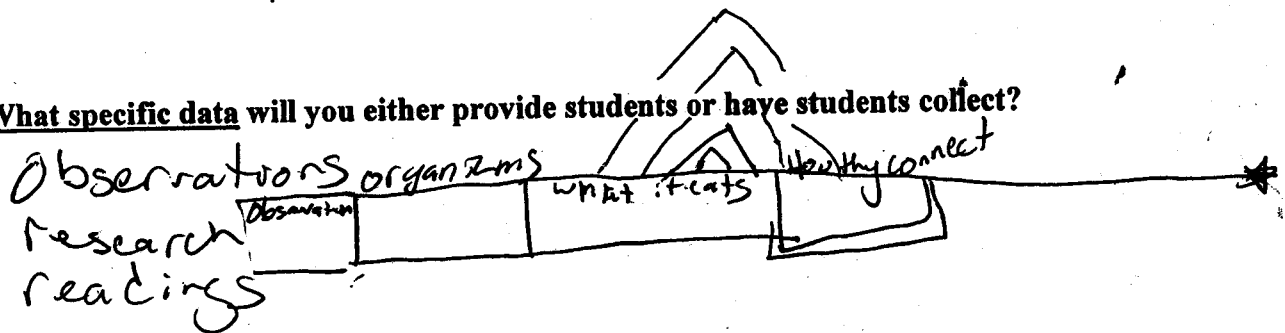
**STEP 2: DESIGN COMPLEXITY OF THE LEARNING TASK**

For each of the following characteristics consider how simple or complex you want the learning task to be depending on the needs of your students.

**What question** will you ask students?

Choose a ~~organism~~ organism in your environment + explain how it affects your ecology

**What specific data** will you either provide students or have students collect?



**How much data** will you have students analyze?

At least Comparing 1 w/ animals  
1 w/ out

**What variation of the framework** do you want students to include in their response?

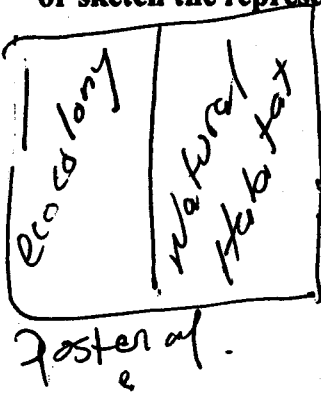
For example - complexity of the evidence, complexity of reasoning and inclusion of rebuttal

#3

Claim  
Evidence  
Appria  
Suffrent  
Reasoning  
multiple

**STEP 3: CREATE CLASSROOM SUPPORTS**

**Do you want to include any type of visual representation in your classroom? If yes, describe or sketch the representation.**



Copy of variation 3



**Do you want to provide students with curricular scaffolds? If yes, draft the scaffolds below.**

*Consider – content specific, generic or combination AND level of detail to include*

