REPRODUCIBLE

Figure 2.3: Learning Resources Reflection Tool

Resource	Reflection
The Brain and Student- Created Resources	How well do students use their brains to solve problems independently?
	How well do students take notes to synthesize their learning and make a representation of it?
	How well have my expectations for using the brain and student notes impacted the learning of my students who struggle the most?
	How well do students use their notes as a resource when they come to a problem for which they can't find a solution?
	What opportunities am I missing to optimize student thinking and note taking to drive student learning?
The Classroom and Teacher- Provided Resources	How well do students respond to the physical layout of the room to drive their learning?
	How much confidence do students have in the capability of instructional resources, such as textbooks, to drive their learning?
	How well do my classroom resources impact the learning of my students who struggle the most?
	How well do students respond to anchor charts and other procedural text in the classroom?
	What opportunities am I missing to optimize classroom resources to help students stay engaged in their learning?
Student Collaboration	How well do students see each other as learning partners in my class?
	Do I provide students with structures to help guide them in collaboration?
	How well does collaboration impact the learning of my students who struggle the most?
	How well do students take responsibility for collaboration so they don't allow the other students to do the work for them?
	What opportunities do I need to create so students more readily and more effectively communicate and collaborate with one another?
Technology and Social Media	Which technologies do students rely on the most to help them know what to do when they don't know what to do?
	How well do students stay engaged with technology and not engage in off-task technology behaviors (surfing or scrolling)?
	How well does technology impact the learning of my students who struggle the most?
	What technologies do I need to introduce to provide variety in student learning?
	How well have I created a culture where students use technology to develop their own resources and share their resources with classmates?
	What opportunities have I missed to better integrate technology into every student's learning?
Teacher	How consistent am I at verifying that students have used C4B4Me before I begin to help them?
	If students have not used one of the steps, how well do I determine why they didn't use it and respond to their lack of use?
	How targeted is my response to students' needs?
	What changes or modifications do I make to C4B4Me to better help every student's learning?