What is the Engage! Learning Model?

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ELM is . . .	ELM is **not** . . .
a proven model of collaborative, problem-solving and learning based on design thinking used throughout the business world (*Change by Design* by Tim Brown; *The Design of Business* by Roger Martin)	a new instructional program, trend, theory, or fad that does not have a solid research base.
a model where the teacher leads, designs, and facilitates: asks questions, provides small-group direct instruction, vets resources, provides critique, assesses and evaluates learning.	a model where the teacher is passive or non-essential or can be replaced by a computer/automated
a model where students are actively engaged in mastering knowledge and skills and applying them to a real problem utilizing available technology tools.	a model where students "do projects" at the end of units
structured using five clear protocols that teach collaboration, time management, problem analysis, responsibility, teamwork, research skills, and intervention/conflict resolution	unstructured and/or reliant on one or two students to do the work for the group
supported by systems including collaborative professional learning, coaching, online resources and an online design platform	delivered in a one-shot training that has little chance to transfer to the classroom and impact students

In ELM, curriculum is . . .	In ELM, curriculum is **not** . . .
100% standards-based (TEKS)	based on open-ended outcomes
relevant, authentic	hypothetical
aligned to the district scope and sequence	an "add-on" to district expectations
designed by teachers in collaboration with other content experts and coaches	a "canned" product

In ELM, assessment is . . .	In ELM, assessment is **not** . . .
ongoing, individual, and standards-based	a group grade
based on evidence of individual mastery of the standards	based only on quality or creativity of a product
pervasive beginning with the pre-assessment, formative throughout the unit including multiple progress checks, and summative both before and after the product creation	one-time in the product or project
inclusive of the skills that are critical to college and career readiness (communication, collaboration, critical thinking, creativity, professional ethics)	only for a grade on a report card