

Backward Design Planning Template

1. Desired Results	Where the student is going
Core Concepts	
Big Ideas for Lesson/Unit (Use the standards)	
Real World Hook/Problem	
Knowledge	
Skills	
2. Assessment Plan	How you will know the student has gotten there
Performance Task	
Other Evidence of Mastery: (Self-assessments in class, BOR, exit tickets)	
3. Learning Activities	The path your student will travel to be successful
Engage	
Equip	
Evaluate	