

How are the Pathways to Learning woven into your planning?

Our Pathways to Learning describe the pedagogical or instructional STRATEGIES that will lead to higher order skill development for our students. Through these approaches, students will be able to explore, discover and develop themselves as complete learners. By leading along each of these pathways, our teachers can place an emphasis on students demonstrating all of the competencies, as seen through a balanced perspective.

Strategies

Notes

Assessment	is a pathway to understand student learning. It is knowing where they are, where they were, and what next steps they should take in their learning. By utilizing assessment for, of and as learning students use criteria, rubrics, exemplars, self and peer assessment, descriptive feedback, personal learning targets, reflection, and collect samples of their work to drive their learning forward.
Collaboration	is a pathway that leads to groups of students working together toward a common goal. It inspires the creation of new knowledge and respect for different ideas. Students learn to understand each other and monitor themselves.
Engagement	is a pathway leading to the active involvement of all students. Cooperative structures and strategies allow students to access prior knowledge and deepen understanding. Students are always actively involved toward a specific end product or goal. Learning is differentiated to reach each learner at his/her own place.
Play and Exploration	are pathways that support student curiosity and risk taking. Hands-on and inquiry based approaches lead to the development of individual student creativity and the innovation of something new: an idea, an interpretation, or a product.
Purpose and Authenticity	are pathways for students to engage in meaningful and personally relevant learning. Students use interdisciplinary approaches and 'voice and choice' to make connections to their own reality and to a broader perspective. Community partnerships and projects support learners in applying their learning through real world problems.
Technology	is a pathway for students to access, use, communicate and produce information. It also allows students to archive, track, and present out their learning over time.

What else do we know?

What else do we know about our students from our School Improvement Plans? (e.g. our boys, our aboriginal students?)

What else do we know about our students from our classroom mapping?

What else do we know about our students from our classroom assessments?

What else do we know about our students from our enhancement agreement?