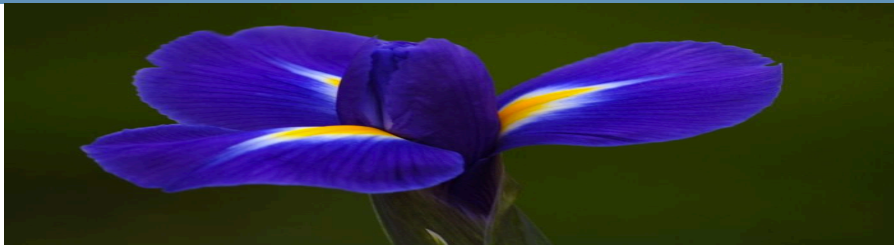


STAFF DEVELOPMENT NEWSLETTER

APRIL, 2017



A smooth sea never made a skillful mariner- English proverb

Image from National Geographic
GAME PLAN

As the final four basketball teams battle it out this past weekend coaches had been working on their game plan and strategy all last week. These strategies include double teaming certain players, fronting a player if they are in the low post, defensive matchups, certain offensive plays to isolate a better player against another, pressing at certain times of the game, and fouling certain players who have poor free throw shooting percentage. This game planning by coaches can make the difference when, games are won by a few points. One of the definitions of a strategy by Webster is, “A careful plan or method or the art of devising or employing plans or stratagems toward a goal.” This definition of a strategy is true in basketball and also true in teaching with the goal of student achievement.

As teachers we must be willing to think about our goal of student achievement and then work on our plan for ensuring student achievement occurs. You are the coach of the classroom and must come up with a game plan, “lesson plan,” and then be willing to adjust, as you are in the game, “lesson”. As we continue to move forward with the Marzano Instructional Model it will be important to work on our common language, but also know that this will take time. I see the ten design areas as the big ideas within the classroom. These ten design areas are; 1.) Providing and Communicating Clear Learning Goals 2.) Using Assessments 3.) Conducting Direct Instruction Lessons 4.) Conducting Practice and Deepening Lessons 5.) Conducting Knowledge Application Lessons 6.) Using Strategies that appear in all types of lessons 7.) Engagement 8.) Rules and Procedures 9.) Building Relationships 10.) High Expectations. These design areas are broad and help to provide a framework. It is the 43 elements under these ten areas that provide more specifics such as chunking content, generating and defending claims, and providing scales and rubrics, etc. Under these elements there are specific strategies to help teachers be successful with these 43 elements. For example, specific strategies for the element of response rate include; random names, response cards, paired response, and choral response to name a few. It is through these instructional strategies, that help us to provide specifics on what we can do as teachers to improve.

Teaching is a complex craft. The hope with the Marzano Instructional Model is to provide a framework where we can begin to dissect the complexity of teaching to help all of us improve as educators. It can be hard whenever we are trying to learn something new, but I am confident that together we will be successful, as we learn the new model during the 2017-2018 school year and beyond. Next fall, each of you will be placed on an instructional model learning team that will comprise of teachers from all three buildings. These teams will begin to meet during our staff development days throughout the school year with administrators assigned to each group to assist. Thank you in advance for your work and I look forward to the journey as we embark on this new endeavor together. Have a great week!

