

FLIPPED CLASSROOM

Identify student learning outcomes

Use lower-order objectives such as remember, understand & apply.

outside

of class

Select Content

Such as new concepts, review, fundamentals or demonstration.

Select Delivery Method

Such as videos, simulations, interactive modules or online research.

Coach Students

Guide students and provide feedback as they work.

8 STUDENT LEARNING OUTCOMES

Create or Find Content

Create your own videos or leverage existing content.

7

Select Activity

Such as problem solving, team based learning & hands-on activities.

6

Select Assessment

Use low-stakes assessment so students come to class prepared.

5

Identify student learning outcomes

Use higher-order objectives such as analyze, evaluate & create.

in class

The design process can begin with either outside of class content (1) or in class activities (5). These starting points are interchangeable as long as one informs the design of the other.