The *Fabulous Five* – Quality Teaching at CCC

Inspire
An engaging activity to inspire passion for learning. Includes sharing the learning intention with all students. **WALT** *We Are Learning To* **WILF** *What I'm Looking For ... by the end of this lesson all of you..., most of you... , some of you will... ,* **TIB** *This Is Because...*

Show
Teachers show the students explicity how they would approach learning. eg. modelling, demonstrating, thinking aloud, providing examples, describing, questioning, analysing etc ...

Transfer
Students are given the opportunity to practise their learning. eg. scaffolding, concept mapping, memory games, note making, feedback, check for understanding, guided practice, peer tutoring, placemats etc ...

Apply
Students are given the opportunity to apply their learning independently. eg. independent practice demonstrating mastery, producing students own examples of their knowledge or skills, 3 level questioning, texts, quizzes, task completion, presentations, tutorials.

Review
Students and teacher review individual and whole class learning to ensure progress towards the identified learning goal. eg. review WALT &WILF, two stars and a wish, mini whiteboards, exit ticket, peer feedback, review quiz, concept map etc ...

EXPLICIT INSTRUCTION

Teachers determine what new knowledge is to be taught and present it to a group of students in a routine of systematic, briskly paced lessons over an extended period of time. The goal of explicit instruction is the mastery learning of a skill, concept or strategy.

What it might look like

- routinized, modelling, demonstrations
- choral, individual and partner responses
- brisk pace and concise language
- guided practice in groups or individually
- immediate and/or corrective feedback
- highly skilled questioning techniques to monitor attainment and progress
- sequenced lessons that progress students towards specific goals
- multiple opportunities to practice and review learning

See: *5 Minute Guide to Explicit Instruction*

COLLABORATIVE LEARNING

Collaborative learning is when students work together in small groups where everyone participates cooperatively towards a common goal. Collaborative learning skills need to be explicitly taught and practised.

What it might look like

- common tasks
- cooperative behaviour
- students working in groups
- discussion
- differentiated groups
- group roles - note takers, sharer, equipment
- think-pair-share
- peer tutoring

See: *5 Minute Guide to Collaborative Learning*

FEEDBACK

Feedback provides students with insight that helps them to improve progress and performance. Feedback needs to be timely, regular and based on evidence. Feedback can be verbal, written or digital.

What it might look like

- affirming what the student did
- correcting and/or directing
- coaching students to critique their own efforts
- rubrics
- double deadlines

See: *5 Minute Guide to Feedback*

LANGUAGE RICH ENVIRONMENT

A language rich environment is one that promotes written, verbal and non-verbal communication. It provides opportunity to use language to convey meaning, demonstrate understanding and communicate ideas.

What it might look like

- modelling terminology and language
- in-class reference libraries
- read aloud to students every day
- full sentence answers
- subject and personal glossaries
- use of synonyms
- modelling and role play
- visual prompts
- visual vocabulary
- environmental print, word walls

See: *5 Min Guide to Language Rich Environment*

TECHNOLOGIES

Technologies refers to the use of technology by both the teacher and the student. It is driven by learning and teaching goals, not specific technology. It involves an understanding of critical and ethical use.

What it might look like

- interactive whiteboard to supplement teacher instruction
- *Connect l*earning environment for submitting digital work and feedback with students
- specialised apps for individual problem solving or open ended creating
- involved with small group learning or collaborative use of technology.
- equity of access to computers, labs and mobile digital resources for individual learning or collaborative learning

See: *5 Minute Guide to Technologies*