MACRO - DIFFERENTIATION

The following is a listing of hashtags used to categorize lessons and activities for the purposes of quantifying the level of differentiation in a curriculum.

#perplexity - Dan Meyer 3Act style. Problems where the students are driven to want to know the solution, based on an interesting hook from a video or picture.

#collaboration - Group activities. Activities where students are doing problems and achieving some goal as a collective. Examples are World Cafe, and Grade One Group Quizzes.

#error - Error analysis. Problems where the students are troubleshooting problems that have errors.

#kinesthetic - Activities requiring students to learn through movement. Hideout activities. Lessons where student are using their hands to solve problems. This could be arranging the steps of a problem - also puzzle activities, matching games.

#creative - Lessons were the students are creating something. Could be creating their own problems, or it could be something artistic.

#assessment - All assessment strategies other than standard turning in a worksheet for grade - whiteboards, exit tickets.

#industry - These are problems taken directly from industry and workplaces. They are problems that people have encountered in the workplace.

#technology - These problems have students using and interfacing with technology. This could be interacting with a website, programming, Geoalgbra, Geometer Sketchpad.

#graphic organizer - These are any activity where students have a graphic template to organize their thoughts. Examples are flowcharts, fill-in-the-blank worksheets, academic language.

#reasoning - These types of problems are designed for students to describe their thinking processes, and articulate problem solving strategies using words and graphic descriptions.

#game - These lessons are structured as math games. For example, Math Bingo, Battleship.

#discovery - Lessons were students discover a new formula, or problem solving method on their own.