According to metaanalysis data, the most important factor affecting student learning is the teacher<sup>1</sup>

Top teachers foster about 6-times more knowledge and skill growth per year versus the worst teachers 2

Teachers' educational skill impacts student outcomes

≈4-times more than their subject-matter knowledge<sup>3</sup>

One-year of exposure to a top teacher (84th percentile) increases a student's lifelong earnings by \$20K<sup>4</sup>

Faculty development helps: In one study, student outcomes increased ≈21% when teachers received it 5

INSTRUCTORS MATTER

[ aka teachers, trainers, coaches, educators ]

Instructional strategies involve meta-level prior planning. Many theories, philosophies, and practical models exist, but one easy approach is to use the SMEAC framework to help you plan.



### **∞** DEDICATION<sup>6</sup>

#### **LEADERSHIP**

- ☐ Set big goals with measurable standards
- ☐ Ensure all students achieve mastery
- ☐ Encourage learners to "own" their learning
- □ Value and connect with each learner
- Motivate via determination and enthusiasm

#### **COMMUNICATION**

- ☐ Present content in clear, compelling ways
- ☐ Actively engage learners in a dialog
- ☐ Ask a variety of thought-provoking questions
- ☐ Fluidly adapt your style in different settings
- ☐ Use dynamic, emotional language to engage

#### **EXPERT TECHNIQUE**

- ☐ Plan in detail, working backwards from the goal
- ☐ Use a large repertoire of interaction tactics
- ☐ Fluidly adapt instruction for maximum effect
- ☐ Maintain engagement via instructional tactics
- ☐ Keep a brisk, fluid momentum
- Establish effective and efficient routines
- ☐ Actively monitor learners and the learning context
- Employ frequent, appropriate assessments
- ☐ Give specific, timely, actionable, reflective feedback

#### **CHARACTER**

- ☐ Look out for your own well-being
- Be a role-model for learners

# **INSTRUCTIONAL STRATEGIES**

#### **SITUATION**

Who are the learners? What do they already know? What contextual factors may impact their learning?

- Group size
- Attitudes Jobs and duties
- Prior knowledge • Experience levels

### **MISSION**

What are the goals for the curriculum? What's the desired end-state, and why does it matter?

- Course objectives • Ultimate end state
- End state rationale
- Course strategy
- Course milestones

What's the specific plan of action? How will you tailor lessons? How will you sequence interactions?

**EXECUTION** 

### Lesson end states

- Instructional tactics
- Plans for adaptation
- Sequence
- Assessments

#### Logistics

Time constraints

**ADMIN** 

What resources

and logistical

constrains are

relevant? Can you

make use of any

instructional

technologies?

- Facilities
- Resources
- Technologies

#### Delivery quality

Gauge effectiveness

**COMMAND** 

How will you

monitor learning

effectiveness?

What personal

skills are you

practicing and

improving?

- Peer review
- Self-improvement Improvement areas

- ☐ Don't give up on your learners; have grit
- ☐ Never stop learning; seek self-improvement

## Tactics are the discrete activities in the instructional process. **CATEGORIES OF TACTICS**















#### DIRECT

explicit teacher-centric delivery, such as lectures or demonstrations

#### **INDIRECT**

teacher-managed but student-centric, such as guided discussions

#### **INTERACTIVE**

student-centric activities and peer-learning, such as cooperative learning



hands-on activities, such as simulations or experiments



INDEPENDENT

individual, self-led

learning, such as

homework

### Formative assessments are

less formal checks on learning that enhance its effectiveness. When used appropriately, their inclusion can improve students learning outcomes by 20-40 percentile points.7



## **Tactics** Sample

- Assigned Questions
  - Case Studies
  - Compare and Contrast
  - Concept Maps • Cooperative Learning Groups
  - Decision-Forcing Cases
  - Demonstrations
  - Drill and Practice • Ethical Decision Games
  - Experiments

- Field Research
- Fishbowl Discussions
- Jigsaw Groups
- Journal Writing
- Metacognitive Prompts Model Building
- Role-play Exercises
- Sand Table Exercises Socratic Seminars
- Tactical Decision Games

## **ASSESSMENTS**



of a content section or course.

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- <sup>5</sup> Yoon, K. S., Duncan, T., et al. (2008). The effects of teachers' professional development on student achievement. Proceedings of the AERA Annual Meeting.
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- Created by Sae Schatz for UTSEC 2015

