Quality Teaching at Clifton SHS

FEEDBACK
Design Area 1

Providing and Communicating Clear Learning Goals

1. Providing scales and rubrics
2. Tracking student progress
3. Celebrating success

FEEDBACK
Design Area 2

Using Assessment

4. Using informal assessments of the whole class
5. Using formal assessments of the whole class

CONTENT
Design Area 3

Conducting Direct Instruction Lessons

6. Chunking content
7. Processing content
8. Recording and representing content

CONTENT
Design Area 4

Conducting Practicing and Deepening Lessons

9. Using Structured practice sessions
10. Examining similarities and differences
11. Examining errors in reasoning

CONTEXT
Design Area 10

Communicating High Expectations

41. Demonstrating value and respect for reluctant learners
42. Asking in-depth questions of reluctant learners
43. Probing incorrect answers with reluctant leaners

Marzano is making a difference @Clifton SHS

"The single most influential component of an effective school is the individuals within the school"

(Marzano, 2007)

CONTENT
Design Area 5

Conducting Knowledge Application Lessons

12. Engaging students in cognitively complex tasks
13. Providing resources and guidance
14. Generating and defending claims

CONTEXT
Design Area 9

Building Relationships

38. Using verbal and nonverbal behaviours that indicate affection for students
39. Understanding students' backgrounds and interests
40. Displaying objectivity and control

CONTEXT
Design Area 8

Implementing Rules and Procedures

33. Establishing rules and procedures
34. Organising the physical layout of the classroom
35. Demonstrating withitness
36. Acknowledging adherence to rules and procedures
37. Acknowledging lack of adherence to rules and procedures

CONTEXT
Design Area 7

Using Engagement Strategies

23. Noticing and reacting when students are not engaged
24. Increasing response rates
25. Using physical movement
26. Maintaining a lively pace
27. Demonstrating intensity and enthusiasm
28. Presenting unusual information
29. Using friendly controversy
30. Using academic game
31. Providing opportunities for students to talk about themselves
32. Motivating and inspiring students

CONTENT
Design Area 6

Using Strategies That Appeal in All Types of Lessons

15. Previewing strategies
16. Highlighting critical information
17. Reviewing content
18. Revising knowledge
19. Reflecting on learning
20. Assigning purposeful homework
21. Elaborating on information
22. Organising students to interact