

PEDAGOGY BALANCING. (16 classroom activities)

Design by @Eduwells

INDIVIDUAL

e.g. $2 + 2 \times 2 = ?$ [Answer these sums]

e.g. If I buy 3 apples at \$...

EXERCISE
(Core content)

GROUP

e.g. $2 + 2 \times 2 = 8$ [Debate what went wrong]

e.g. What would your groups total bill be for your fav candy?

APPLICATION
(Applying content)

e.g. Design and make a 1/10th scale model using only equilateral triangles.

e.g. Work out why this has happened?

OPEN
[Project]
Multi-Applications
(Low floor - High Ceiling)

UNFAMILIAR
Puzzle / new
context / wondering

INDIVIDUAL

GROUP

FIXED OUTCOMES

Fixed answer situations being replaced by machines (AI etc)

MULTIPLE / FLEXIBLE OUTCOMES

The work that develops key competencies in high demand that can't be done by machines (AI etc)