Design Step	Elements	
<ul> <li>Identify desired results</li> <li>To maximize flexibility, learning goals should not be overly prescriptive (e.g., Write a research paper about the history of Japan's healthcare system).</li> </ul>	Learning Goals Specify the learning outcome and knowledge and skills that students will acquire	Learning goal or outcome:
	• Learning goals, skills, and knowledge should be specific and measurable. They should also apply to more than one context.	Knowledge: Skills:
Determine acceptable evidence	Assessment Specific and measurable without being overly prescriptive.	
• Specific and measurable criteria without being overly prescriptive (e.g., Explaining a specific fact in the specific instructor-determined context in an instructor-determined way.)	• Students can apply a unique lens through which to identify, understand, apply, analyze, evaluate, or create content.	
<ul> <li>Plan learning experiences and instruction</li> <li>Ensure that competence is supported by scaffolding learning experiences and other low-stakes open-type practice activities that familiarize students with open-type assignments and activities. Instructor-provided examples are also helpful.</li> </ul>	First Exposure Identify in-class or pre-class homework to introduce basics & prep students for assignment	
	Activities Building from the first exposure, identify teaching & learning activities to promote the learning goals and enable assignment success	
	<b>Content</b> Describe (open) content, resources, and materials that will be used to for first exposure and activities	

Adapted from Reynolds, H. L., & Kearns, K. D. (2017). A Planning Tool for Incorporating Backward Design, Active Learning, and Authentic Assessment in the College Classroom. *College Teaching*, *65*(1), 17-27.