

DESIGNING FOR LEARNING CANVAS

What was this task designed to teach?

PURPOSE

This canvas helps educators identify the forms of designing a learning experience is intended to support and make explicit what a task is designed to teach.

CREATING

WHAT WILL STUDENTS CREATE, GENERATE, OR DEVELOP?

- What ideas, concepts, artefacts, or interventions will students produce?
- What opportunities are there for imagination, experimentation, or innovation?
- How will students move ideas into action?
- What design capabilities are being developed through making?

EXPLORING

WHAT QUESTIONS AND POSSIBILITIES WILL STUDENTS INVESTIGATE?

- What problems or challenges are students exploring?
- What assumptions are being questioned?
- How will students gather, interpret, or test information?
- What opportunities exist for experimentation, iteration, or reframing?

**TASK / PROJECT /
LEARNING EXPERIENCE**

COLLABORATING

HOW WILL STUDENTS LEARN WITH AND FROM OTHERS?

- Who will students work with?
- How will ideas be negotiated, challenged, or combined?
- What opportunities exist for shared decision-making?
- How will students learn from different perspectives or expertise?

REFLECTING

HOW WILL STUDENTS MAKE SENSE OF AND COMMUNICATE THEIR LEARNING?

- How will students evaluate their ideas and decisions?
- How will feedback be incorporated?
- How will learning be documented or communicated?
- How will students articulate what they have learned?

HOW TO USE

Use during planning, review, or curriculum design to identify what a task is designed to teach. Most learning experiences support multiple forms of designing simultaneously.