











Asynchronous Flipped Mastery Framework

Resource	Purpose	Tips, Tricks & Extra Info
<p>Course Website (Weebly)</p> <p>www.loreescience.ca</p> 	<p>Class Hub</p> <ul style="list-style-type: none"> - important dates - assignment outlines & rubrics - guiding questions (learning goals) - note templates - video links - required activities - choice activities - extra practice - extra information - links to programs used in class (OneNote, Gizmo...) - reminders 	<ul style="list-style-type: none"> • All relevant course information posted here • Students use the site to guide them through activities & requirements • Keep it up to date • Encourage parents to use the site as well for course information • Paid education version has is worth the upgrade (\$40/yr) and no ads, but free option has many capabilities – can pay to transfer personal domain
<p>- PowerPoint</p> 	<p>Make files for video Create in-class recap lessons</p>	<ul style="list-style-type: none"> • Use as slideshow when making videos • Mainly images – limit text
<p>Screencast-o-Matic</p> 	<p>Create videos</p>	<ul style="list-style-type: none"> • Limit videos to 8-10 min • Worth upgrade (\$15/yr) for editing tools, publishing to Youtube, longer recordings • Very simple to use • Suggest using external microphone (ie Snowball)
<p>EdPuzzle</p>  <p>EDpuzzle</p>	<p>Students watch videos</p>	<ul style="list-style-type: none"> • Create classes, code for student enrolment • Can embed questions – MC, short answer, feedback • Can edit/crop videos • Use own videos or ones online (Youtube, TedTalks, National Geographic....) • Data regarding student usage – how many times watched videos, which sections watched more than once, individual and class answers
<p>YouTube</p> 	<p>Post videos</p>	<ul style="list-style-type: none"> • Video library • Parents & others without EdPuzzle account can watch videos • Good in an “emergency” for videos

Asynchronous Flipped Mastery Framework

Resource	Purpose	Tips, Tricks & Extra Info
<p>OneNote</p> 	<p>Digital portfolio</p> <ul style="list-style-type: none"> - Digital submission and tracking of rubrics - Lab & activity photos - Screen-shots of online activities <p>Post activity & worksheet answers Live chat test/exam help</p>	<ul style="list-style-type: none"> • Create classes with students password protected access • Individual sections – teacher/student communication (assignments, rubrics...) • Collaboration sections can be used for “live chats”, labs & collaborative assignments • Difficult with multiple users on a device • Online version has limited functions • Can be very slow on iPads
<p>thatquiz.org</p> 	<p>Mastery check & quiz program</p>	<ul style="list-style-type: none"> • Mix/match, multiple, true false, images • Creates randomized quizzes from personal question bank • Can import/export csv files • Tracks student marks and number of attempts • Can reopen quizzes to review with students
<p>Teacherkit (app)</p> 	<p>Tracking tool Seating Check-In (homework check) Behaviour log</p>	<ul style="list-style-type: none"> • Import classes using csv • Good for completion checks (yes/no type recording) • Has random student generator – useful for grouping, asking questions... • Free version has limitations – gradebook only allows 1 unit, report data minimal
<p>Notability</p> 	<p>Mastery check codes Whiteboard as walking around Check-in questions</p>	<ul style="list-style-type: none"> • Keeps MC codes secure, students need to show extra practice before receiving another code • Use key diagrams and pictures to check understanding • Keep track of commonly asked questions and explanations
<p>Edsby</p> 	<p>Attendance Seating Gradebook</p>	<ul style="list-style-type: none"> • Quick & easy method of sharing information with students & parents • Students can keep track of assessments & progress

Asynchronous Flipped Mastery Framework

Class Time	Activity/Task
1-2 min	Minds-on/Engagement Activity <ul style="list-style-type: none"> - Quick wit, I have who has game...
10-30 min	Recap and Review <ul style="list-style-type: none"> - Lesson recap w/PowerPoint, demonstrations, take up questions from Edpuzzle, acting out, puzzle activity, scavenger hunt, more difficult examples, debate, elbow partner think/pair/share, Kahoot
2-3 min	Pacing Recap **EVERY DAY** <ul style="list-style-type: none"> - What topic should students be on, where should they be at, what's upcoming, assignments, tests, reminding them if at point X, they need to come in for extra help, give hints as to how to plan their time, timing suggestions
Remainder of Class	Work Time <ul style="list-style-type: none"> ○ Coloured Cups: 1 set per table Students use to communicate their needs/progress <ul style="list-style-type: none"> ▪ Green – good to go ▪ Yellow – question, can keep moving ▪ Blue – ready to have something checked ▪ Red – question, can't continue ▪ Purple – random info/share time ○ Circulate based on cup colours/student needs ○ Check-in - when students are ready (blue cup): <ul style="list-style-type: none"> - Check for completion of notes, activities, opportunity for questions and ask questions to check for understanding - Students expected to check posted answers and make corrections before check-in (encourage them to make notes on difficult questions, etc., star mistakes they made when checking) - Stamp unit check outline when completed ○ Mastery check <ul style="list-style-type: none"> - Separate table, no notes, supplied resources ie. Scrap paper, required reference materials (periodic table...), earplug - students record progress (marks & # of attempts) - Must score $\geq 80\%$ - If mastery not reached...or upgrade is wanted... <ul style="list-style-type: none"> ○ Required to do extra practice (based on incorrect answers) ○ Review prior mastery check answers with teacher ○ Must check extra practice and know they are right or wrong on it ○ Then can receive new code for mastery check ○ Continuously cycling around room using Teacher Kit to identify student progress & catch students who are falling behind, use EdPuzzle to see who is struggling with specific topics and follow up - Attempt to touch base and connect with each student at least once per class
1-2 min	Reconnect & Regroup <ul style="list-style-type: none"> ○ Stand-up/sit-down game, stories with holes... ○ Reminders

Asynchronous Flipped Mastery Framework

- **Student Checklist**

Tracking sheets for every unit

- learning goals
- pacing guide
- check-in recording/completion
- mastery check recording – score & number of attempts
- lab & assignment – dates
- unit test date

- **Examples of required activities**

Checked for completion and for corrections – # of activities depends on length of topic

- NOTE (based on video, use template or not)
- Worksheet
- Textbook questions
- Game (mix & match, board game, taboo, headbandz, dominoes...)
- Simulation or interactives (ie Gizmo, PhET, Molecular workbench, various apps...)
- TedEd video & questions
- Mini-lab
- Microscope, microviewer etc
- Blog post reflection to article/video
- Summary paragraph
- Labs
- Labelled diagrams from labs

- **Examples of extra practice**

Usually short, self-marking, quick feedback

Options specific to skill requiring extra practice

- Quizlet
- Ck-12
- Gizmos
- Online quizzes
- Study blue
- Hands on card games, matching
- Laminated diagrams for labelling
- Mind map
- Worksheet
- Textbook questions

