

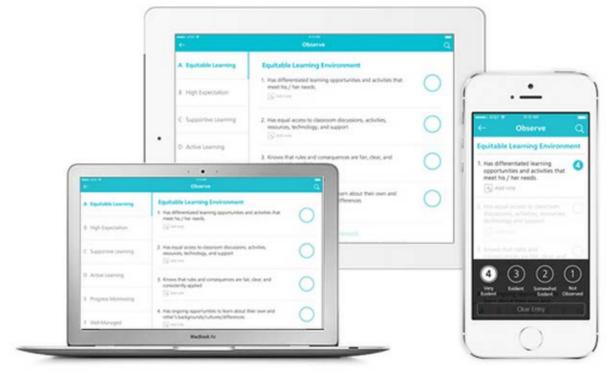
# Creating an Engaging and Learner-Centric Classroom

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eleot®2.0 App: A Tool to Measure and Foster Effective Student Learning Environments



#### Effective Learning Environments



#### Not Another Teacher Evaluation Framework

Teacher Evaluation	eleot Observations
Concerned with teacher performance	Focused on student learning environments
Tied to accountability	Tied to continuous improvement
Performed on a fixed and often infrequent schedule	Scheduled as frequently and regularly as needed, depending on improvement goals
Conducted by supervisors	Can be performed by supervisors, coaches, or even peer-to-peer (training required)

### Ordeleot



Developed in 2012

Collected and analyzed data over 50,000+ classroom observations yearly

Conduct regular analysis





#### Conducted Literature Review

- Learner-centric tasks
- Attitudes
- Dispositions

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### Learning Environments



... the context in which student learning occurs within a classroom setting



## eleot Learning Environments

- Equitable Learning
- High Expectations
- Supportive Learning
- Active Learning
- Progress Monitoring and Feedback
- Well-Managed
- Digital Learning



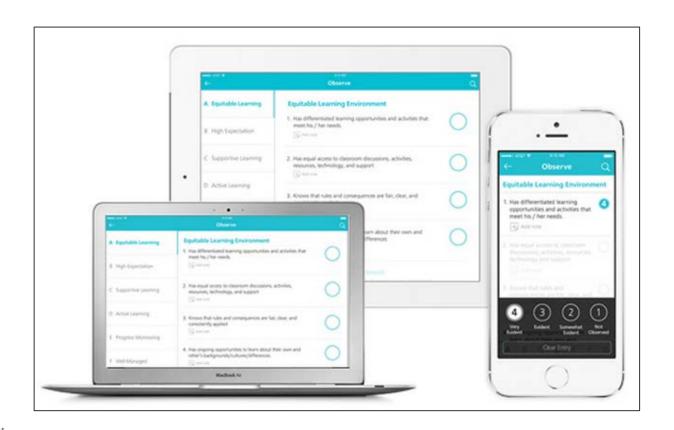
An innovative, learner-centric classroom observation tool for continuous improvement.

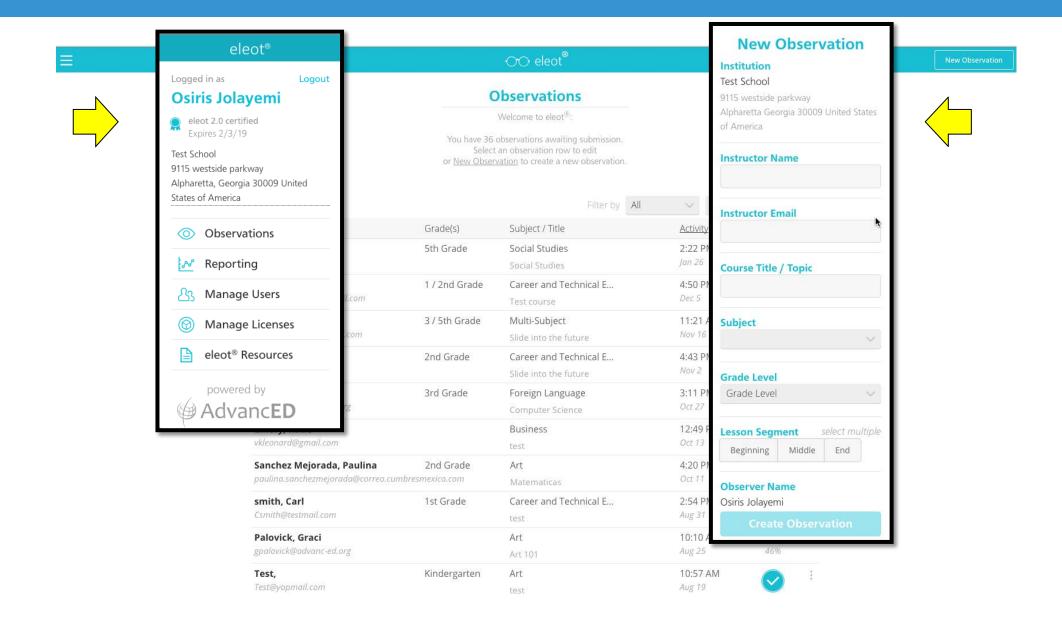
**Begin the Course** 

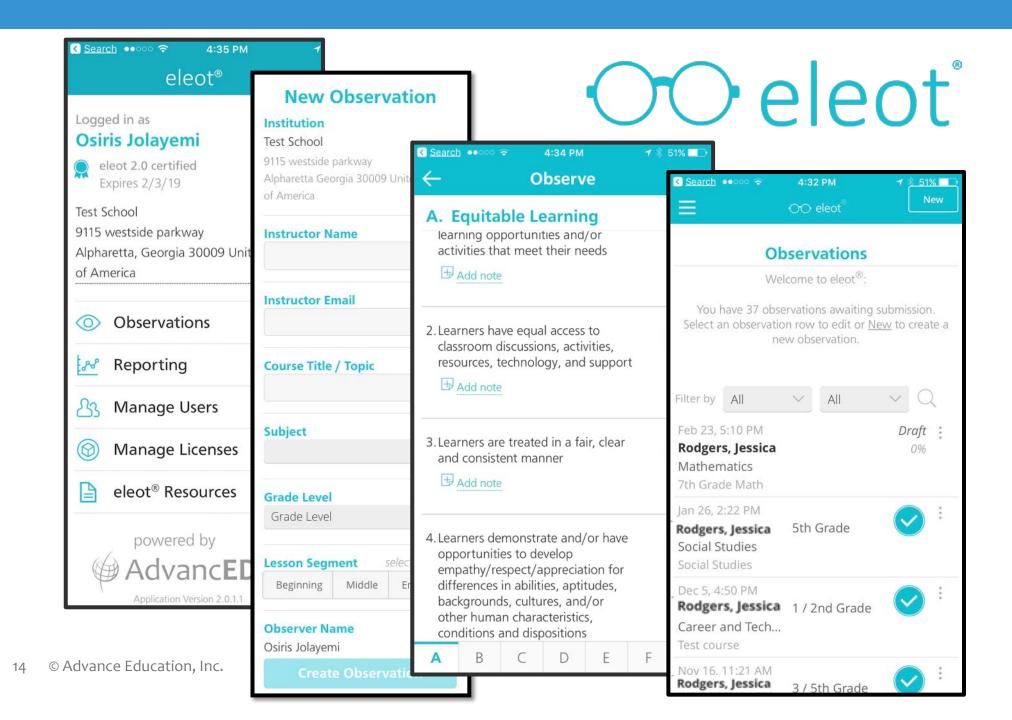


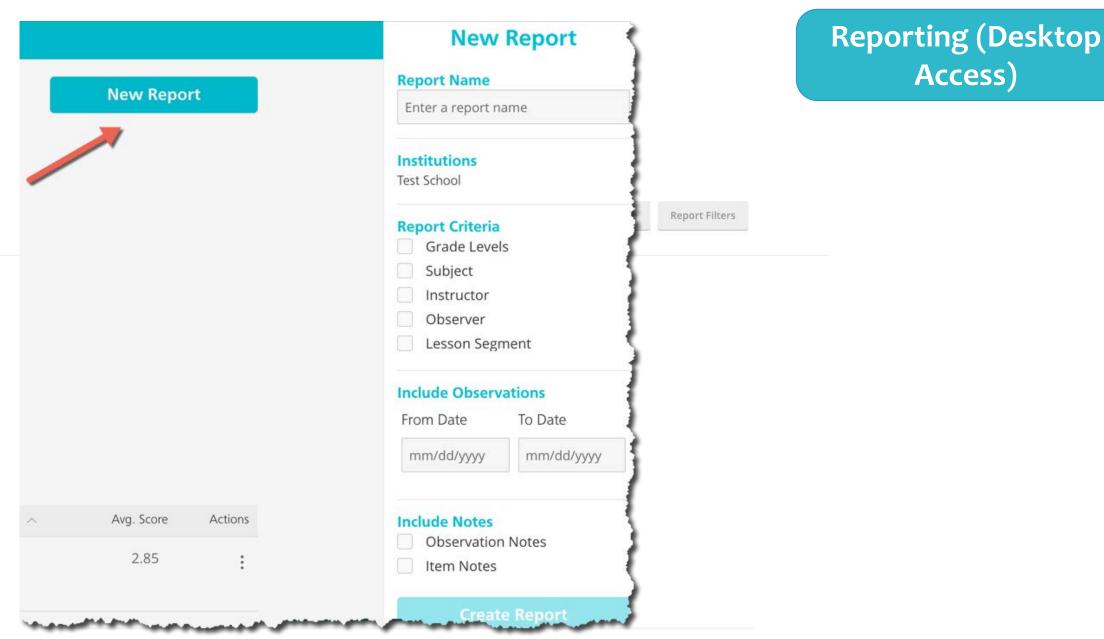
District Leaders
Principals
Mentors
Coaches
Resource
Teachers

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Access)

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#### Using eleot® Results



Discuss how to increase active student participation

Focus on raising expectations

Target professional learning on improving progress monitoring practices

#### Recent (2017 - 2018) Network Averages

eleot® Observations	
<b>Total Number of Observations</b>	~21,000
Learning Environments	Rating
Equitable Learning Environment	1.96
High Expectations Learning Environment	3.12
Supportive Learning Environment	3.20
Active Learning Environment	2.31
Progress Monitoring and Feedback Environment	2.39
Well Managed Learning Environment	1.86
Digital Learning Environment	2.06

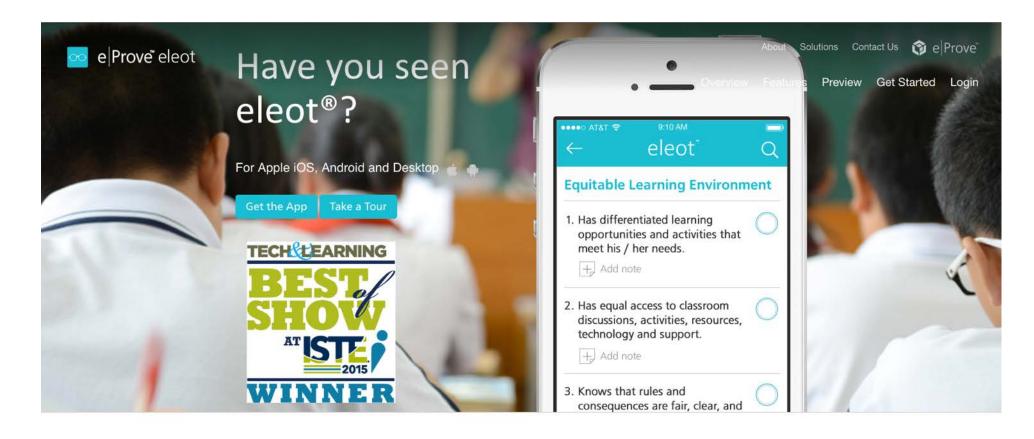
#### Recent (2017 - 2018) Network Averages

eleot® Observations	
Total Number of Observations	~21,000
Digital Learning Environment	Rating
Learners use digital tools/technology to gather, evaluate, and/or use information for learning	1.94
Learners use digital tools/technology to conduct research, solve problems, and/or create original works for learning	1.74
Learners use digital tools/technology to communicate and/or work collaboratively	1.57

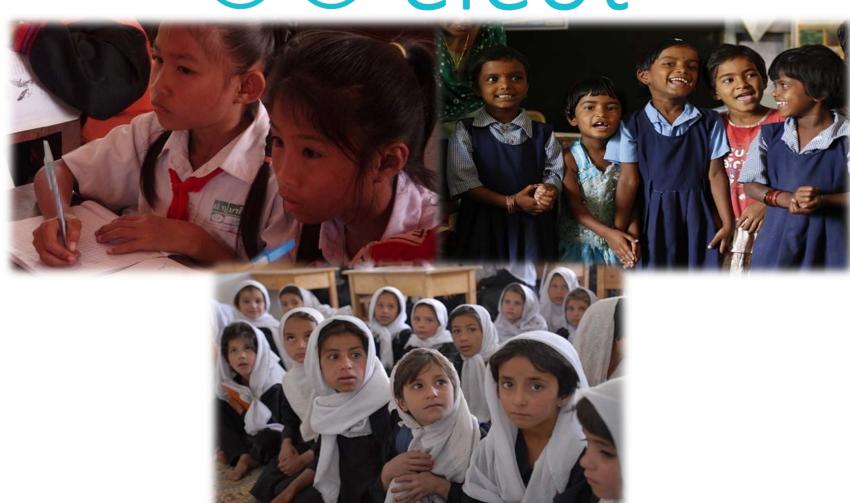
#### **Analyze the Data**

eleot® Observations		
Total Number of Observations	49	
Sample Items	Rating	
Learners engage in differentiated learning opportunities and/or activities that meet their needs (Supportive Learning Environment, SLE)	1.96	
Learners have equal access to classroom discussions, activities, resources, technology, and support (SLE)	3.12	
Learners are treated in a fair, clear and consistent manner (SLE)	3.20	
Learners strive to meet or are able to articulate the high expectations established by themselves and/or the teacher (High Expectations Learning Environment, HE)	2.31	
Learners engage in activities that are challenging but attainable (HE)	2.39	
Learners demonstrate and/or are able to describe high quality work (HE)	1.86	
Learners engage in rigorous coursework, discussions, and/or tasks that require the use of high order thinking (e.g., analyzing, applying, evaluating, synthesizing) (HE)	2.06	
Learners take responsibility for and are self-directed in their learning (HE)	2.45	

#### www.advanc-ed.org/eproveeleot



### <del>Oo</del>eleot®

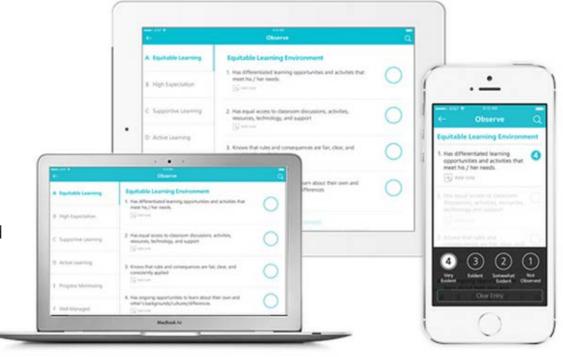


...around the world

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#### Thank you for joining us today!