<table>
<thead>
<tr>
<th>Walk-Through Name</th>
<th>Template</th>
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<tbody>
<tr>
<td>Walk-Through name</td>
<td>MISD START Template</td>
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</tbody>
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<table>
<thead>
<tr>
<th>Category</th>
<th>Subject</th>
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<tbody>
<tr>
<td>Category name</td>
<td>&lt;Not applicable&gt;</td>
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</tbody>
</table>

**Start Date**: Thu Oct 07 2010 10:19 AM  
**End Date**: Thu Oct 07 2010 10:29 AM

### Page 1

1. **Student Centered Classroom**
   - **Note value**: <Not applicable>
   - Students at center of learning, teacher facilitating
   - Teacher questions and probes, leading kids to answer
   - Students are engaged in tasks at their own level
   - Cooperative or collaborative work taking place

2. **Teaching for Understanding**
   - **Note value**: <Not applicable>
   - Hands on, minds on
   - Visual learning (conceptual models, graphic organizers, webbing)
   - Students involved in designing, problem solving, decision making, and investigating
   - Summarize and reflect upon targeted concepts and skills
   - Multiple means of presenting information

3. **Assessment for Learning**
   - **Note value**: <Not applicable>
   - Essential concept and skill is clear and evident to the students
   - Teacher provides examples of both high and low quality work
   - Self or peer assessment evident
   - Assessment for learning takes place during instruction
   - Variety of feedback provided during instruction

4. **Rigorous and Relevant Instruction**
   - **Note value**: <Not applicable>
   - Put content into real world situations
   - Making connections to previous work, expanding on previous work
   - Students have an opportunity to set goals

5. **Teaching for Learner Differences**
   - **Note value**: <Not applicable>
   - Learning goals are clearly stated
   - Flexible grouping
   - Engages students in collaboration and learning choices
   - Variety of learning settings (large group, small group, individual)
   - Engages students in self-reflection

6. **Technology**
   - **Note value**: <Not applicable>
   - Technology used as a reference
   - Technology used to create a project or product
   - Technology used to differentiate learning
   - Technology used for collaboration or communication

7. **Microsoft Settlement Data Collection**
   - **Note value**: <Not applicable>
   - Hardware use
   - Software Use
   - compare and contrast
   - Note-taking skills
   - Graphic organizers