

H.E.A.T.® Walkthrough Form



Use this form for performing H.E.A.T.® Walkthroughs in SY 2015-16

Walkthrough Information

Observer Name:

Date:

School Name:

Teacher Observed:

Comments:

Lesson Objective

Note the objective of the lesson:

Instructional Environment

- The instructional environment *does not* support nor promote purposeful learning aligned to academic standards/expectations
- The instructional environment supports and/or promotes purposeful learning aligned to academic standards/expectations

Comments:

Higher-Order Thinking

- Students taking notes only; no questions asked
- Student learning/questioning at the Remembering level
- Student learning/questioning at the Understanding level
- Student learning/questioning at the Applying level
- Student learning/questioning at the Analyzing level
- Student learning/questioning at the Evaluating/Creating levels

Comments:

Engaged Learning

- Students report what they have learned only
- Students collaborate to report what they have learned with possible options
- Students solve a teacher-directed problem
- Students collaborate to solve a teacher-directed problem with possible options
- Students collaborate to define the task, the process, and/or the solution
- Students collaborate to define the task, the process, and/or the solution; collaboration extends beyond the classroom

Comments:

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Authentic Connections

- The content of the learning experience is missing or too vague to determine relevance
- The learning experience represents a group of connected activities, but does not connect the content to the real world
- The learning experience emphasizes real-world content connections made by the teacher
- The learning experience focuses on students exploring/discussing real-world content connections
- The learning experience provides opportunity for students to apply their content understanding to a real world situation
- The learning experience involves students creating a product that has a real-world purpose beyond the classroom that directly impacts the students

Comments:

Technology Use

- Digital and/or environmental resources are (1) not available, (2) not used, or (3) not directly connected to the learning
- Students' use of digital and/or environmental resources appears to be an add-on or is not needed for task completion
- Teacher leads whole group learning with digital and/or environmental resources
- Students use teacher-directed digital and/or environmental resources to accomplish learning outcomes
- Students use self-selected digital and/or environmental resources to accomplish learning outcomes
- Students use self-selected digital resources to accomplish learning outcomes beyond conventional strategies

Comments:

Digital Age Best Practices

- Bolstering purposeful inquiry through student questions
- Accelerating individual growth through vertical differentiation (readiness)
- Promoting shared expertise through networked collaboration
- Implementing student-centered learning environments
- Personalizing and globalizing content by making authentic connections
- Accelerating individual growth through horizontal differentiation (interests/modalities)
- Anchoring student learning with digital-age tools and resources
- Clarifying student understanding with formative assessments

Comments:

Additional Feedback

Comments/Observations: