

Creating Engaging Materials-Sample Rubric-Checklist

Below are some of the many possible characteristics of engaging materials. Let's try to fill out our table with examples for each category. If you see a category missing, please share that idea. Note that materials do not need to have all of these elements to be engaging. After we fill out our table, we'll use this checklist to note what our materials include.

If you want to make your own version of this checklist, go to "File" and "Make a copy." Then you can modify it for your own purposes.

Curricular Requirement - <i>Materials/ Teachers...</i>
• Meet the language objective • Use a variety of teaching and learning methods (role plays, pair-work, pictures, short videos, etc.) • Employ clear can-do statements and objectives • Have clear expectations, allow students to co-create curriculum when possible (i.e. projects) • Activities are aligned with assessments
Universal Design Focus - <i>Materials...</i>
• Are accessible to as many students as possible • Can be adapted to multiple language levels (in classrooms with different levels of students in the same space) • Include multiple means of engagement, representation, and action and expression • Avoid implicit bias (gender, racial, etc.)
Language Teaching/Pedagogical Philosophy - <i>Materials...</i>
• Are based on authentic materials/situations/language • Provide targeted feedback • Point to their goals • Include critical reflections guide students to think about their learning (metacognition) • Build on previous knowledge and follow logical sequencing and scaffolding • Feature instructional strategies to address at least 1 of the 3 Modes of Communication • Focus on communication, can create interaction/learning/negotiation of meaning with others
Student Interest / Motivation / Need - <i>Materials...</i>
• Cover current topics that are relevant and meaningful for students • Include a clear purpose • Are simple but logical and fun • Are interactive (communicative) • Are accessible on mobile phones • Are relevant to student's needs / career needs • Offer opportunities for feedback

- Provide students with autonomy over topics (student voice and choice)
- Help students see their progress and areas for improvements
- Utilize tools that are not difficult to use
- Include clear instructions
- Include humor
- Inspire creativity

Teachers' Needs - *Materials...*

- Are not time-consuming to grade
- Are not time-consuming to create
- Do not require extremely complex IT skills
- Take into account teacher well-being in/out the classroom, incl. by allowing teachers to create
- Feature tools/platform that are free and easy to use
- Can stand the test of time
- Are easy to edit and repurpose