

Can You Design Your Own Competency-Based Curriculum?

(In 15 minutes or less...)



1.) CHOOSE A TOPIC

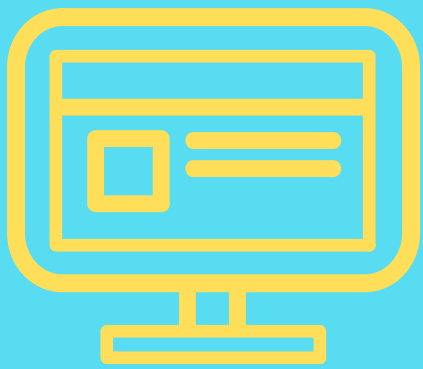
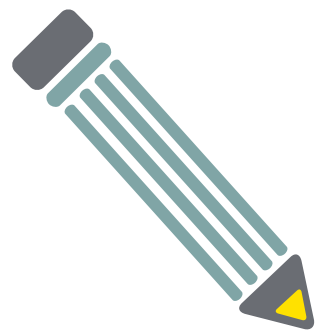
Any knowledge, ability, or social based skill will work for this activity.

Example: Touch Typing

2.) CREATE 1 COMPETENCY FOR YOUR TOPIC

How would you describe the behavior of a successful performer?

Example: Using the home keys, type 30 wpm or higher with 5 errors or less



3.) DESCRIBE 1-2 PERFORMANCE TASK(S)

What actions could your learners take in order to show mastery?

Example: Summative online typing test for speed and accuracy (www.edutyping.com)

4.) DESCRIBE 2-4 PRACTICE ACTIVITIES

What practice activities would help all of your learners prepare for their performance task?

Example: Online typing lessons, word processing projects, and typing games (www.edutyping.com)



5.) POST YOUR FINISHED PRODUCT IN THE WEEK 8 BB DISCUSSION FORUM UNDER THE COMPETENCY-BASED LEARNING TAB

A simple list of answers similar to those seen above will be enough. Feel free to use any format you choose. At least one of us will reply with comments on your finished product.

REFERENCES

www.edutyping.com
School Hack, (2018, February 21). Tips in 10: The on-ramp to competency-based and personalized projects [Blog post]. Retrieved from <https://www.schoolhack.io/blog/tip10-1>