

High-Leverage Instructional Practices for Supporting Students with Disabilities

How Can We Use What We Already Know to Make Remote Learning More Effective?

2020 | Division of Teaching and Learning

Objectives

- To leverage the knowledge and skills built through the DC Public Charter School Board's (PCSB) High Leverage Practice (HLP) PLC, OSSE's HLP professional development series, and the HLP-aligned supports offered by the Co-op to provide planning frameworks and resources for teachers and remove burdens from students and their families
- To learn more about what you need from us OSSE, PCSB, and the Co-op to make remote learning as effective as it can be for the students you serve



Why Focus on High-leverage Practices NOW?

Framing our thinking around a focused set of practices – especially one that is familiar – will help to create a sense of order in chaotic and uncharted circumstances

The HLPs are:

- Evidence-based
- Impactful
- Effective for a broad range of students, regardless of disability status



Overview of High-leverage Practices

- The High-leverage Practices for Inclusive Classrooms are 22 critical practices every K–12 teacher should master and be able to demonstrate. The selected practices are used frequently in classrooms and have been shown to improve student outcomes if successfully implemented.
- The HLPs are organized around four aspects of practice:
- <u>Collaboration</u>
- <u>Assessment</u>
- Social/emotional/behavioral
- Instruction





Sample Resource: Instructional Strategies that Support Cognition and Metacognition



Cognitive vs. Metacognitive Instructional Strategies

• Cognitive strategies are simply different ways of learning and achieving goals.



Metacognitive strategies support independent application of cognitive strategies.

- Determining a learning goal
- Selecting an appropriate strategy for a given goal
- Self-monitoring application of the strategy
- Evaluating the effectiveness of the strategy
- Revising the approach as needed to achieve success



Cognitive and Metacognitive Strategy Instruction: The Teacher-Student Dynamic

Student

demonstrates a need for further academic or functional support

• **Teacher** uses data to select and explicitly teach cognitive strategies to address this need and metacognitive strategies to support self-regulation

Teacher bears primary responsibility for learning process Teacher and student share responsibility for the learning process

- **Teacher** provides multiple opportunities to practice the strategies, as well as scaffolds and supports
- **Student** practices selecting and using both cognitive and metacognitive strategies

- Student recognizes that a tool is needed to complete a task
- Student uses METACOGNITVE strategy to select a COGNITIVE strategy, work through its steps, and monitor progress, and make needed adjustments
- **Teacher** monitors student performance until mastery is demonstrated.

Student bears primary responsibility for learning process



HLP 14. Teach cognitive and metacognitive strategies to support learning and independence.

Choosing a Framework of Strategy Instruction

- Structured frameworks of strategy instruction are used to help students think, plan, and execute tasks.
- These models can be used as frameworks for teaching a wide variety of both cognitive AND metacognitive strategies.
- Consistent use of a structured framework for strategy instruction supports metacognition, fosters students' self-efficacy, and makes your classroom generally a more predictable place ... an essential element of positive, trauma responsive classroom environment







Want to learn more about the Self-regulated Strategy Development Model? Visit the IRIS Center's (free) professional development module!

Select Strategies to Support Student Achievement

Resource	Tips and Tricks
IRIS Center Resource Locator	Scroll down to the Learning Strategies tab for 19 different learning modules to support your strategy instruction.
Evidence Based Intervention Network	Under Evidence-based Interventions, click on the Interventions button to find a variety of evidence-based strategies for reading, math, and behavior
Intervention Central	Scroll down to find strategies in academic and executive function domains.
The University of Nebraska's Cognitive Strategy Instruction page	Use the links in the Cognitive Strategy Instruction table on the right to learn more about teaching strategies and their application to reading, writing, math, and executive function domains.
National Center on Intensive Intervention – Literacy Strategies	Scroll down to find resources for your content area. The resources are organized by skill.
National Center on Intensive Intervention – Math Strategies	
What Works Clearinghouse	Each practice guide contains resources to support implementation of evidence- based strategies.



Sample Resource for Math



HLP 14. Teach cognitive and metacognitive strategies to support learning and independence.

Sample Resource for ELA: One Sentence Summaries

During Check-ins or Contact Hours:

1. Explicitly teach students how to utilize the One-Sentence Summary frame, modeling how to summarize using content familiar to the student. Teach one sentence type at a time, putting the sentence template on a sentence strip or chart.

2. Read the text, then model selecting one of the sentence frames and summarizing the information. For some students, you may need to tell them which sentence frame to utilize, while other students can select their own.

3. Write summaries together; provide many examples and opportunities for practice prior to having students complete the summaries independently.

Sentence Summary Frames					
Description					
Α	is a kind of		that		
Sequence					
begin	s with, con	tinues with	and ends with _	•	
Compare and Contrast					
and	are similar in that bot	:h, but _	while	_•	
Cause and Effect					
causes					
Problem and Solution					
wante	d but	S0 _			



Recall the Objectives

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Additional Resources to Support Independent Learning



CanPlan App

- Promotes independence and builds confidence by helping people with cognitive challenges complete tasks successfully. Virtually any activity can be broken into a sequence of easy-to-follow steps, illustrated by photos and reinforced with optional text and audio. Scheduling and reminder features ensure each task gets done on time. Amazing for task analysis.
- <u>https://www.canassist.ca/EN/main/programs/technologies-and-devices/at-home/canplan.html</u>



The Homework App

- The Homework App is a visually appealing and easy to read app that allows students to color code their subjects, add subtasks, and create indications for unfinished homework and upcoming tests. The app is really easy to use and allows you to color code to keep everything organized. There's a calendar and even a space to keep info on your teachers, like contact information. You can write in what the homework is, when it's due, and other notes that you need.
- <u>https://www.educationalappstore.com/app/the-homework-app-your-class-assignment-timetable-schedule-planner</u>



Goal Tracker & Habit List

- This app allows you to set specific goals that can range from daily, weekly, monthly, or yearly. The app displays the calendar and goals on the home screen and sends out reminders. The app can export data to Google Docs, Dropbox, or local storage.
- <u>https://play.google.com/store/apps/details?id=info.intrasoft.habitgoal</u> <u>tracker&hl=en_US</u>



Habit Tracker

- Habit Tracker allows you to create very flexible goals (day/week/month, numbers or yes/no). Each goal has its own streak counter; therefore, one goal doesn't not affect the other. It motivates you with quotes and reminders. The app also provides graphs and success percentages of your goals.
- <u>https://play.google.com/store/apps/details?id=com.oristats.habitbull</u>
 <u>&hl=en_US</u>



The Challenge App: Rewards Wide

- This app can be used to set goals, monitor, and reward oneself or as a group of one's choosing. Students are able to mark off completed assignments and challenges as they are done, and check their rewards points as they build up. These points can later be redeemed for rewards. Students can reward themselves, or the "leader" can.
- <u>https://play.google.com/store/apps/details?id=com.ci.rewardswide</u>

