

# 51 Ways to Introduce Learning Objectives

# Facebook Status

Give your Learning Objective in the form of a Facebook status update.

E.g. 'Mr Sadgrove: wants year 10 to be able to analyse Orwell's characterisation in Ch 5'.

Students respond with their own status detailing their thoughts on the objective or showing what they know about the topic already.

Revisit as a plenary.  
@badgerove

# Using a Dictation

Dictate 5 sentences that hint at the Learning Objective without revealing it. For example, if your lesson is about a chemical reaction, you should read out some facts about that reaction, maybe some industry uses for that reaction. Start with the harder clues and gradually work towards easier ones. Check the dictation by having students write the sentences up on the board. Point out any errors. Now ask students to define the Lesson Objective.

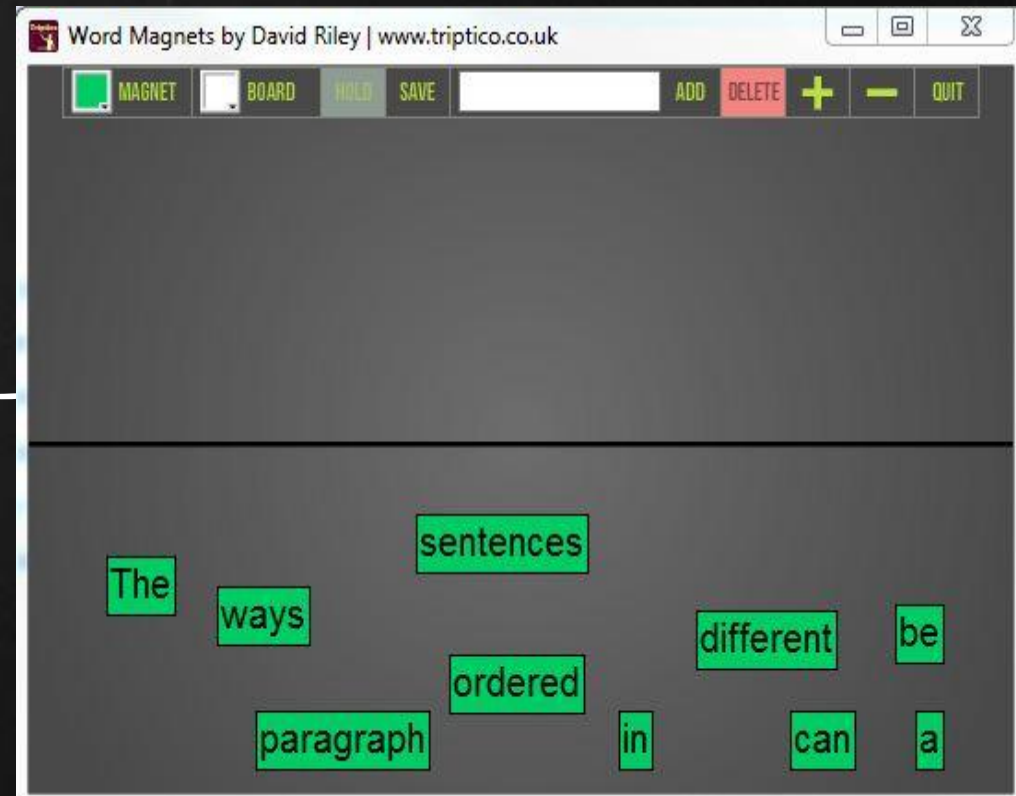
# Anagrams

Rearrange the Learning Objective as an anagram - students try to puzzle it out.

@LearningSpy

Why not try that with [Triptico](http://www.triptico.co.uk) - Magnets

@kristianstill



# 3-2-1

Post a Learning Objective. Ask students to write:

3 - things I know about the topic

2 - questions I have

1 - analogy 'x is like...'

Revisit as a plenary

@badgerove

# Write the Learning Objective on the Whiteboard

Introduce the Learning Objective verbally, using directed questions to check understanding.

# Go Hollywood

Choose a movie where the Learning Objective was relevant (eg. Ice Age for adapting to change, Nemo 4 biodiversity) and connect learners to themes and discuss. Then introduce the Learning Objective.

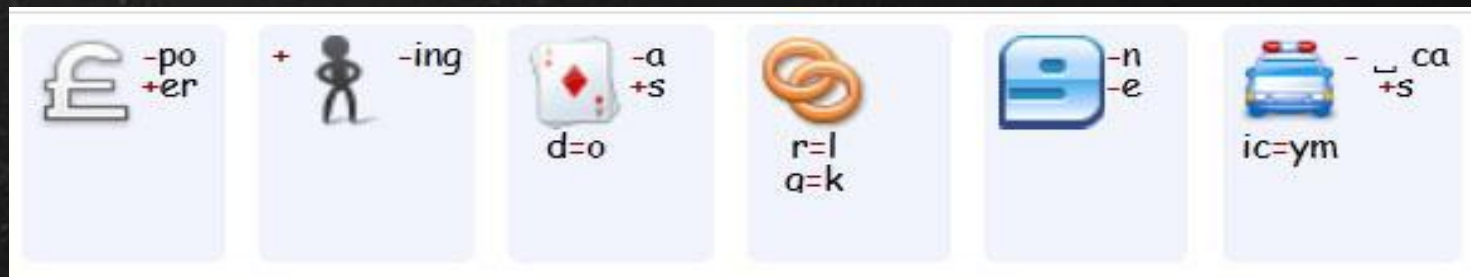
@brittgow

# Code Learning Objective

Apply a code to the Learning Objective. Get the students de-coding sequence or Cipher. Share student examples, selecting the correct Learning Objective.

Try very simple cypher on [puzzlepixies](http://puzzlepixies) to transform the objective.

Use <http://www.myrebus.com/> to code





# Using Images

Show a few photos that have some connection with your Learning Objective. Ask students to write some vocabulary related to what they see in the pictures.

Using the vocabulary, as closely as possible, write the Learning Objective.

Or get <http://www.pimpampum.net/en/content/memry>

# KWL

Post an over simple Learning Objective and apply KWL.

K = What do I know about subject x?

W = What do I want to know about subject x?

L = What did I learn about subject x?

# Obviously a hoop jumper\*

- stand at the front and look stern
- put the objectives on a slide
- ensure they are as unwieldy and obfuscating as possible
- read through them in as cursory manner as you can
- sneer whilst doing this \*\*

\* very commonly found in observed sessions

\*\* this is not a genuine recommendation

from martin

# Learning Objectives with Phrasr

Convert your Learning Objective to a Phrasr

<http://www.pimpampum.net/phrasr>

Phrasr is an interactive web-based application that uses Flickr images to illustrate the phrases that users submit. You can choose every image and then publish the entire phrase, which is shown as a personal slide show.

[Learning Objectives by Kristianstill](#)

# Expand a Sentence

Write the topic in big letters on the board. Read out a short sentence related on the topic. This can be part of a text they will read later, or a text book paragraph. in small groups ask the students to expand the sentence by adding 4 words (you can define the 4 words or not). After a few minutes, invite each group to read out their Learning Objectives.

# Not the First Time?

Ask pupils if they've ever seen the exact same or similar Learning Objective before. What do they know about it?

# Connected Words

Give students a keyword from the Learning Objective and then give them x seconds think up as many linked words as they can.

Go on to define the Learning Objective, with student gaining points for each keywords that then appears in the Learning Objective

# Missing Keyword

Leave a keyword out of the Learning Objective and give 60 seconds to guess it.



# Order the Learning

Ask students to order the words of the Learning Objective in terms of importance and be able to explain why.

# Music to my Learning Objective

Play appropriate music as students enter the lesson to set the mood, linking to the Learning Objective.

Eddie Veder - Hard Sun

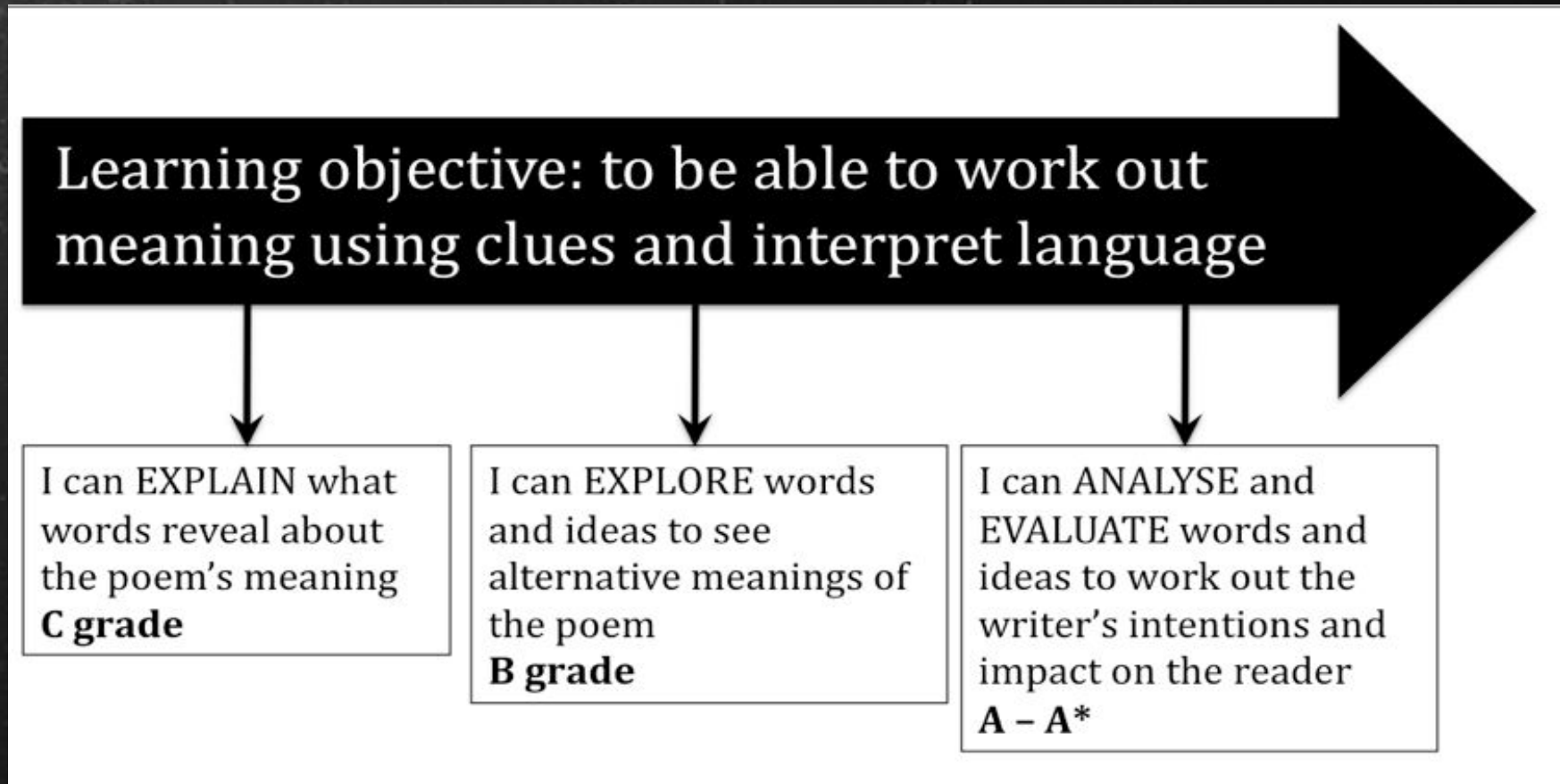
Holes - Stanley is digging at Camp Green Lake in the blazing Texan sun.

This week I used Dowie Bowie - CHanges.

Cha cha cha changes.... to get the students to think about Stanley is changing.

# Learning Continuums @LearningSpy

Write the objective in side an arrow and ask student to say how far along the arrow they think they will get:



# Linking Words

Can you link these three words

Suspense - blisters - holes

Use the words to help students start to think about relationships, then introduce the Learning Objective.

# Odd One Out

Write 4 statements or Learning Objectives?

Which is the odd one out. That is what we are learning about today.

# Meta Menus: starters @LearningSpy

Show the L/O and then get student to pick one of the following questions to discuss:

- What do you want to learn today?
- What skills do you have that could be useful this lesson?
- What might hinder your thinking?
- When have you had to think like this before?
- What have you learnt that is similar?
- What do you already know that might be useful?
- What *must* you do in this lesson? What *should* you do? What *could* you do?

# Learning Intentions

Explain the intention of the lesson to the students and ask them to work out their own Learning Objective

Allows for lessons to wander off piste in interesting ways.

@LearningSpy

# The Hidden Objective

Tell students that you will only reveal the Learning Objective at the end of the lesson - their job is to guess what it might be at various points in the lesson.



# Jigsaw Planet

Upload an image of your objectives  
to <http://www.jigsawplanet.com/>

It will create a jigsaw puzzle of the objectives for  
students to solve on the whiteboard

Can students guess the objectives before the jigsaw is  
completed.

# Wordle

Use Wordle to collapse the Learning Objective or key text into a word cloud style graphic.

Pupils to reassemble after reflecting on the jumbled words.

<http://www.wordle.net/>

# Stand By Your Objective

Have the learning objectives on pieces of paper around the room

Have the students get up and read them and then stand by the one they want to achieve in that lesson / session.

If they are levelled they could be encouraged to aim for their predicted grade or higher.

# Translate the Objective

Display the Learning Objective in another language with the instruction that the students should attempt to work out what it says.

Slowly reveal a few words at a time back into English, or place clues around the room to give them some hints.

Immediate engagement and challenge.

@geographycarrie

# Learning Journeys

Display a 'map' of the lesson using words and images  
Ask students to work out what they think the objective might be.

Examples

here: <http://learningspy.edublogs.org/2011/09/21/learning-journeys/>

# Problem Solving

Set a problem that needs to be solved during the lesson/activity. If the problem is challenging enough then pupils should be able to plan a rough solution but will find gaps in their knowledge/skills - these form the lesson objectives.

eg in a lesson about programming in ICT you could set the problem of making a maze game. Pupils then plan the steps (eg draw the maze, import a character, add controls to the character and then make it start again to touch the wall). Any of these the pupils can't do will be the learning objectives

# Use Success Criteria

Put up the success criteria and ask students to work out a suitable Learning Objective.

Or... put up a learning objective and discuss what success criteria would be.

@sophisimus

# Don't *always* introduce learning objectives

Sometimes by setting objectives you impose unnecessary limits on the learning.

@dughall

(on occasions, all students to direct their own learning)



# Use VozMe

Type your learning objectives in VozMe

<http://vozme.com/index.php?lang=en> and play the MP3 file generated. The robotic voice will get your learners really interested! Doing it every lesson will over kill it though ;-)

@asober

<http://alessiobernardelli.wordpress.com/2010/08/25/bono-voz-u2-can-try-it/>

# Xtranormal your Lesson Objectives

Create a short film with Xtranormal.com which allows you to create text to movie animated clips! It is great and you could also get a couple of learners (or indeed all of them if you have the resources) to create a short film at the end of the lesson to explain their learning outcomes :-)

@asober

<http://alessiobernardelli.wordpress.com/2010/07/12/abnormal-not-normal-or-xtranormal/>

# GoAnimate your Lesson Objectives

As an alternative to Xtranormal - try GoAnimate

<http://goanimate.com/>

Can be slightly simpler to use.

Have the cartoon characters read out the LO's

@dannynic

# Leave it until the end...

Teach the entire lesson and then have the students decide/debate what the learning objective(s) was as the plenary.

As @dughall mentioned, sometimes the objective imposes limitations. By allowing the students to figure it out at the end, the objective may have evolved during the lesson.

@jamesmichie

# Multiple Learning Objectives...

Split the class into groups. On separate tables place different learning objectives.

Provide a list of available resources and then allow each group to plan how they will achieve the learning objective. They then set about working towards the objective.

You can review by having each group share what they have done, with the other group guessing what the learning objective was.

This is not an easy approach but is rewarding for the students as they take ownership and is a great way to develop their codependence and independence.

@jamesmichie

# Answer to the Question

Learning Objectives are often answers. Give the students the answer and ask them to write the Learning Objective.

# Create fun signs

Use some of the sign generators listed at

<http://www.redkid.net/generator/sign.php>

to create fun signs that display the learning objectives in a different way to the usual.

@dannynic



# Going SOLO

Use the SOLO taxonomy to create a route through the learning which challenges all students regardless of their starting point:

- No understanding (pre structural) this might be the starting point for some students
- understand one aspect of the learning (*unistructural*)
- then several aspects but they are unrelated (*multistructural*),
- then we learn how to integrate them into a whole (*relational*)
- finally, we are able to generalise that whole to as yet untaught applications (*extended abstract*).

@LearningSpy



# Use Twitter or a Blog

*Use Twitter or a blog to introduce the Learning Objectives*

*Students comment on how they are going to achieve the learning objectives*

*The learning objectives should have a purpose and set the scene for learning .*

*Make the learning objectives specific and student friendly so they know exactly where the lesson is going. rather than explaining them just because you have to.*

*@stephen\_logan*

# Produce your Learning Objective with Voki

Why not produce your Learning Object with webware tool [Voki](#)? Use the randomiser tool, record your voice, add the link. It is probably quicker than writing it!

Also available as an embed for your VLE or blog and more.

# Flipped Objectives

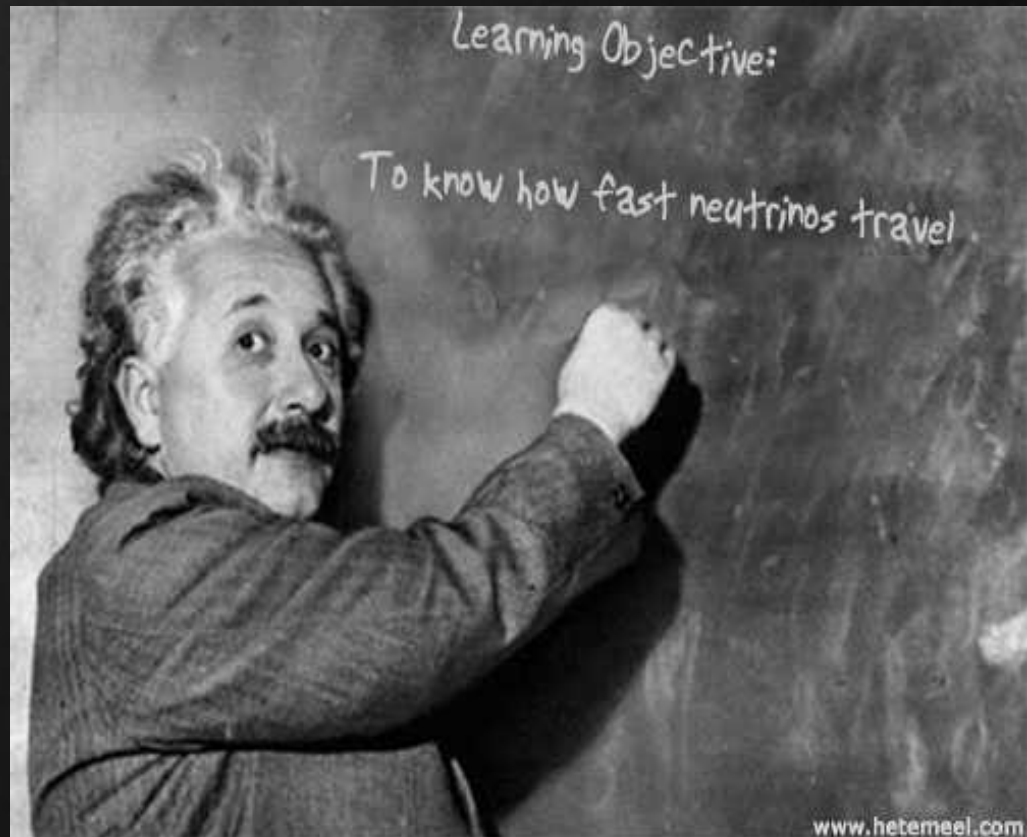
Introduce learning objectives prior to the lesson - students arrive knowing what the learning objective is. This could happen via a class blog or perhaps the learning objective could be shared at the end of the previous lesson. This could allow student to prepare for the learning they will embark on.

@LearningSpy

# Get Einstein to Introduce the Learning Objective

<http://www.hetemeel.com/einsteinform.php>

@katebook



# QR Codes

Present the learning objective as a QR Code so that students have to work to find out what it is. Possibly you could use a series of codes as a treasure hunt.

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# Agree / Disagree

Write a statement about a controversial issue on the board. The students then line up to indicate their agreement or disagreement with the issue.

Can use 5 for strongly agree, 4 for agree, 3 for not sure, 2 for disagree, 1 for strongly disagree.

Tell students to be prepared to defend their choice.

Then: introduce learning objective

@LearningSpy

# Search for the Learning Objective

Start your lesson with a wordsearch (without a word list) that included important words / characters / themes of the lesson.

Once the words have been revealed, create the lesson objective as with the anagram.

# Use an Object

Ask students to write down the vocabulary that springs to mind when they see, touch, hold the object.

Ask students to write down what they know about the object.

Ask the students to think what the object might have to say or do with the Learning Objective.



# The Finished Article

The approach is borrowed from a conversation I had this afternoon with a colleague, Arts teachers and Director of Learning for Expressive and Performing Arts.

Give students a completed exemplar piece of work, 'the finished article' and ask students what makes it an exemplar piece of work. What learning objectives has this students fulfilled in creating this exemplar.

Prioritise the learning, listing these learning objectives.

# QFT

## Question Formulation Technique

1. Get students to write as many questions as they can on the topic you will be covering - no quality control
2. Categorise the questions (open/closed, silly/useful, factual/conceptual)
3. Select the best three questions
4. Use the questions to write a learning objective(s) about what students want to achieve
5. Reflect on the process (probably at the end of the lesson)

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# Use Thinking Dice / Hats to Differentiate an Objective

Pass around thinking dice or give students access to hats etc and put the central theme/issue/question on the board or by other means so all have access to it.

Students then to swap dice between each other or use different coloured hats to see what level they can get to on Blooms re this them.

Hence lesson objective will be differentiated for various groups in the lesson

Nick @largerama

# Let learners use Kagan dice\* to come up with questions about the learning



Give the learners a general topic for the lesson's enquiry: "Today we'll be learning about castles"

In pairs let them use kagan dice to come up with a list of questions

Encourage them to pair/share their questions, ask them to come up with the 'best' questions - this might involve linking some questions together.

At the end of the lesson go back to the list of questions - how many can be answered following the enquiry?

@mrphorner

\* Maths depts often have big foam dice - borrow them and stick the 5W questions on each face