

Developing a Tiered Activity

1

Select the activity organizer

- concept
- generalization

Essential to building a framework of understanding

2

Think about your students/use assessments

- readiness range
- interests
- learning profile
- talents

skills
reading
thinking
information

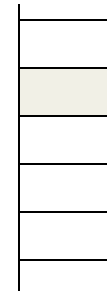
3

Create an activity that is

- interesting
- high level
- causes students to use key skill(s) to understand a key idea

4

Chart the complexity of the activity



High skill/
Complexity

Low skill/
complexity

5

Clone the activity along the ladder as needed to ensure challenge and success for your students, in

- materials – basic to advanced
- form of expression – from familiar to unfamiliar
- from personal experience to removed from personal experience
- equalizer

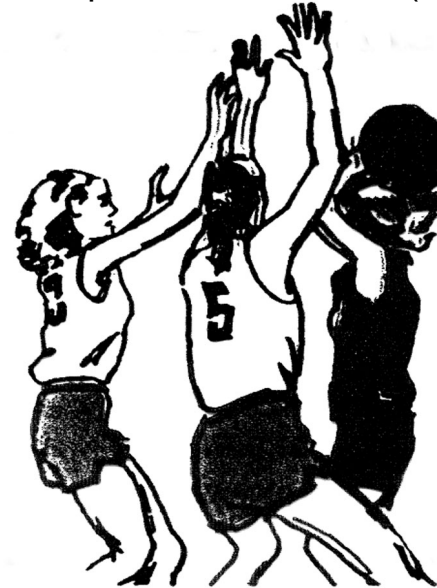
6

Match task to student based on student profile and task requirements

Tiered Lesson Physical Education

→ *SKILL: Dribbling and basketball*

- 1 • Dribble from point A to point B in a straight line with one hand
• Switch to the other hand and repeat.
• Use either hand and develop a new floor pattern from A to B (not a straight line)



- 2 ZIGZAG –
 - One hand
 - Other hand
 - Increased speed
 - Change pattern to simulate going around opponents

- 3 In and out of pylons as fast as possible
 - Change hand
 - Increase speed
- 4 Dribble with one hand – and a partner playing defense.
 - Increase speed and use other hand
 - Trade roles
- 5 Through pylons, alternating hands, & partner playing defense
 - Increase speed
 - Trade roles