PROGRAM DESIGN – *LEARNING CYCLE*

Adapted from the 5 E Learning Model

- **Engagement**:
  - Create spark
  - Access prior knowledge
  - Set the stage for learning
  - Create belonging
- **Exploration**:
  - Hands-on learning
- **Guided Analysis**
  - Review Exploration for understanding
  - Introduce new vocab/content
  - Provide relevance to students
  - Connect to prior knowledge
- **Reflection:** (may only hit on one)
  - Ask "How can I make a difference?"
  - Provide actions students can take
  - Provide relevance outside the classroom
  - Provide relevance to self
  - Connect to growth mindset
  - Connect to career mindset

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