

# Self-Reflection Rubric for Active Learning and Engagement

**Learning Outcome: Employ effective active learning practices and leverage technology to promote student engagement, autonomy, and reflective learning.**

Components of This Focus Area	1 - Starting	2 - Improving	3 - Skilled	4 - Masterful
Use of Active Learning Techniques	I primarily use traditional lecture-based methods with minimal incorporation of <a href="#">active learning</a> techniques.	I have begun to use active learning techniques, though they may be limited in variety or not fully integrated with course content and learning outcomes.	I consistently incorporate a variety of active learning techniques, such as <a href="#">structured discussions</a> , <a href="#">interactivity</a> , and hands-on activities.	<b>3 - Skilled Descriptor +</b> I regularly evaluate and adapt active learning strategies based on student feedback and performance to enhance <a href="#">engagement</a> and understanding.
Integration of Technology	I use technology in a limited way, usually for content delivery (e.g., presentations) rather than interactive learning.	I have begun to explore how technology can enhance learning and make my lessons more engaging.	I effectively use technology to support and enhance active learning, using interactive tools, <a href="#">online collaboration platforms</a> , or <a href="#">multimedia resources</a> .	<b>3 - Skilled Descriptor +</b> I continuously explore and implement new technologies in my work, such as simulations, <a href="#">virtual labs</a> , or <a href="#">adaptive learning platforms</a> , to enhance engagement and understanding.
Fostering Student Autonomy	Most of the learning experiences in my classes are instructor-directed, with little room for choice or <a href="#">self-directed learning</a> .	I have begun to introduce elements of student choice and <a href="#">autonomy</a> , though they may not be consistent or well-developed.	I provide structured opportunities for students to exercise autonomy, such as choosing topics for projects, selecting learning resources, and setting personal learning goals.	<b>3 - Skilled Descriptor +</b> I design learning experiences that empower students to decide how they will engage with or practice the content, such as through self-directed projects, <a href="#">choice boards</a> , and <a href="#">personalized learning paths</a> .
Creating Opportunities for Reflection	I rarely incorporate opportunities for students to reflect and think critically about their learning.	I introduce limited opportunities for reflection, such as through guided discussion prompts and reflective written assignments.	I give regular opportunities for students to reflect on what they are learning, make connections with what they already know, and clarify the purpose of their learning.	<b>3 - Skilled Descriptor +</b> I integrate reflective practices throughout the course, such as through regular reflective journals, <a href="#">peer feedback</a> sessions, and <a href="#">self-reflection</a> exercises.

# Glossary of terms used in the Active Learning and Engagement rubric

[Click here to return to the rubric](#)

**Active learning:** engaging students in activities that require thinking and participation

**Adaptive learning platforms:** technology that adjusts learning materials to match each student's needs and progress

**Autonomy:** the ability to make independent choices and decisions about one's learning

**Choice boards:** tools that offer students a selection of different tasks or activities to choose from

**Engagement:** active interest and participation in learning activities

**Interactivity:** two-way communication between students and content in which students actively participate and receive immediate feedback

**Multimedia resources:** learning materials that use a mix of text, images, video, or audio

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**Online collaboration platforms:** digital tools where students work together and share ideas, like Google Docs, Padlet, or FigJam

**Peer feedback:** comments and advice given by classmates to help each other improve

**Personalized learning paths:** customized educational plans designed to reflect individual students' strengths, needs, and interests

**Self-directed learning:** when students take charge of their own learning, including setting goals and finding resources

**Self-reflection:** students evaluating their own learning and progress

**Structured discussions:** guided conversations with clear goals and rules to keep students focused and on topic

**Virtual labs:** online simulations of real-life labs where students can conduct experiments