

# PLAYTEST YOUR CLASSROOM

A framework for reassessing your course design



## 1 YOUR WIN

*When this lesson or unit is working, what does that look like for you?*

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## 2 THEIR WIN

*What does success look like from your students' perspective? What are they actually trying to achieve?*

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## 3 WHAT YOUR FEEDBACK IS SHOWING

*What behaviors are you seeing? Where are students checking out, pushing back, desperate for approval, or going through the motions?*

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## 4 WHAT IN THE DESIGN IS CAUSING IT

*If those behaviors are feedback about your course design — not your students — what produced that outcome?*

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## 5 BUILDING A COMMON GOAL

*What could your students want badly enough that getting it requires everything you're trying to teach?*

- What do your students already want? (not about your subject)
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- What outcome could serve as the vehicle for your curriculum?
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- How does your content live inside that goal?
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## 6 ONE THING TO CHANGE BEFORE NEXT WEEK

*What is one observation you will make in your next class that you weren't making before?*

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