Creating Effective Learning Environments



The Best School

- 1. In what environments (eleot items) is this school demonstrating strong practices?
- 2. What opportunities exist for improvement?
- 3. What can we understand about this learning environment within the school?
- 4. From what types of PD would the teachers benefit?
- 5. How can the results inform the leadership team as they develop improvement strategies?

Learning Environment		Notes
	Equitable Learning Environment	
В.	High Expectations Learning Environment	
C.	Supportive Learning Environment	
D.	Active Learning Environment	
E.	Progress Monitoring and Feedback Learning Environment	
F.	Well-managed Learning Environment	

G. Digital Learning Environment		



Effective Learning Environments Observation Tool (eleot®)

The purpose of this tool is to help you identify and document observable evidence of classroom environments that are conducive to student learning. Results of your observations will be used to corroborate information obtained from interviews, artifacts and student performance data. Please circle the number that corresponds with your observation of each learning environment item descriptor below. As needed and appropriate, briefly make inquiries with students

Date	School		City			State or Province	Country		ade vel
Time In	Time Out	Check ALL that apply:	Lesson Beg	Lesson Middle	Lesson End	Subject Observed		Observer Name	
	St	udent-focused Obse	ervations			Very Eviden	Evident	Somewha t	Not Observe
A. Eq	quitable Learning Environm	nent:							
1. Learn	ners engage in differentiated	learning opportunities	s and/or activit	ies that meet their r	needs	4	3	2	1
2. Learn	ners have equal access to cla	ssroom discussions,	activities, reso	ources, technology,	and support	4	3	2	1
	ners are treated in a fair, clear					4	3	2	1
	ners demonstrate and/or have ences in abilities, aptitudes,					4	3	2	1
B. Hi	igh Expectations Learning	Environment:							
1. Learn	ners strive to meet or are able or the teacher	e to articulate the high	expectations	established by the	mselves	4	3	2	1
2. Learn	ners engage in activities and l	learning that are chal	lenging but att	ainable		4	3	2	1
3. Learn	ners demonstrate and/or are a	able to describe high	quality work			4	3	2	1
	ners engage in rigorous cours er order thinking (e.g., analyz				of	4	3	2	1
5. Learn	ners take responsibility for an	d are self-directed in	their learning			4	3	2	1
C. Si	upportive Learning Enviror	nment:							
	ners demonstrate a sense of o		sitive, cohesive	e, engaged, and pu	rposeful	4	3	2	1
	ners take risks in learning (wit				•	4	3	2	1
	ners are supported by the tea ent and accomplish tasks	cher, their peers and	or other resou	irces to understand	I	4	3	2	1
4. Learn	ners demonstrate a congenia	l and supportive relati	ionship with th	eir teacher		4	3	2	1
D. Ac	ctive Learning Environmen	t:							
	ners' discussions/dialogues/e		other and the t	eacher predominat	e	4	3	2	1
	ners make connections from o	<u> </u>		•		4	3	2	1
	ners are actively engaged in t					4	3	2	1
	ners collaborate with their pee		nplete projects	, activities, tasks ar	nd/or	4	3	2	1
	rogress Monitoring and Fee	-					•		
progre	ers monitor their own learnin ess is monitored			-	g	4	3	2	1
	ers receive/respond to feedb rstanding and/or revise work		eers/other reso	ources) to improve		4	3	2	1
	ers demonstrate and/or verb	Ū.				4	3	2	1
4. Learn	ners understand and/or are at	ole to explain how the	eir work is asse	essed		4	3	2	1
	ell-Managed Learning Envir								
1. Learn	ners speak and interact respe	ctfully with teacher(s)) and each oth	er		4	3	2	1
	ners demonstrate knowledge well with others	of and/or follow class	room rules an	d behavioral expec	tations and	4	3	2	1
3. Learn	ners transition smoothly and e	efficiently from one ac	tivity to anothe	er		4	3	2	1
4. Learn	ners use class time purposefu	ully with minimal wast	ed time or disr	uptions		4	3	2	1
G. Di	igital Learning Environmen	t							
	ners use digital tools/technolo		e, and/or use i	nformation for learn	ning	4	3	2	1
2. Learn	ners use digital tools/technolo s for learning					4	3	2	1
3. Learn	ners use digital tools/technolo	gy to communicate a	nd/or work col	laboratively for lear	ning	4	3	2	1



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