Design an experiment

Opinions of others and theoretical input might be very helpful, but you only know what works for you if you try things for yourself.

To make an experiment more than just 'trial and error', it is important to design the experiment beforehand.

1. Write down

a) What are you planning to do?

b) What are your expectations if your plan works out succesfully? Describe the outcome as detailed as possible:

- *what happens ,*
- *what do you see,*
- *what are pupils doing*
- *how do you feel?*

c) Having described what you expect, what information could you gather on the succes or failure of the plan?

- *this could be a small exit-interview with a pupil, or a formative assesment question to the whole class that they write down, it could be the noice-level during the lesson, …*

- *You could think of making a videotape of the lesson to observe in detail what is happening*

2. Perform the experiment as you have planned (1a) and gather information (1b)

3. based on your experience (2) and the information you gathered (1b): What is your conclusion?

Did it go as you expected?

Can you come up with an explanation?

What will your next step be?

If you want to try a new experiment, re-start the procedure.