digiCOACH - CALI Reads: Self Generated Questions Edition

Lesson Design	Tools and Resources	Self-Generated Questions
Purpose	**Cue Cards**	**Right There Questions**
Teacher sets the focus of the lesson and tells how it benefits the student.	The teacher provides each student with cue cards and incorporates use throughout the lesson.	Teacher models and guides students through the steps to construct Level 1/Right There Questions.
Modeling and Explicit Instruction	**Student Log**	**Putting It Together Questions**
Teacher describes the strategy, its steps, and models how to use it.	Teacher provides each student with a log and incorporates its use throughout the lesson.	Teacher models and guides students through the steps to construct Level 2/Putting it Together Questions.
Guided and Collaborative Practice	**Rubric**	**Making Connections Questions**
Teacher guides students through practice with the strategy in collaborative groups and reteaches or redirects as needed.	Teacher uses a rubric to set success criteria and incorporates its use throughout the lesson.	Teacher models and guides students through the steps to construct Level 3/Making Connections Questions.
Independent Practice	**Text Selection**	**Strategy Application**
Teacher gives students opportunity to apply the strategy in extended practice while continuing to monitor their understanding.	Teacher selects a text appropriate to the student demographic and students' prior knowledge.	Teacher models and guides students through the application of all three levels of Self-Generated Questions.