

TOOLS FOR LEARNING PARALYMPIC GAMES



(TEACHER SELF-EVALUATION & REFLECTION GUIDE)

Teaching Dates of Module:	School Year:
General Comments/Notes for	Planning Next Year's Module
✓ Comment 1	
✓ Comment 2	
✓ Comment 3	
Self-Reflection Across Danielson's Four Domains of Teaching	
Domain 1: Planning & Preparation	
1a: Demonstrating Knowledge of Content/ Pedagogy	1d: Demonstrating Knowledge of Resources
1b: Demonstrating Knowledge of Students	1e: Designing Coherent Instruction
1c: Selecting Instructional Outcomes	1f: Designing Student Assessments
✓ Reflection 1	
✓ Reflection 2 ✓ Reflection 3	
Nellection 5	
Domain 2: Classroom Environment	
2a: Evidence of Respect and Rapport	2d: Managing Student Behavior
2b: Establishing a Culture for Learning	2e: Organizing Physical Space
2c: Managing Classroom Procedures	
✓ Reflection 1✓ Reflection 2	
✓ Reflection 2	
Domain 3: Instruction	
3a: Communicating with Students 3b: Using Questioning and Discussion	3d: Using Assessment in Instruction3e: Demonstrating Flexibility and Responsiveness
Techniques	Se. Demonstrating Flexibility and Responsiveness
3c: Engaging Students in Learning	
✓ Reflection 1	
✓ Reflection 2	
✓ Reflection 3	
Domain 4: Professional Responsibilities	
4a: Reflecting on Teaching	4d: Participating in a Professional Community
4b: Maintaining Accurate Records	4e: Growing and Developing Professionally
4c: Communicating with Families	4f: Showing Professionalism
✓ Reflection 1	
✓ Reflection 2✓ Reflection 3	
v Reflection 3	
Self-Rating with Rationale	
Choose One:	
Innovative (4); Proficient (3); Basic (2); Unsatisfactory (1)	
Provide rationale:	
✓ Evidence 1 ✓ Evidence 2	
✓ Evidence 2 ✓ Evidence 3	
- Evidence o	