Quality	Definition	Design Questions to Ask
Clarity	Learners know what the goal for learning is, and what success looks like.	Do learners know the learning target and success criteria associated with this task for learning?
Safety	Learners feel good about taking risks, making mistakes, and having different answers during learning.	How can the classroom culture & learner-interaction expectations be tailored to make them feel safe to take risks & make mistakes during the learning task?
Sense of Audience	Learners know who will be observing their learning.	Who will be a valued audience for the product of this learning task?
Collaboration	Learners have opportunities to share, learn and work with other learners.	How will learners share ideas, explain, evaluate, reflect and revise together during the learning task?
Choice	Learners have choices in how to collect information and/or demonstrate their learning.	Are there multiple ways learners can choose to demonstrate their learning in the task?
Personal Response	Learners can react with individual thoughts in learning.	Can learners bring their own life experiences and individual ideas into their responses in the learning task?
Novelty	Learners' curiosity is engaged through the process and products of learning because they are seen as new or unique.	How can the learning task be designed to be fun, strange, out-of-the-box to get learners excited?
Authenticity	Learners see the relevance and real world purpose behind the learning.	How can the learning task be designed to incorporate real-world and meaningful connections?