## **ELA Scope & Sequence: Design Tasks and Associated Resources**

- Read first: <u>ELA Scope & Sequence: General Guidance</u>
- → Use this <u>Template for an ELA Scope & Sequence</u>
- Find all materials listed here through the ELA Curriculum Hub

Tasks	Tips & Resources
Develop Level-End Benchmarks for each level.	<ul> <li>→ Sample Level Benchmarks for End of Level 1</li> <li>→ EXAMPLES of Aligned Level-End Benchmarks Across Class Levels</li> <li>→ NRS Level Descriptions (helpful in creating level- end benchmarks)</li> </ul>
<ul> <li>Identify knowledge-based topics relevant to learners at this level (e.g., civics, health, science, financial literacy, workforce prep) and articulate a rationale for selected topics to be included.</li> <li>Ensure there is a logic to the unit topics covered at each level.</li> </ul>	<ul> <li>→ <u>ELA Lens: Contextualization &amp; Relevance</u></li> <li>→ <u>Learning Standards and Frameworks for HiSET,</u> <u>GED, Science, Social Studies</u></li> </ul>
<ul> <li>Identify priority ELA standards to be learned during the unit.</li> <li>Ensure there is a progression in skill development from one level to the next.</li> </ul>	<ul> <li>→ <u>CCRSAE &amp; Standards-Based Teaching</u></li> <li>→ Carefully read the <u>CCRSAE-ELA</u>, noting the distinctions from one level to the next</li> <li>→ Template #1 in <u>Program Integration Templates</u></li> </ul>
Sequence units across the learning cycle in a logical order	→ Use the <u>ELA S&amp;S template</u> , moving units around as needed
Envision culminating assessments that capture real-life application of the skills in use.	<ul> <li>→ EXAMPLES of Unit Outcomes/Culminating Assessments</li> <li>→ Template #2 in Program Integration Templates</li> </ul>
Curate key student materials to be used within each unit.	<ul> <li>→ Text Complexity and Text Selection</li> <li>→ Resources for Social Studies and Science topics</li> </ul>
Check to see that all expected components of a S&S are fully addressed.	→ <u>Review Guide: ELA Scope &amp; Sequence</u>