

Blueprint Language Definitions

The words below may be used when discussing the content and structure of the Blueprint

- **Strand:** A broad category of learning.
- **Strand component:** A specific category of learning that falls within a particular strand.
- **Benchmark:** The student achievement expected at a particular grade. The Blueprint focuses on benchmarks for 2nd, 5th, 8th and 12th grades.
- **Learner outcome:** A general goal for student learning for a lesson, a unit, a semester, a year, or a multi-year curriculum.
- **Learning indicator:** A specific skill that students master. Learning indicators can serve as evidence of reaching the learner outcome.
- **Respond, Reflect, Revise:** Students respond to their dance experience (both doing and observing dance) through movement, verbal discussion, written work, or expression in another art form. They reflect upon what they have experienced by considering their own reactions in light of what they have learned from sharing responses with others. They revise their own work by thoughtfully applying the new information that results from responding to and reflecting upon dance.
- **Rubric:** A chart created to assess student learning. Rubrics are usually graded in some way to indicate the level of achievement a student has reached toward a learning indicator.
- **Suggested Activities:** In the Blueprint, a list of activities that might enable students to reach the learner outcomes. These are not comprehensive, but rather are examples of types of activities that would be appropriate.