

# H.E.A.T. Framework

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In a digitally-charged learning environment, the key is to turn up the H.E.A.T. on student learning. H.E.A.T. is an acronym that is synonymous with digital-age learning (i.e., 21st Century Skills) and represents Student Output in terms of student:



- **H**igher order thinking,
- **E**ngaged learning,
- **A**uthentic connections, and
- **T**echnology use.

## PDF: [H.E.A.T. Framework](#)

The H.E.A.T. Framework measures the integration of these four factors in classroom instruction.

- **Higher-Order Thinking Look-Fors**
  - Students taking notes only; no questions asked
  - Student learning/questioning at Remembering level
  - Student learning/questioning at Understanding level
  - Student learning/questioning at Applying level
  - Student learning/questioning at Analyzing level
  - Student learning/questioning at Evaluating/Creating levels
- **Engaged Learning Look-Fors**
  - Students report what they have learned only
  - Students report what they have learned only; collaborate with others
  - Students given options to solve a teacher-directed problem

- Students given options to solve a teacher-directed problem; collaborate with others
- Students collaborate to define the task, the process, and/or the solution
- Students collaborate to define the task, the process, and/or the solution; collaboration extends beyond the classroom
- **Authentic Connections Look-Fors**
  - The learning experience is missing or too vague to determine relevance
  - The learning experience provides no real world application, or represents a group of connected activities
  - The learning experience provides limited real world relevance
  - The learning experience provides extensive real world relevance
  - The learning experience provides real world relevance and opportunity for students to apply their learning to a real world situation
  - The learning experience is directly relevant to students and involves creating a product that has a purpose beyond the classroom that directly impacts the students
- **Technology Use Look-Fors**
  - No technology use is evident
  - Technology is used only by the teacher
  - Student technology use appears to be an add-on and is not needed for task completion
  - Student technology use is somewhat connected to task completion
  - Student technology use is directly connected to task completion with shared or limited resources
  - Student technology use is directly connected to task completion with one-to-one or unlimited resources