## **Question Exploration Device Checklist**

Teacher: \_\_\_

Rater Name: \_\_\_\_

Date: \_

r Name: \_\_\_\_

Total Score /40

Rating Guide: 2 = Present and correct, 1 = Present, but needs improvement, 0 = Missing or Incorrect

Feature	Rating	Enhancements or Feedback
The CRITICAL QUESTON:		
1. Targets the most important ideas/content of the lesson,		
unit, or course.	2 1 0	
2. Is a big idea question that students cannot immediately		
answer (usually a "how", "why" or broader "what"	2 1 0	
question).		
3. when answered makes abstract or complex content and		
relationships more understandable.	2 1 0	
4. is useful for studying (includes information that will		
most likely be assessed).	2 1 0	
The KEY TERMS & EXPLANATIONS:		
5. are each explained briefly.	2 1 0	
6. are the important words or phrases that must be	2 1 0	
understood to discuss and answer the question.		
7. are clear and student friendly.	2 1 0	
The SUPPORTING QUESTIONS & ANSWERS		
8. are used to "unpack" or break apart the Critical	2 1 0	
Question (written in box 3).	2 1 0	
9. have answers for each question written in the box;	2 1 0	
physically aligned to the question.	210	
10. lead to the Main Idea Answer and the Critical	2 1 0	
Question.		
11. often represent a coherent short answer to the question	2 1 0	
leading up to the Main Idea Answer.		
The MAIN IDEA ANSWER	2 1 0	
12. is written concisely.	2 1 0	
13. is a broad answer that can be used later in a variety of	2 1 0	
Ways.		
14. fully incorporates understandings constructed from the key terms and smaller questions.	2 1 0	
USE IN A RELATED AREA:		
15. is a question prompting students to explore the Main		
Idea answer in greater depth.	2 1 0	
16. requires students to explore the Main Idea answer		
within the same subject.	2 1 0	
17. challenges students to deal with more extensive	2 1 0	
information, manipulating it differently.	210	
REAL WORLD USE		
18. challenges students to show how the Main Idea applies	2.1.0	
to the real world.	2 1 0	
19. is written in student-friendly language, helping	2 1 0	
students to use the critical content.	2 1 0	
20. results in generalization of the Main Idea OR is a	2 1 0	
Challenge Question.	2 1 0	

