

Engagement Design Reflection Tool

Real engagement is not noise, novelty, or participation alone. It emerges when students experience competence, belonging, agency, and novelty in ways that support real thinking.

Category	Prompt	Check	Notes
Competence	Students can see what success looks like	<input type="checkbox"/>	
	Progress is visible (not assumed)	<input type="checkbox"/>	
	Students revise or improve their work	<input type="checkbox"/>	
	Effort clearly leads somewhere	<input type="checkbox"/>	
Belonging	Students can enter without fear of being wrong	<input type="checkbox"/>	
	Participation is structured (not left to confidence)	<input type="checkbox"/>	
	Disagreement is safe and productive	<input type="checkbox"/>	
	Multiple voices are supported	<input type="checkbox"/>	
Agency	Students make meaningful choices	<input type="checkbox"/>	
	Students justify or defend decisions	<input type="checkbox"/>	
	The task requires judgment (not just completion)	<input type="checkbox"/>	
	Students cannot rely on AI without thinking	<input type="checkbox"/>	
Novelty	The task disrupts routine in a productive way	<input type="checkbox"/>	
	Something resets attention	<input type="checkbox"/>	
	Novelty deepens thinking (not just engagement)	<input type="checkbox"/>	
	Students must rethink, not just react	<input type="checkbox"/>	

Reflection

Which category is strongest in this design?

Which category needs the most improvement?

Where might students be completing the task without thinking deeply?

What is one specific change you will make to improve engagement?