



CHOICE BOARDS

Choice boards intrinsically motivate diverse learners and increase engagement by proactively offering structured, objective-aligned voice and choice in how students demonstrate mastery.



WHAT?

Choice boards are a game changer! From academic tasks & skill practice to behavioral rewards & early finisher options. You can keep it simple with two choices or go all in with a game-style board. The format is *flexible*, but the goal is always the same: **engage every learner deeply & foster intrinsic motivation with structured voice & choice.**

WHY?

--When students get to choose how they learn & how they demonstrate understanding, **engagement & ownership increase while barriers decrease.**
--Backed by motivation & engagement research, choice boards are a **highly efficient differentiation tool** that supports reluctant & struggling learners without requiring separate lesson plans.

WHEN? TO DIFFERENTIATE BY:

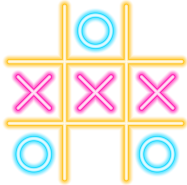
- **Readiness** (skill level or entry point)
- **Interest** (Topics of interest or Reinforcers)
- **Learner Variability** (Learner differences)
- **Flexible Modalities** (Access & expression)
- **Tiered Challenges** (Leveled complexity)
- **Project-Based Learning** (authentic tasks)
- **Learner Strengths** (leverage their assets)

AI PROMPT

Create a standards-aligned choice board for [grade/subject/TEKS] that offers multiple ways for students to access learning & demonstrate understanding while maintaining rigor, supporting differentiation, & promoting student voice & choice. My students enjoy __, & have ___ needs. Here is my *attached* subunit for additional context.

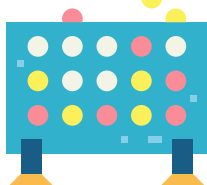
TYPES OF CHOICE BOARDS

TIC TAC TOE



9 tasks in a 3x3 grid: students complete 3 in a row of their choice. Require one from each row to add structure.

CONNECT 4



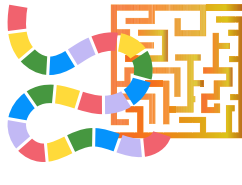
Tasks fill a Connect 4 game board: students choose columns to complete 4 in a row. Gamifies practice without losing rigor.

PLAYLIST BOARD



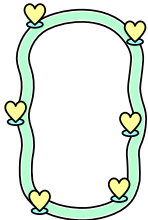
Tasks are organized like a music playlist: students work through in order but choose their "tracks" within each section. Mirrors how students already consume content and builds in pacing autonomy.

GAME BOARD/MAZE



Choice is embedded in game-style play: roll, move, complete. Students progress through tasks like a board game.

LEARNING PATH



A linear sequence with choice points at each stop: students decide their route to the end goal.

WOULD YOU RATHER?



Two strong options: students pick one and share their reasoning. Sparks discussion and critical thought.

CHOOSE YOUR HAND (PLAYING CARDS)



Playing card hand: each card = a task. Teachers set the rules: "Choose 3 cards; at least 1 must be a spade or ace." Builds in non-negotiables while honoring choice.

MUSTARDS/ MAYOS



(MUST DO/ MAY DO) non-negotiables every student completes, plus a choice menu of extension/ rehearsal tasks. (May add Pickles - Pick task & Ketchups- Catch up work reminders)