



*eBook*

## ***Contract Learning***

***A Practical Resource for  
Beginning and Experienced Teachers***

***2021***



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*Note: This is the first of three eBooks in “The Art of Teaching Creatively”*

***For the sole use of the webinar participant and eBook recipient***

# Section 1: Introduction

## Introduction

The purpose of this *eBook* is to provide assistance to beginning and experienced teachers seeking creative ideas to bring to their classrooms. More specifically, the *eBook* deals with an exercise in contract learning — a learning process that is based upon a student determining in advance of starting an assignment what grade he/she will achieve.

This is the first *eBook* in “The Art of Teaching Creatively” webinar series.

## How This Book is Organized

This *eBook* includes the following sections:

- Section 2: What is Meant by “Contract Learning?”
- Section 3: A Little Theory to Start It Off
  - Albert Bandura’s Linear-Interactionist Social-Cognitive Learning Theory
  - So What?
- Section 4: The Purposes of Evaluation of Student Achievement
  - Generally Accepted Purposes
  - The “Forgotten Purpose”
  - So What?
- Section 5: A Personal Anecdote to Show the Efficacy of Contract Learning
- Section 6: Setting the Stage for Contract Learning (1): Some Recent Pronouncements on the Underlying Characteristics of Effective Evaluation
- Section 7: Setting the Stage for Contract Learning (2): In the Minds of
  - Students
  - Parents
  - The Administration and Other Staff
- Section 8: Using a Taxonomy to Formulate the Questions in the Contract
- Section 9: Sample Learning Contract on a Short Story: “The Most Dangerous Game” (Grade 7 Language Arts)
- Section 10: Sample Suggestions for Content for Contract Learning in:
  - Geography
  - History
  - Biology
- Section 11: Some Do’s and Don’ts
- Section 12: Conclusion
- Section 13: Appendix: Text of “The Most Dangerous Game”