

# Designing Phenomena-Based Instruction

The flowchart below is designed to encourage focus on phenomena to help guide the selection of three dimensions to integrate during instruction. Phenomenon is defined as an observable event that can be explained or explored using scientific practices, ideas, and concepts (the 3-dimensions).

**AZ Science Standard**



**Core Ideas of Knowing & Using**



*What phenomenon can be explained  
using the core ideas?*

**Phenomenon**



*How will students interact  
with the phenomenon?*

**Science & Engineering Practice**



*What “lens” will students use  
to think about the phenomenon?*

**Crosscutting Concept**



Source: Adapted for the Arizona Science Standards from “Designing Phenomena-Based Instruction” from NSTA: [Link to Designing Phenomena-Based Instruction](#) (updated 10/9/19)