



# Exit Ticket

PL-2, I-1, I-2, I-3, I-4, I-6, I-7, I-9

Exit Ticket provides instant feedback for you to determine whether your class mastered your daily objective. It is recommended that just about every lesson conclude with an Exit Ticket. They should be handed out at the end of class, and include 3 or 4 questions in various formats that assess one or more parts of the objective. Once each student has answered all the questions the ticket is collected before or as they exit. The next day, having analyzed the data, give the students an opportunity to identify their mistakes, reteach, and give more opportunities to correct them as needed.

- Before generating the Exit Ticket, be sure to have a clear and measurable learning standard.
- Determine what questions you will ask your students. (Questions should be aligned to the learning standard).
- Inform your class about the purpose of an Exit Ticket, what will be done with them, and that they are not graded “tests”.
- Give students 5-10 minutes at the end of class to complete their Exit Ticket.
- Have students turn in their Exit Ticket before class ends or on the way out of class.
- Review student responses from the tickets and allow the data to guide/drive future instruction, and student intervention.



## Additional Tools

### *Verbal Exit Ticket*

At the end of class, have students line up at the door and answer a question that is aligned to the learning standard as they leave for the day.

### *Admission Ticket*

As students enter the class/period, have them hand in a recorded fact, concept, or question related to their assigned reading or homework.

For more strategies and/or resources, visit [houstonisd.org/EffectivePractices](http://houstonisd.org/EffectivePractices)



## ALERTS

Plan the Exit Ticket in advance. Keep it simple and make sure it assesses the skills from the learning standard.



## QUICK TIPS

Try using open-ended questions that ask students to draw on their experiences, as well as use new and previous learning in their responses.