

WELCOME HERE!

Opening Questions



- What is your favorite form of communication with family & friends, other than in person?
- What is your favorite digital resource/website or tool?
- What was your most memorable learning experience as a K-8 student?
- What example comes to mind when you think of an effective use of technology in learning? Why?
- What example comes to mind when you think of an ineffective use of technology in learning? Why?



Family?

Or random strangers from hotel lobbies?





Introduce a Stranger

- 1. Find one
- 2. Introduce yourself, what you do & where you're

from

- 3. Share 1 of your answers from our Padlet
- 4. Get ready to introduce your new friend to the

group



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name school/home address



Our #2 RULE...

Ask Questions.

Our #1 RULE...

Every Hand, Every Mind, Every Voice.







Team-Up!

Make a team of 3

Bonus points for groups of complete strangers!





Are You @ Smart?

4 minutes!

Build

- use only red and yellow LEGOs
- create a duck

Share

- take a picture of your duck
- ▶ find a way to share your creation with those *outside* of this room







Re-Group

Leave your duck and lego bag at your table Re-Group:

New team of 3

Bonus points apply!







Sharing *CECO* Style

Share & Compare

- Share pictures of your duck
- How did the other group create their duck?
- How were your strategies the same? Different?
- How did they share their work?
- In what ways were your methods for sharing & soliciting feedback the same? Different?





Re-Combobulate

Leave your duck and lego bag at your table Return to your home team!





*bonus points for first team to re-combobulate!



Reflect

Connections (student learning, pedagogy, content,

tech)?

- Disconnects?
- Same Goal Different...
- Right answer?
- Outside Influence
- More?



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Learning about Learning

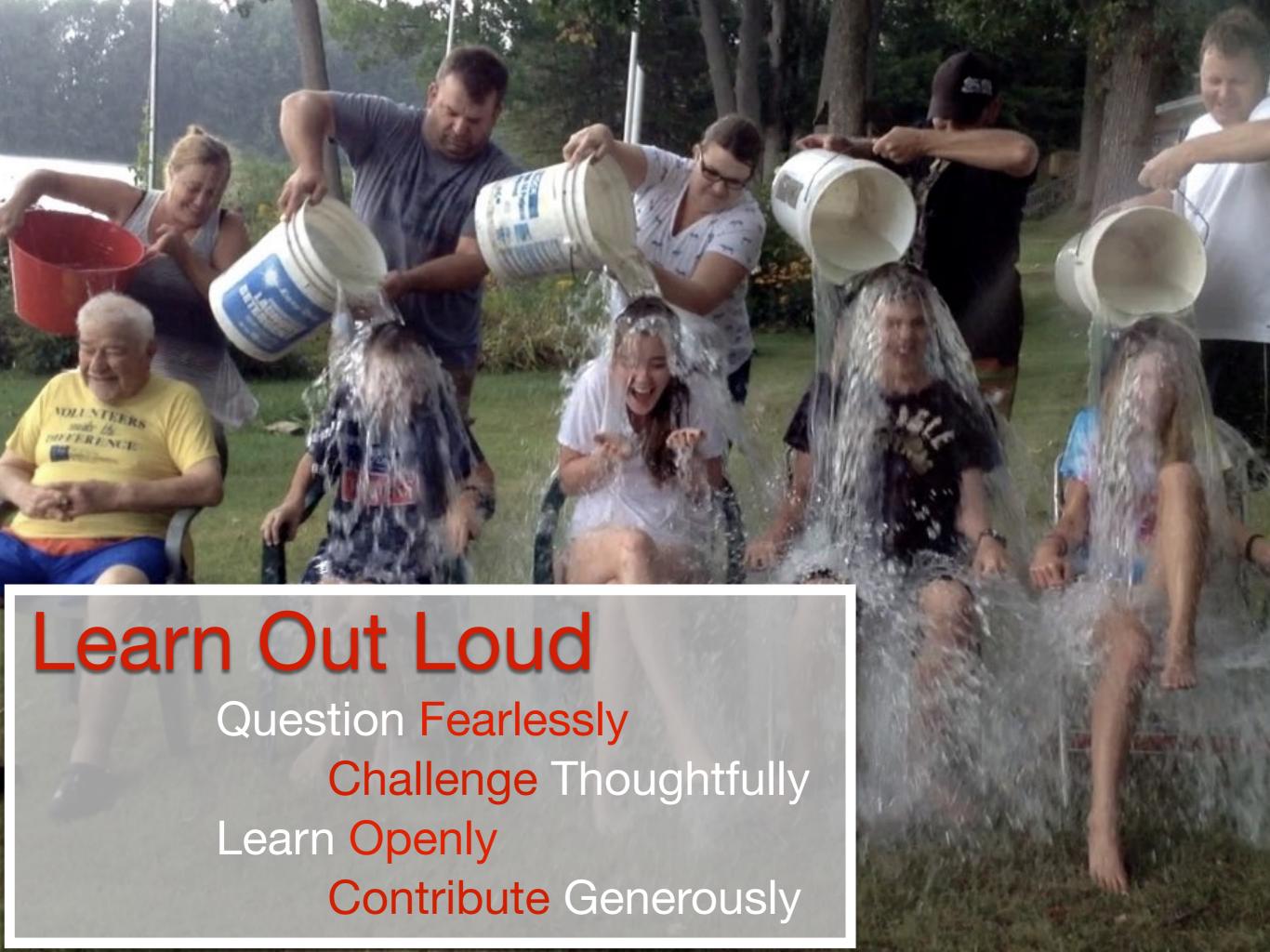
"FAIL!" to Learn

Small Shifts, Big Impact

Learn Out Loud







WHADO

MOU

BELIEVE

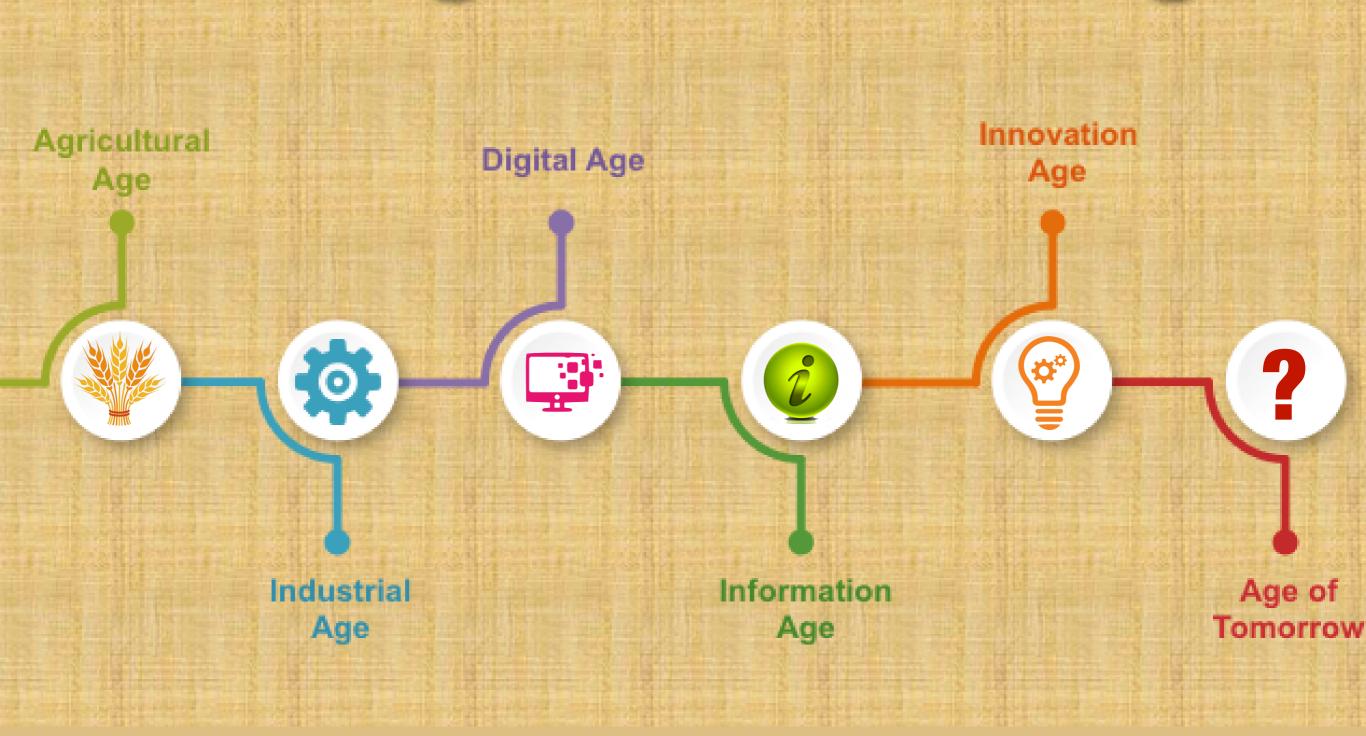
...about learning?



...about learning.

Beliefs About

Learning Across the Ages



Promises, Promises...

- action research
- advance organizers
- affective education
- · assertive discipline
- · alternative assessment
- authentic assessment
- back to basics
- background knowledge
- block scheduling
- bloom's taxonomy
- brain-based teaching
- · character education
- charter school
- · classroom management
- · cognitive development
- cognitive dissonance
- collaboration
- computer-assisted instruction
- conflict resolution
- connectivism
- constructivism
- cooperative learning
- critical thinking
- cultural literacy
- · curriculum mapping

- data-based decision making
- decentralization
- differentiated instruction
- dimensions of learning
- direct instruction
- · discovery learning
- distance learning
- diversity
- effective schools
- enrichment
- es
- essential questions
- · experiential education
- · formative assessment
- · gifted and talented
- · glce's
- globalization
- · graphic organizers
- habits of mind
- high-stakes tests
- · higher-order thinking
- homeschooling
- iep
- inclusion
- information literacy
- integrated learning systems

- interdisciplinary curriculum
- · learning styles
- lifelong learning
- looping
- · madelyn hunter lesson plan
- magnet schools
- mainstreaming
- manipulatives
- metacognition
- · multiage classrooms
- multicultural education
- multimedia
- multiple intelligences
- nclb
- outcomes based education
- · performance assessment
- · personal learning networks
- phonics
- portfolios
- problem-based learning
- process writing
- professional learning communities
- project based learning
- rigor and relevance
- rubrics

- scaffolding
- service learning
- social constructivism
- socratic questioning
- spiraling curriculum
- standardized testing
- standards
- stem
- student-led conferences
- systemic reform
- · teacher portfolios
- teaching for understanding
- technology integration
- thematic instruction
- tpack
- trade books
- · understanding by design
- whole language
- writers workshop
- year round schooling
- I-to-I computing
- 21st century skills
- BYOD
- readers workshop
- fountas & pinnell
- flipped classroom
- blended learning

action research advance organizers affective education assertive discipline alternative assessment authentic assessment back to basics background knowledge block scheduling bloom's taxonomy brain-based teaching character education charter school classroom management cognitive development cognitive dissonance collaboration computer-assisted instruction conflict resolution connectivism constructivism cooperative learning critical thinking cultural literacy curriculum mapping

 data-bas decentra different dimension direct in discover distance diversity effective enrichm e es essentia experier formativ · gifted an · glce's globaliza graphic habits of · high-stal higher-o homescl · iep inclusior informat

 integrate Reflect

Read Compare Research Contrast Question Challenge Listen **Explain** Think Critically Write **Analyze Synthesize** Identify Communicate **Validate** Persevere Iterate

linary curriculum tyles arning unter lesson plan thools ming ives ition lassrooms ral education ntelligences based education nce assessment earning networks pased learning riting nal learning ties sed learning relevance • flipped classroom

 writers workshop year round schooling I-to-I computing 21st century skills BYOD readers workshop fountas & pinnell

 scaffolding service learning social constructivis socratic questionin · spiraling curriculum standardized testing standards stem student-led confere systemic reform teacher portfolios · teaching for unders technology integrat thematic instruction tpack trade books · understanding by d whole language

@sewilkie #ilascd

Learning

Agricultural Age





0

Read

Compare

Research

Contrast

Question

Challenge

Listen

Explain

Think Critically

Write

Analyze

Synthesize Identify

Communicate

Validate

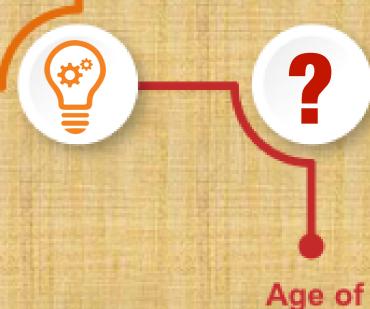
Persevere

Iterate

Reflect

he Ages

Innovation Age



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Tomorrow

The Age of Innovation..





flickr











STREAMIN

delicious social bookma



HyperCard







Microsoft*

Office







































ebedublogs

















World-wide **Unlimited** Amplified Connected Multi-modal Challenging Accessible Meaningful Collaborative **Authentic** Relevant On-going Real **Engaging** Provocative Social Integrated Unfinished



Read Compare Research Contrast Question Challenge Listen Rethink Think Critically Write Analyze Synthesize Identify Communicate Validate **Explain Iterate** Reflect_{@sewilkie}





We have access to UNLIMITED...

- Curriculum
- Frameworks
- Lists & Lenses...
- Resources
- Assessments
- Information
- Potential

We have very LIMITED...

- Time
- Energy
- Focus
- Funding
- Quality Resources



"We must embrace what has worked, adjust what has not, and work with students and teachers to chart the path forward."

"Edu Tech"

Technology that supports the overarching vision & goals of the school.

Most often includes:

- Academic goals
- Instructional goals

May also include:

- Social emotional development
- Family engagement
- Professional development
- ...more?



Process

Cyclical

- Selection, Implementation, Reflection & Evaluation
- Strategic and connected
- Each stage informs the others
- No correct starting point
- Commitment
 - time & focus
 - communication
 - shared understanding
 - coherence



Today

- WHY? vision & goals for teaching & learning
- WHAT? Digging Deeper
 - Bloom's Taxonomy
 - SAMR
 - TPaCK & TIMS

HOW? - Guardrails for learning



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Lists & Lenses...



√ Bloom's Taxonomy

√ ETaP

√ Gardner's Five Minds

- √ HEAT
- ✓ Perkins & Tishman's Thinking Dispositions
- √ LoTi Framework

√ Costa & Kallick's Habits of Mind

✓ TPaCK

✓ Pink's Essential Aptitudes

✓ Prensky's Adopt & Adapt

√ Jenkin's New Skills

- ✓ Puentedura's SAMR model
- √ Mishra & Koehler's Transdisciplinary Skills
- ✓ November's Transformational 6

✓ Downe's 21st Century Skills

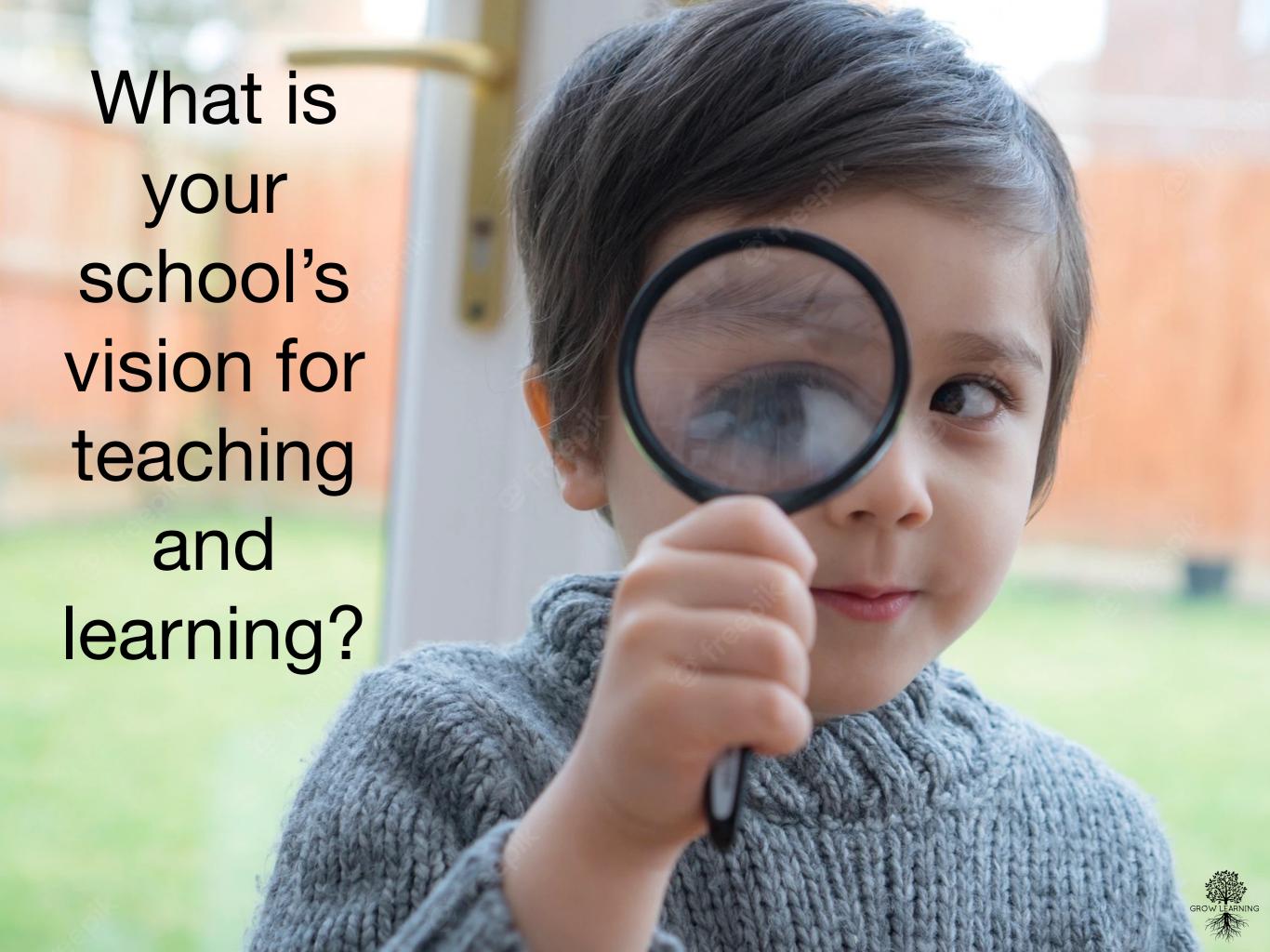
✓ Digital Learning Resource Matrix

√ IFTF's Future Work Skills

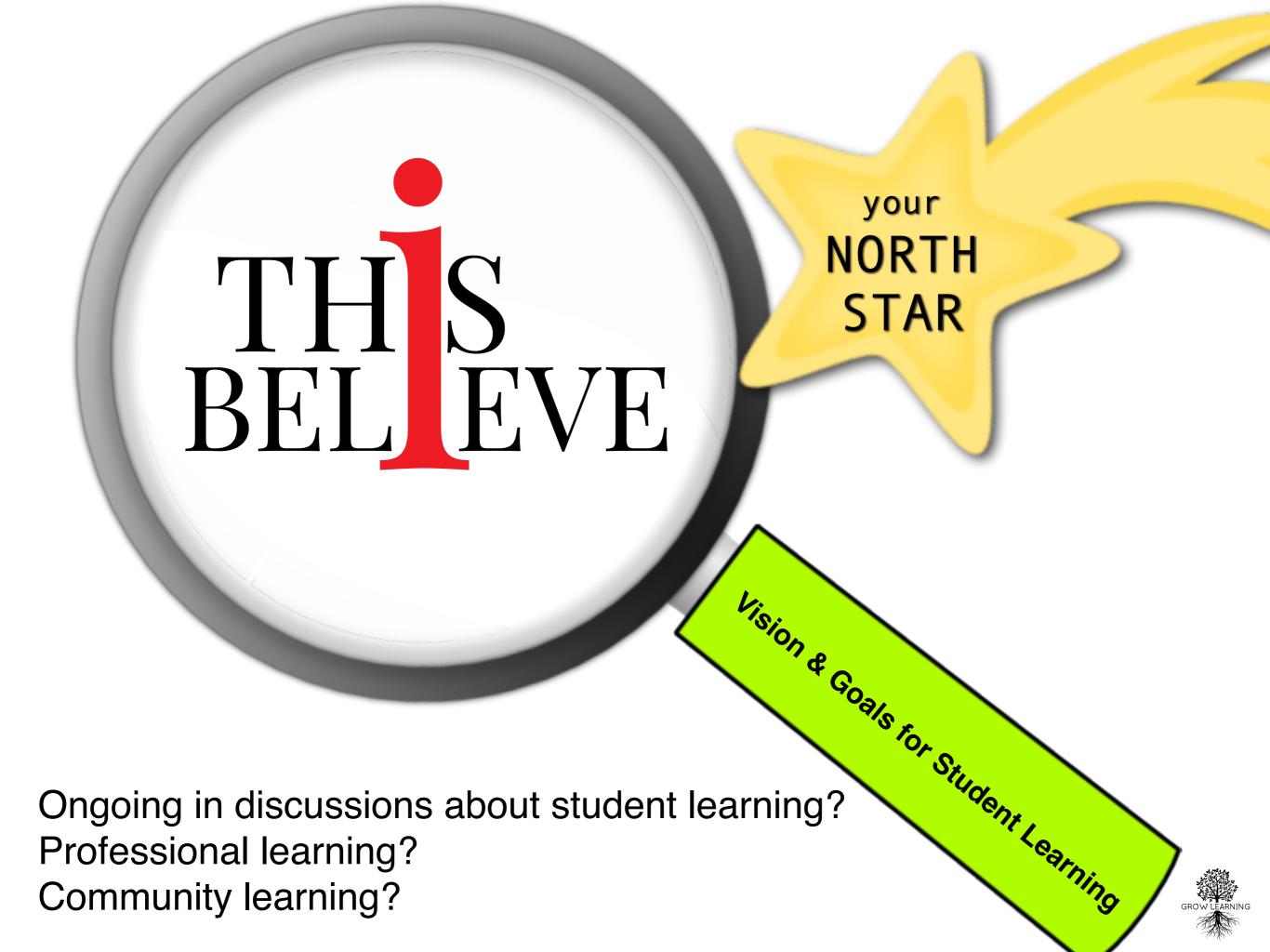
√ Kolb's Triple E Rubric

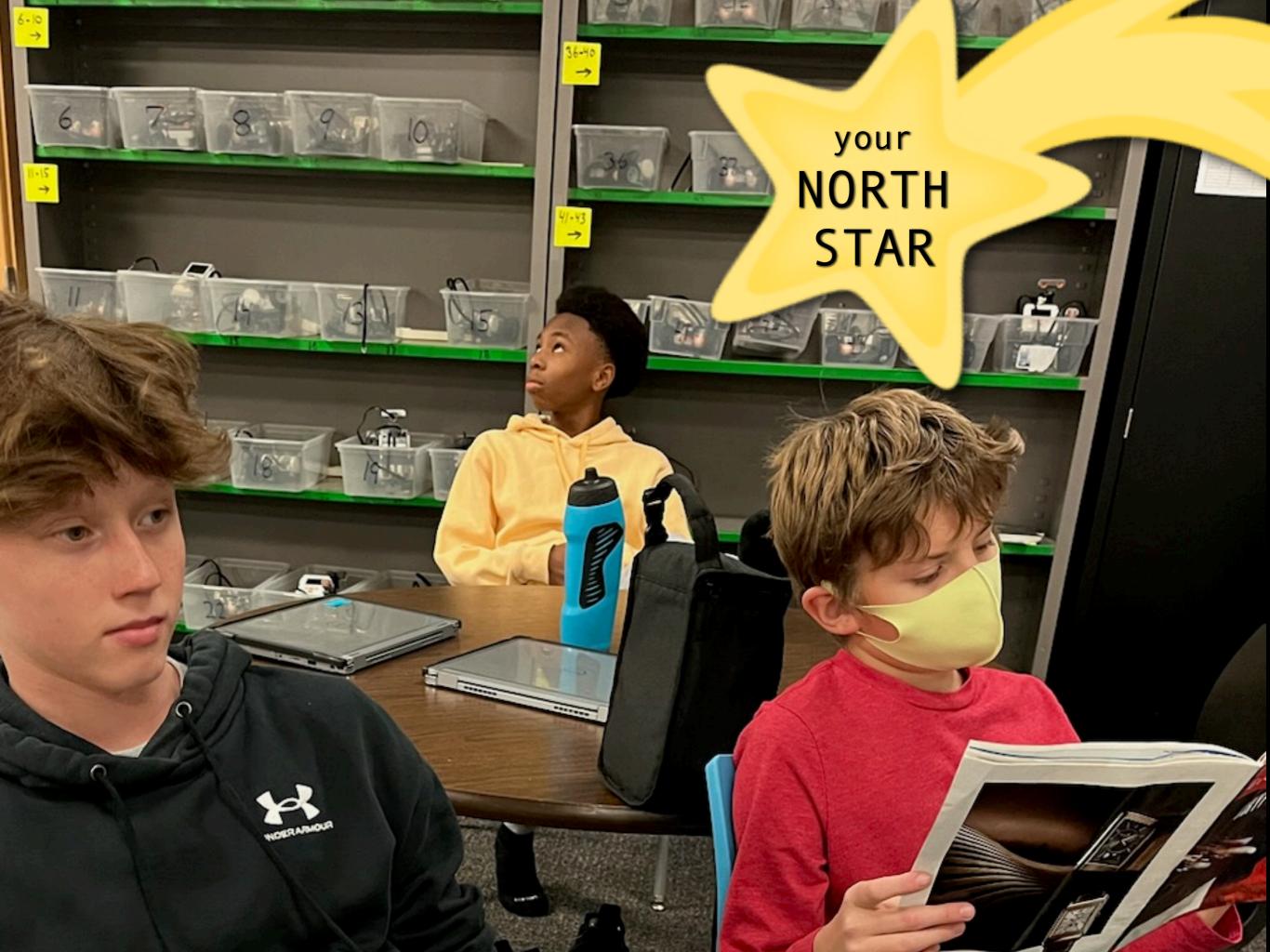
√ Wagner's Survival Skills

√ TIMS 5 Levels of Tech Integration

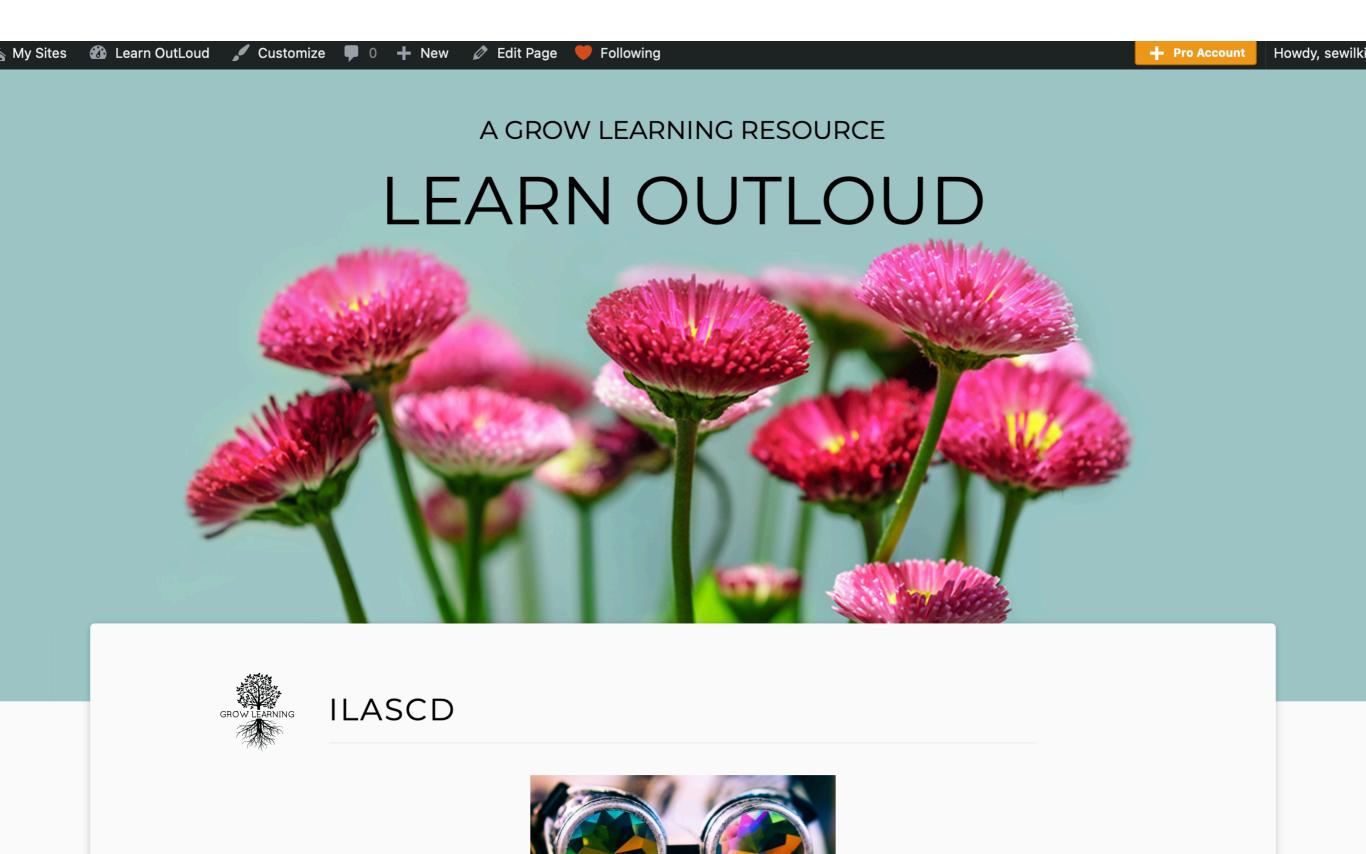








https://learnoutloud.edublogs.org/ilascd/





Digging 3Deeper

- Bloom's Taxonomy
 - Habits of Mind
 - 21st Century Skills
- SAMR
 - LoTi
 - ETaP
 - Prensky
- TPaCK & TIMS





Creating

Evaluating

Analyzing

Applying

Understanding

Remembering

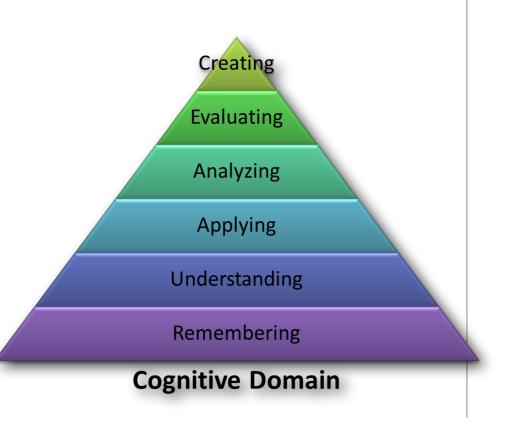
Cognitive Domain

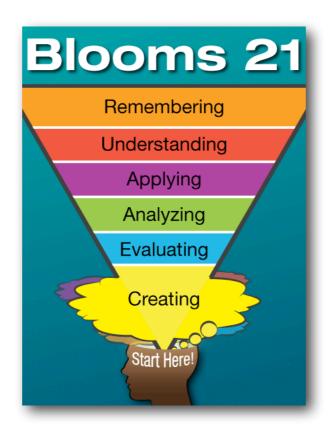














Original

Flipped

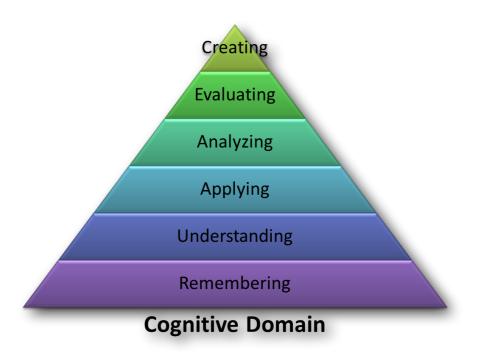
Research

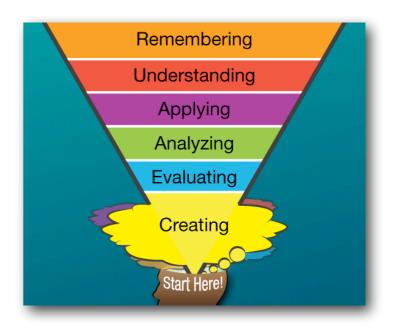




Read-Share-Connect

- Read
- Summarize
 - index cards
 - 3-5 bullet points
- Share
 - each summary
- Connect
 - thinking
 - questions
 - practice
 - learning experiences









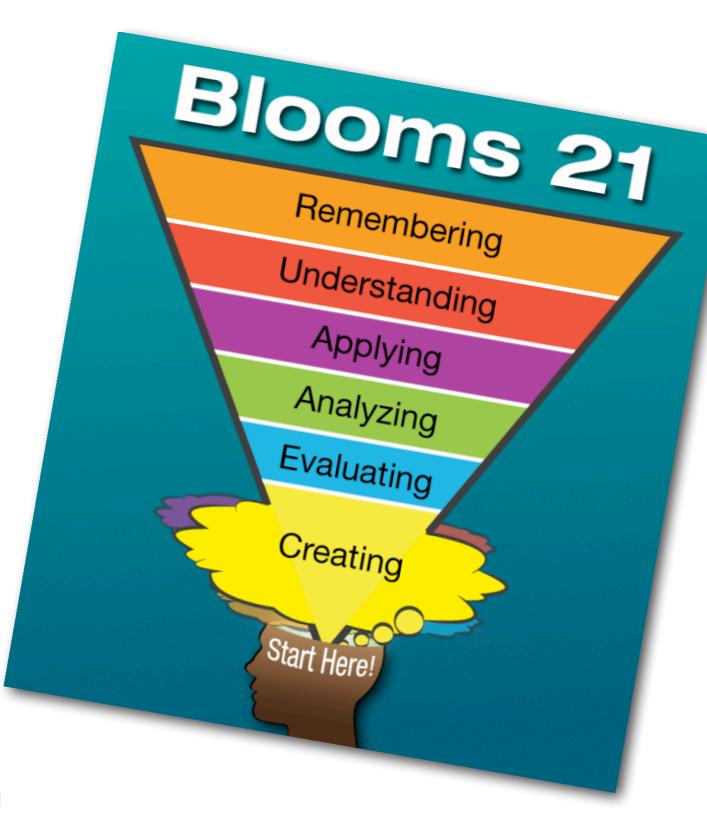


TriPod Pick!

Read Activity *as is*Discuss with table team
Classify:

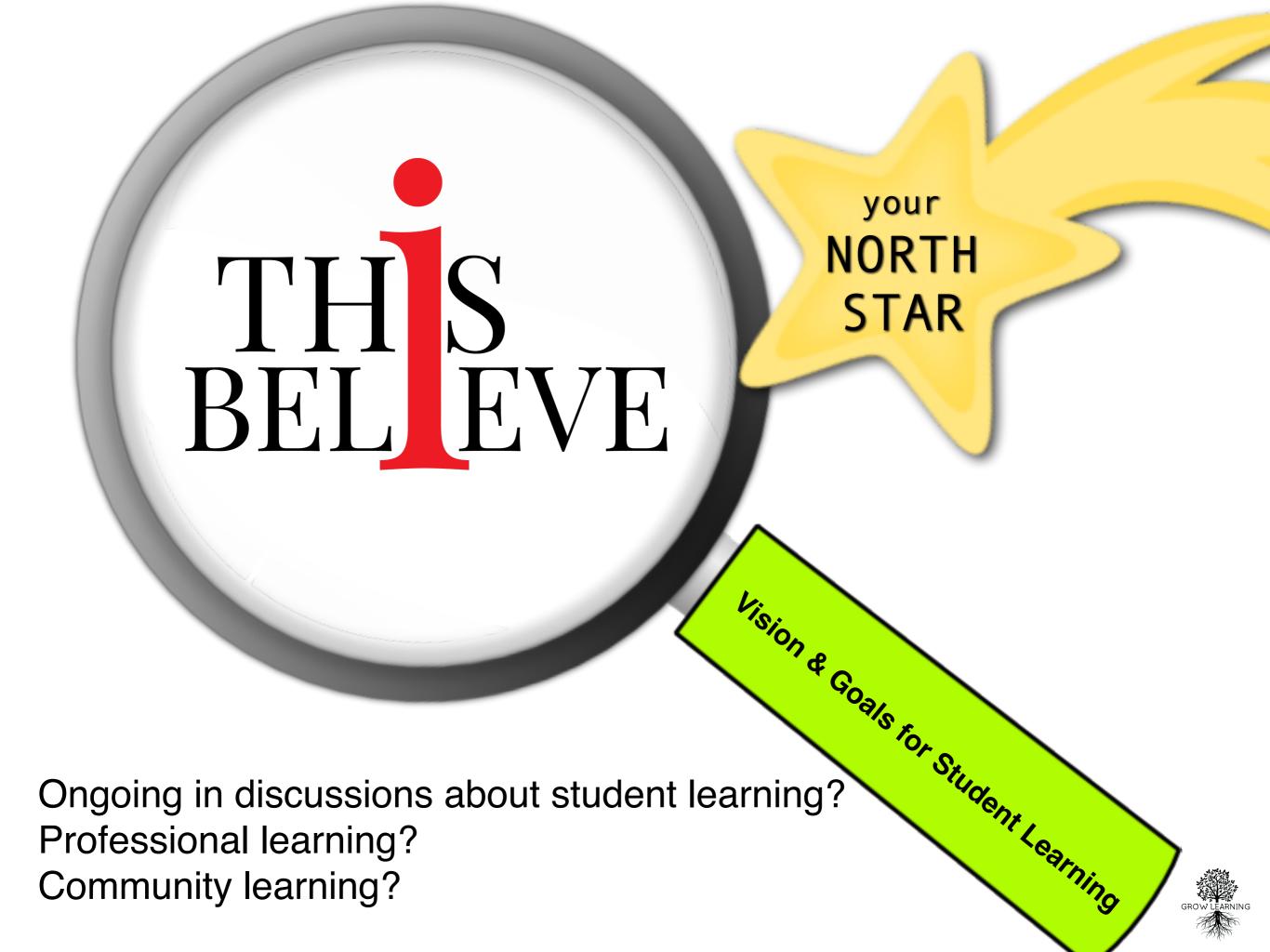
- Where does it fall? Why?
- Were there elements that were easier/harder to place? Why?
- How might you modify or tweak to have it fall in a different place in Blooms?

Share: whole group









20 Classification





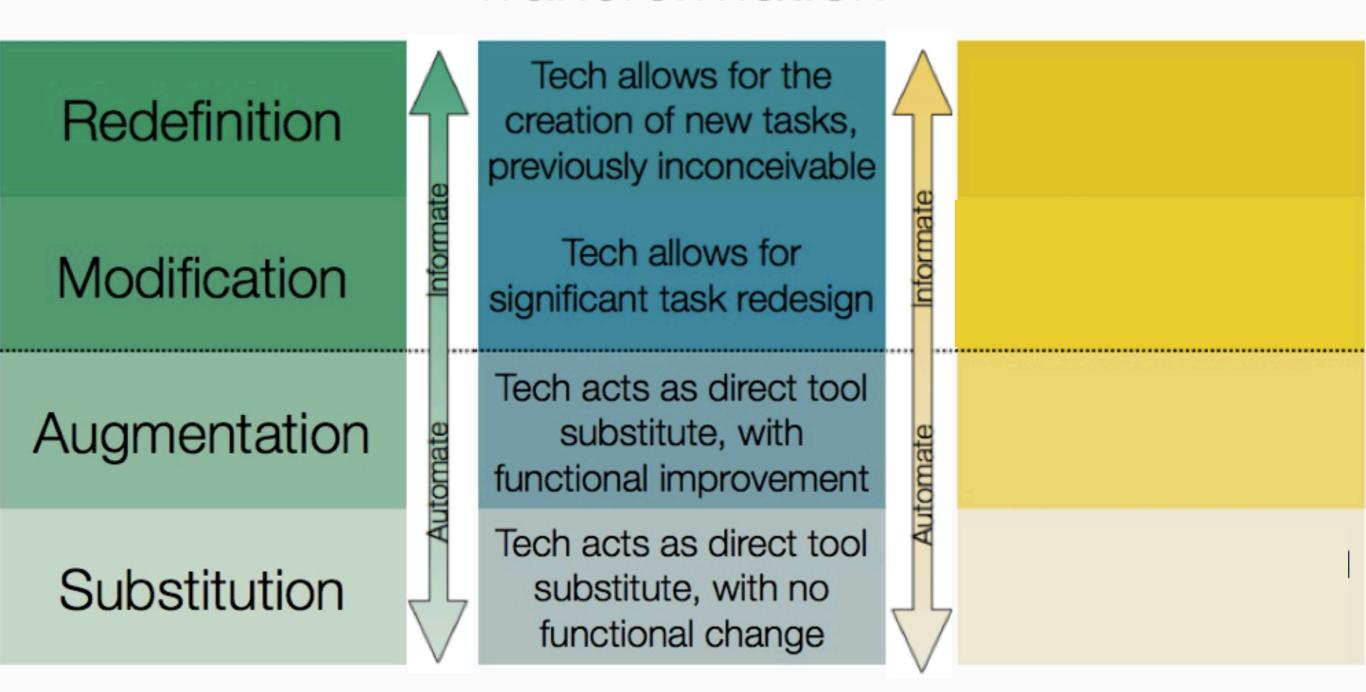








Transformation



Enhancement

Transformation

Redefinition

Making new learning opps possible

Modification

Interactive, multi-modal, collaborative

Augmentation

More independent & Ss-centric learning

Automate

Substitution

No change to learning process or outcome

Tech allows for the creation of new tasks, previously inconceivable

Tech allows for significant task redesign

Tech acts as direct tool substitute, with functional improvement

Tech acts as direct tool substitute, with no functional change Ss engage in global learning networks, publish work to the world, extensive use of multimodal tools & resources

Ss collaborate to create podcasts, videos, digital tours to share learning & seek peer feedback

Gamified content to engage Ss and promote selfmonitoring; Videos to clarify challenging concepts

Automate

Typed work, online quizzes, uploading PDF worksheet for Ss instead of photocopy

Enhancement





Classifying in SAMR

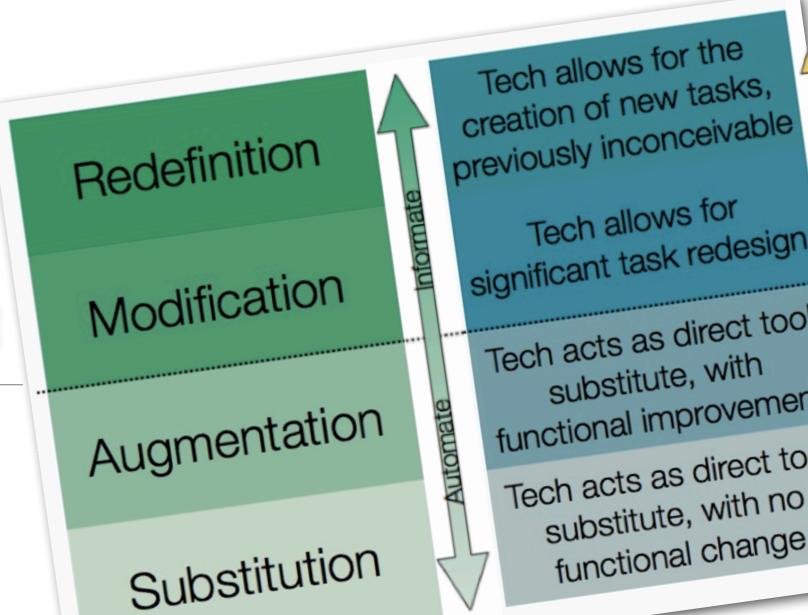
Review your activity once more

Read: as is

Discuss with table team

Classify:

- Where does it fall? Why?
- Were there elements that were easier/harder to place? Why?
- How might you modify or tweak so it falls in a different place?







utomating

Gaining Perspective

- What process changes are unfolding?
- Describe any changes in relationships
- How are students accessing new information?
- In what way(s) is the development of self-directed thinkers, learners, do-ers being fostered?
- How are students managing their own learning?
- Describe the pedagogies do you see
- How are students acting as contributors to one another's learning?
- What questions are being asked?
- Who owns the learning?

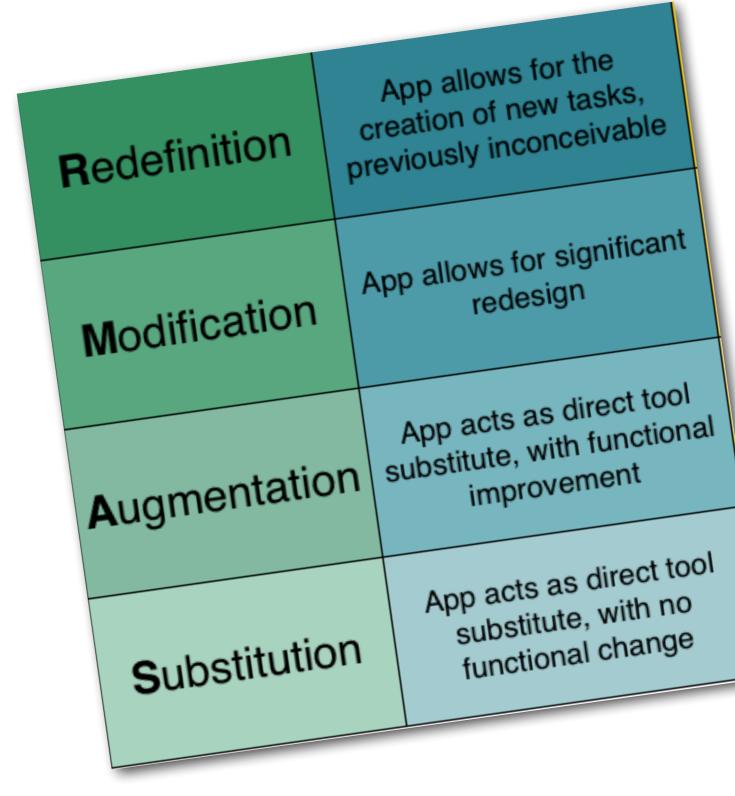


Classifying in SAMR

Double Sticky Notes

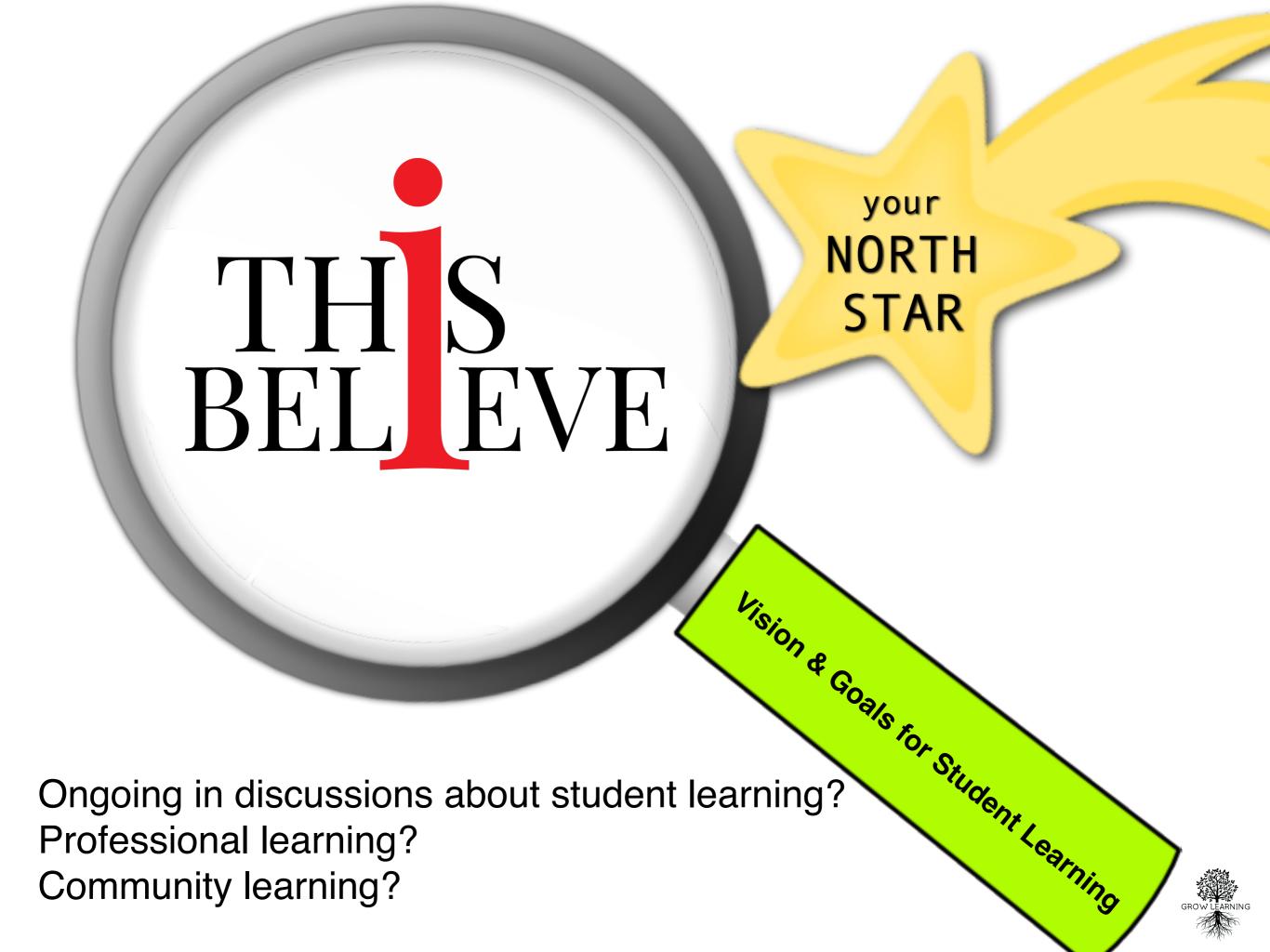
1. Stick your Activity to the wall as it is written

2. Add a tweak to your activity, so it moves up a level on the SAMR scale. Stick it to the wall in the new level









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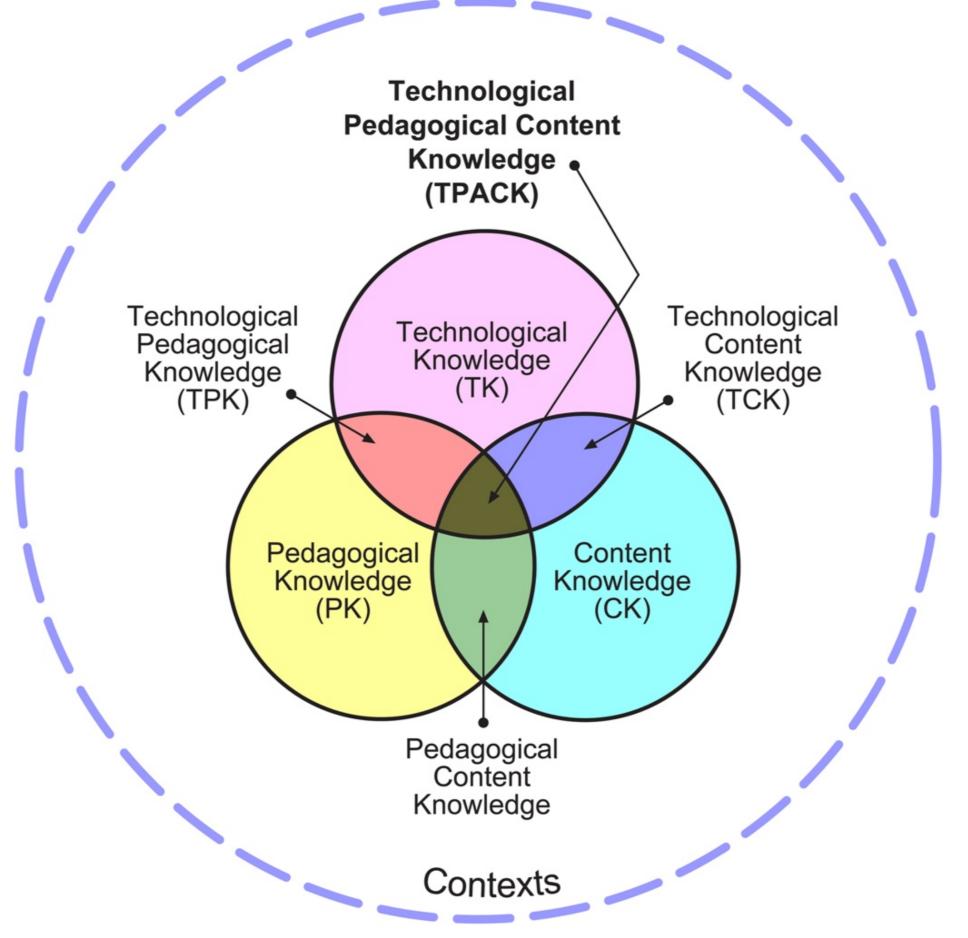


Digging 3Deeper

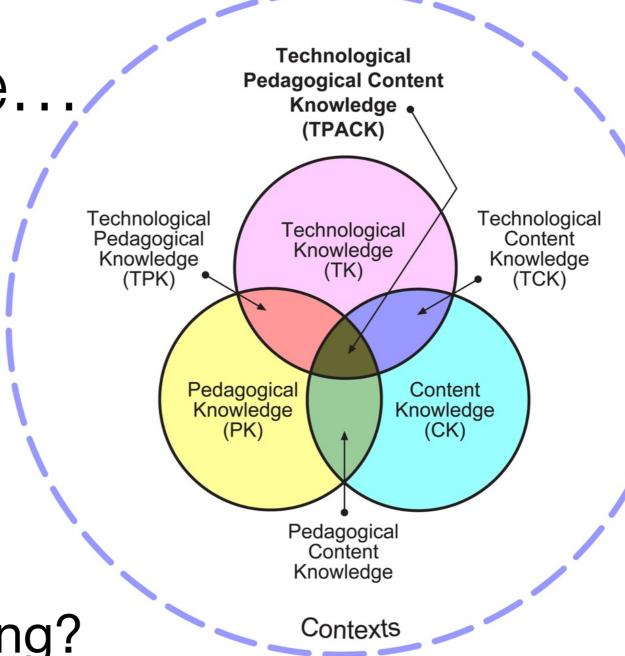
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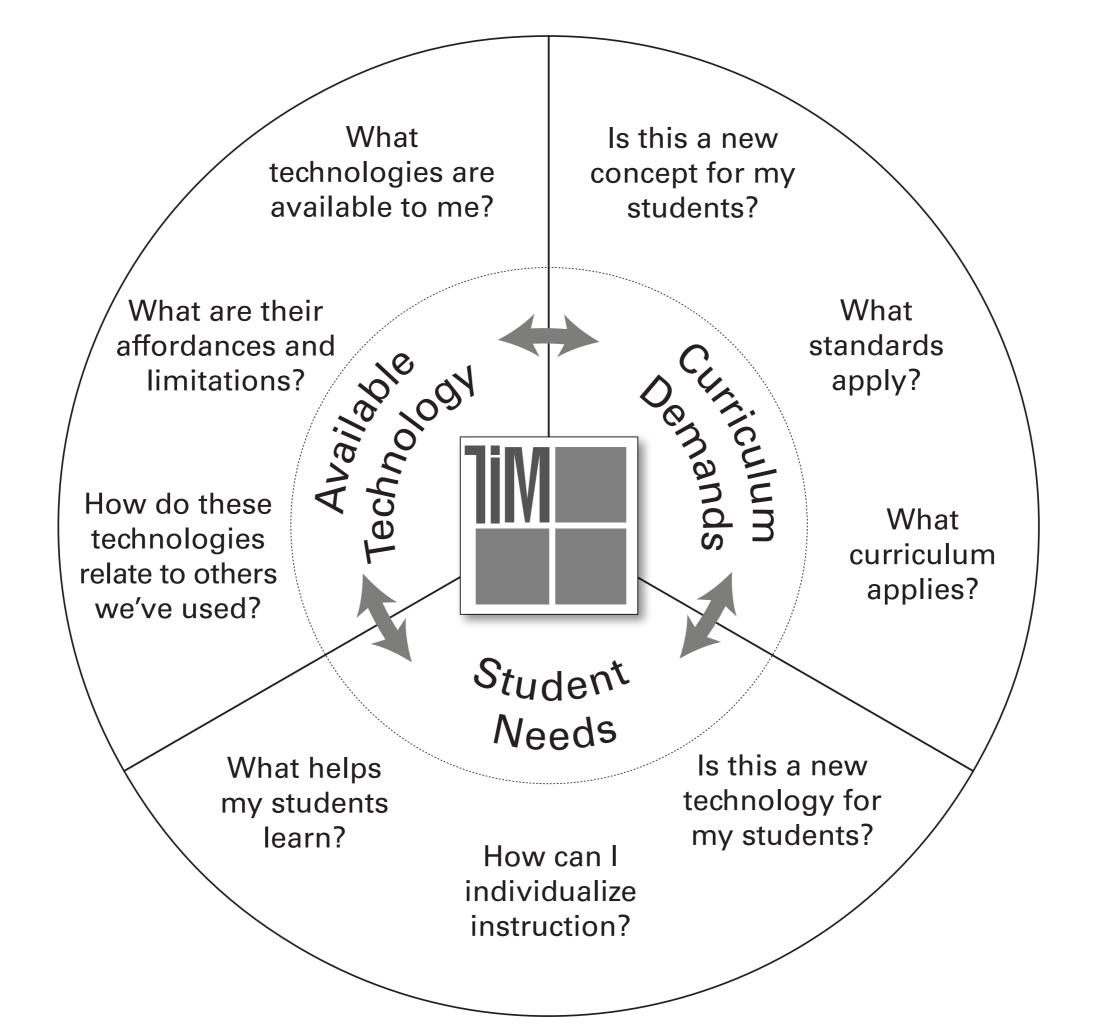


TPaCK Over Time...

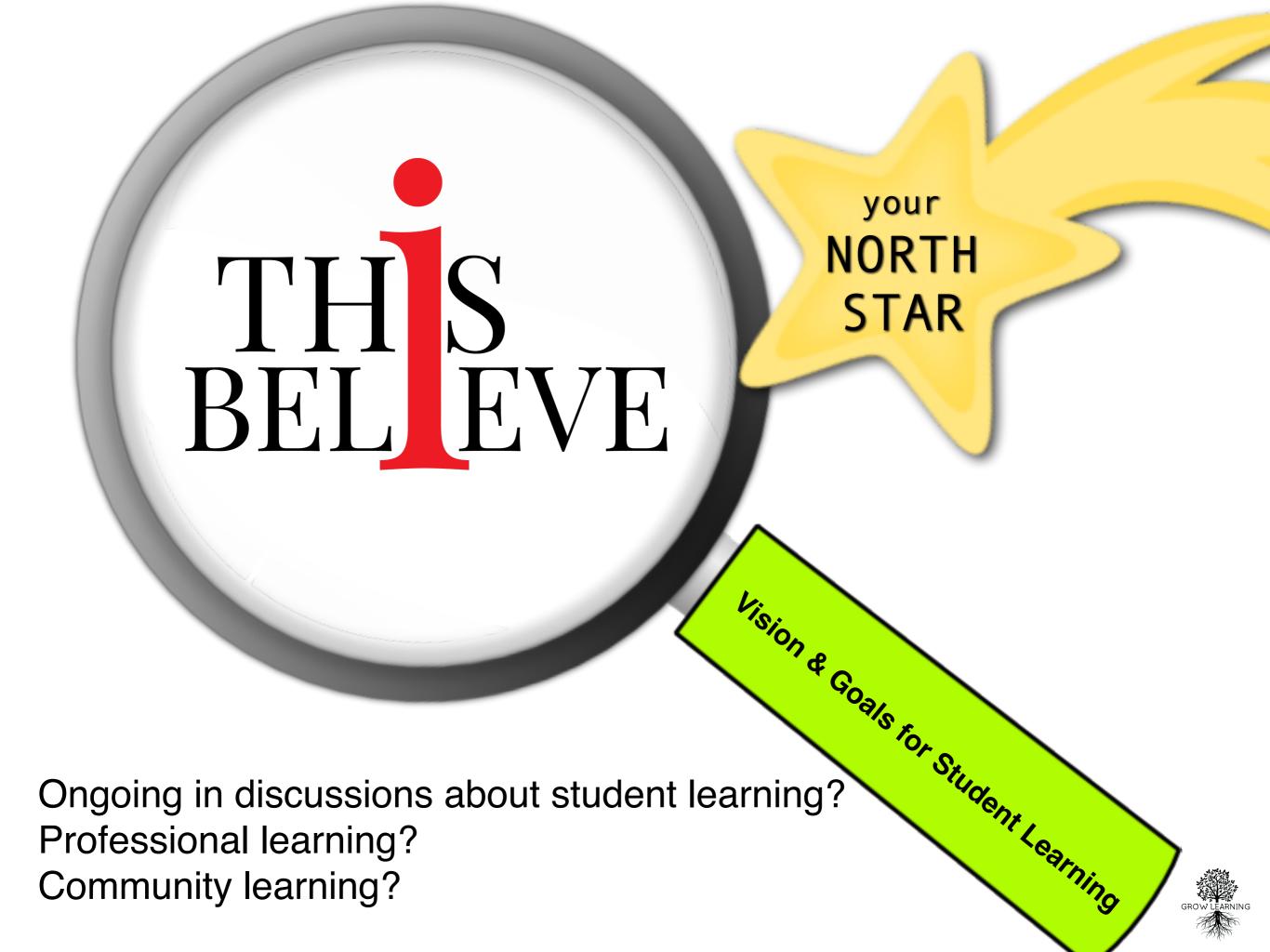


- 1. Where is the learning?
- 2. How can you tell?
- 3. What is the focus of student energy?

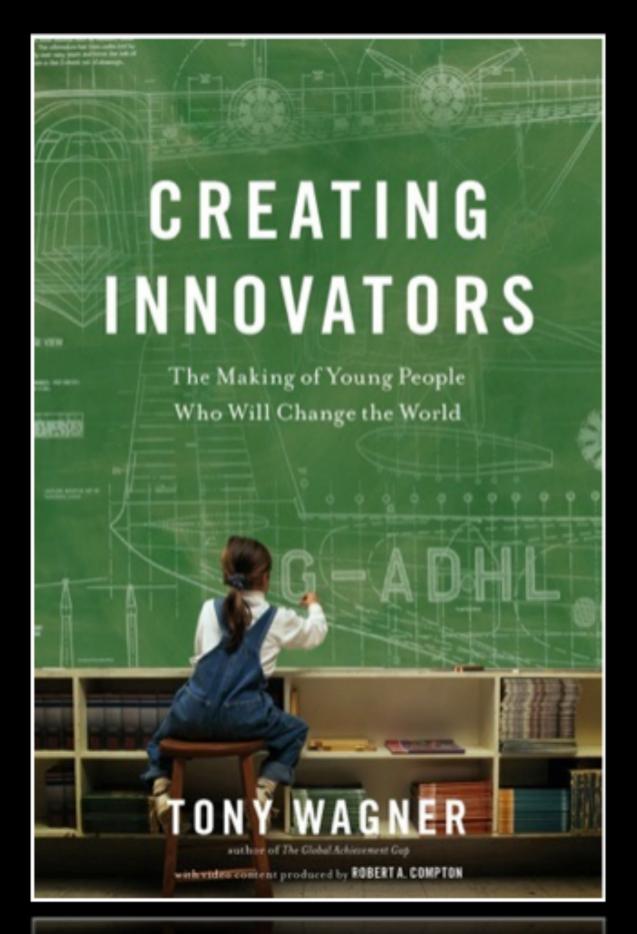












"The challenge is to set up systems that allow students to follow their interests. People tend to dichotomize approaches in education: The teacher is either telling students what to do, or standing back and letting them figure it out. I think that's a false choice:

The issue is not structure versus no structure, but rather creating a different structure."

Guardrails ... a different kind of "structure"





GROW LEARNING

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