International Center for Leadership in Education
RIGOROUS LEARNING FOR ALL STUDENTS

Eric Sheninger

ICLE Senior Fellow, Principal, Author, Consultant, Learner

To get more information on the new, intensive Digital Leadership & Learning offering from ICLE click HERE. Let us help you create schools that work for kids while getting results!

Register now for the 2016 Model Schools Conference in Orlando, FL June 26 - 29

The following are resources I mentioned during my presentation and/or support some of the ideas/strategies that were presented. Follow, engage in, and contribute to the conversation on Twitter at anytime using #DigiLead. Email me at anytime esheninger@leadered.com

Order your copy of my new book: Uncommon Learning: Creating Schools That Work for Kids (also available on Kindle and as an eBook)

My TEDx talk (video) - Schools That Work For Kids

Stay Curious: Technology in the classroom (video)
We are all reluctant at first (video)

I. **Purposeful Integration of technology**
   A. Voice of the active learner (video)
   B. How digital improves teaching and learning
      - Increase collaboration
      - Innovate assessment
      - Enable learning about information and research
      - Transform time frames around learning
      - Ownership of learning
   C. Pedagogy first, technology second when appropriate
   D. Pedagogy is the driver and technology is the accelerator
   E. Engagement does not always equate to learning
   F. Real-World Ready: Leveraging Digital tools

G. Student Achievement and EdTech
   - How digital learning is increasing achievement
   - Project RED - first and only national study of education technology to focus on student achievement and financial implications.

II. Unleash the power of mobile

A. Mobile is transforming education
   - Devices are changing how we perceive computing (more personal and accessible)
   - Gamification
   - Real-time feedback
   - Dealing with truncated communication
   - Hands-on learning

B. A natural pedagogical fit
   - Anticipatory set/do-now
   - Checking for understanding
   - Assessment
   - Closure
   - Homework reminders to students

C. Use as a learning tool
   - Digital projects (shooting video and taking pictures)
   - Backchanneling
   - Text message rewrites - Translating old stories into contemporary vernacular nurtures a greater understanding of the major themes, characters, and plotlines
   - Field research
   - Create audio tours
   - Create ringtones with use of other Web 2.0 apps
   - Record field trips
   - Develop mini-documentaries
   - QR Code scavenger hunts
   - Access podcasts, video lectures, animations
   - Storyboarding - Have students draw or shoot photos of sequential images and challenge them to draw up their own stories or storyboards involving both text and visuals.
   - Calculator
   - Notebook
   - Research on the Internet
   - Read news articles and current events
   - Data collection (i.e. stopwatch)

D. Experiential model of education (Dewey, Hahn) applied to mobile learning

E. Realizing Increased Student Achievement With Mobile Technologies: Here's the Plan

F. Evaluating apps for the classroom - a free iBook

III. Redefine Learning Spaces and Environments

A. Intelligent classroom design the key to children's learning
B. Study proves classroom design really does matter
C. Clark Hall
D. Makerspaces
   - CBS NYC video
   - Worlds of Making (website)
   - Worlds of Making (book)
   - Resources curated on Pinterest

IV. Personalization, Individualized, Differentiated (blended & virtual)

A. A refined focus
   - Knowledge and how it is used
   - Authentic, relevant, real world contexts
   - Builds on diverse strengths/needs
   - Fosters independence
   - Ownership of learning
   - Ways to facilitate learning
   - Use of tech to support and enhance learning

B. Blended approach
   - The Flipped Class: Homework At School, Lessons At Home (CBS video)
   - Technology-enabled personalized learning
   - Working to define blended learning
   - Blended learning models

C. Virtual learning
   - NJ HS gets 3D virtual classrooms (CBS video)
   - Benefits
     a) No time or space restrictions
     b) Flexible time schemes cater to individual
     c) Greater responsibility on the part of the student
     d) Expand horizons
     e) Interest-based
   - Virtual school options
     a) Educere (K-12)
     b) Virtual High School
   - Self-paced learning platforms
     a) Khan Academy
     b) iTunesU
     c) P2PU
     d) Udemy
   - Independent OpenCourseware Study (IOCS)

D. Digital badges/micro-credentials

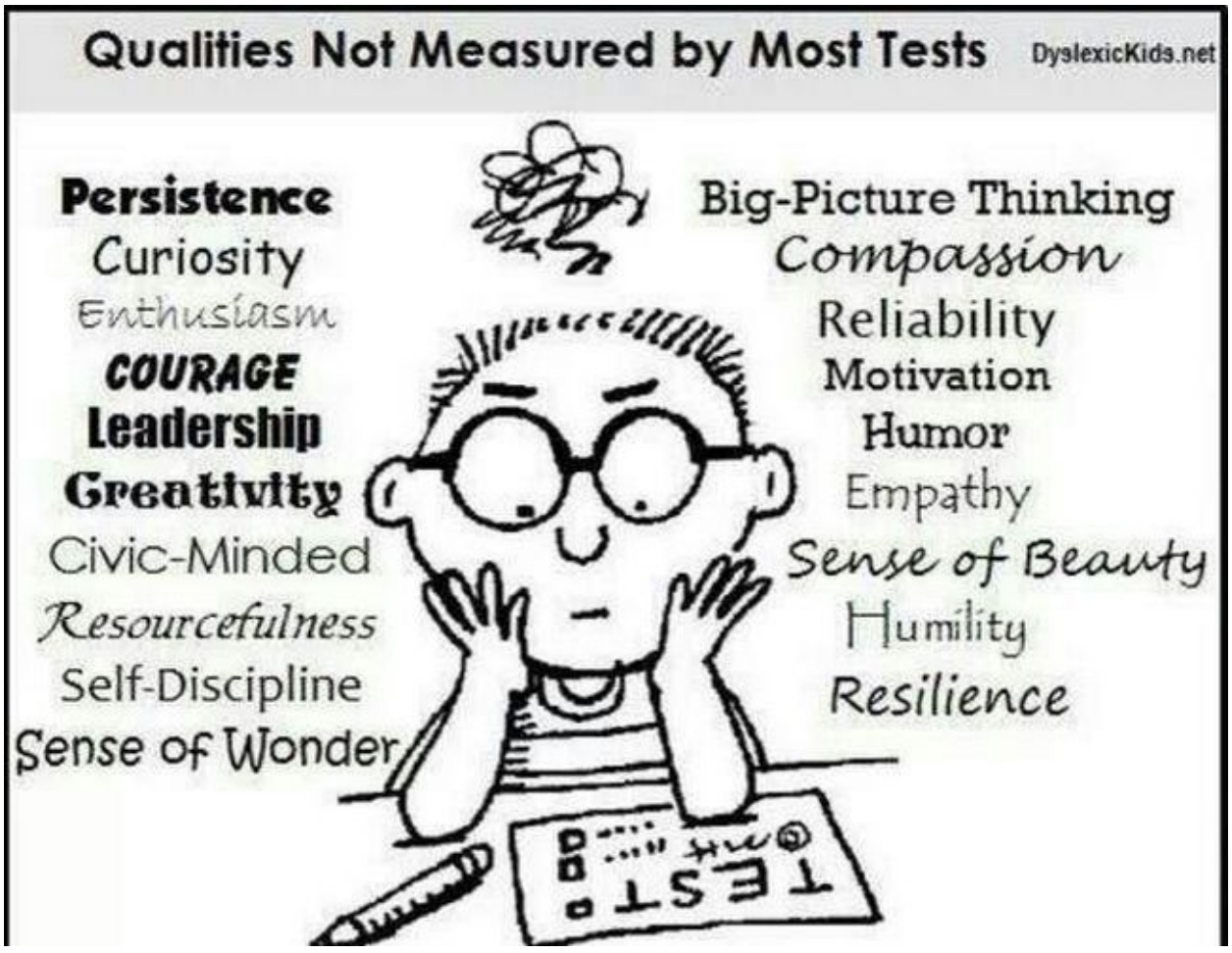
- Chart students' growth with digital badges
- Create your own student badges for free
  a) Mozilla Open Badges
  b) Credly
  c) BadgeOS
  d) P2PU Badge X4NT5YY7THLMaker

V. Focus on learning instead of grades

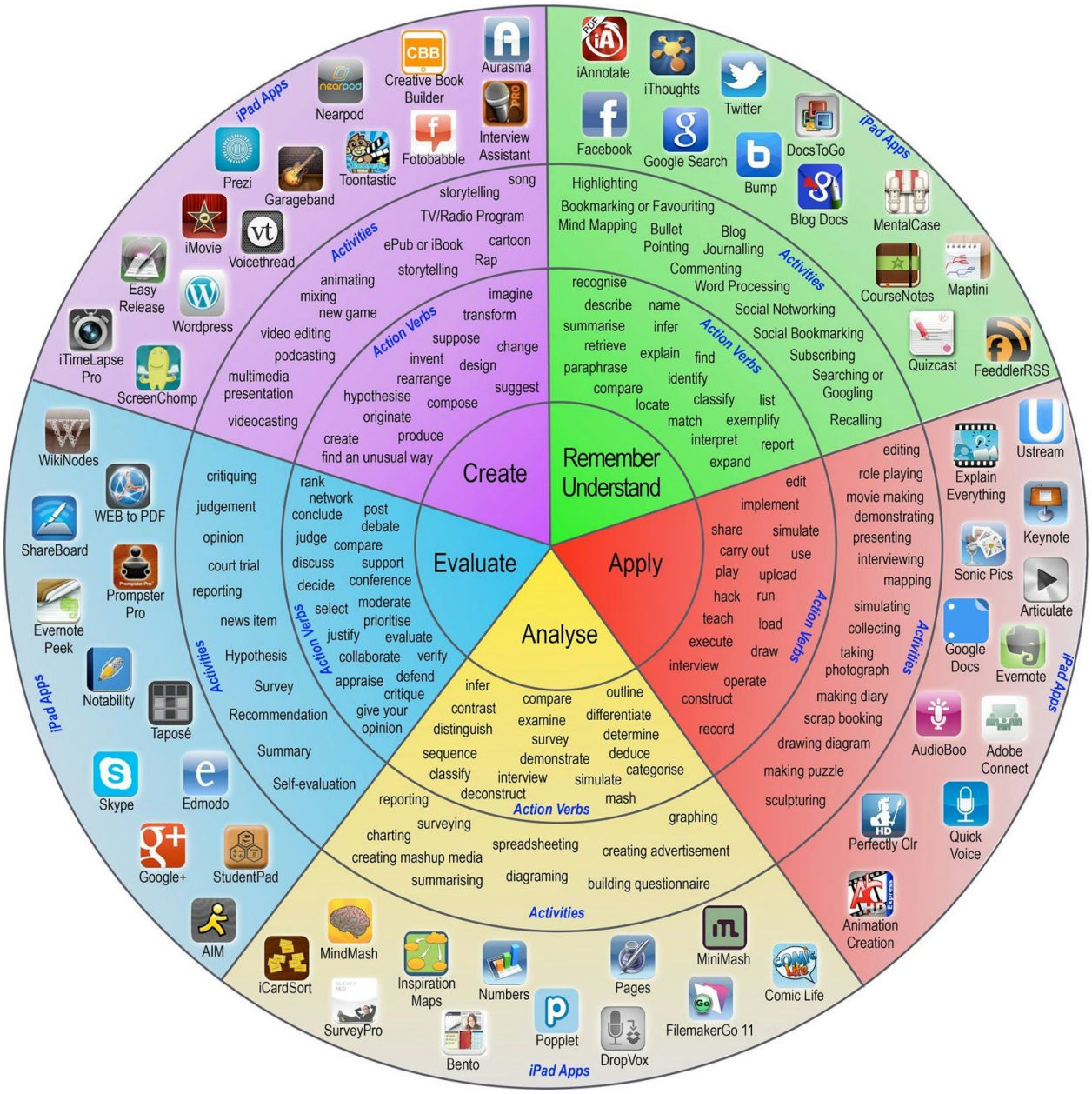
A. Grading philosophy implemented at my school

VI. Connected Learning

A. Build a Personal Learning Network




TODAY'S SCHOOLS HAVE BEEN STERILIZED.
INNOVATION, CURIOSITY AND CREATIVITY ARE STRANGLED BY RESTRICTIONS, REQUIREMENTS AND REGULATIONS.
CAN WE REALLY EXPECT THE QUIRKY KID–THE FREE SPIRIT, THE UNIQUE THINKER, THE UNCOMPROMISING INDIVIDUAL –TO THRIVE IN A SYSTEM HELL BENT ON STANDARDIZATION?
http://www.flickr.com/photos/21560098@N05/3621797460/



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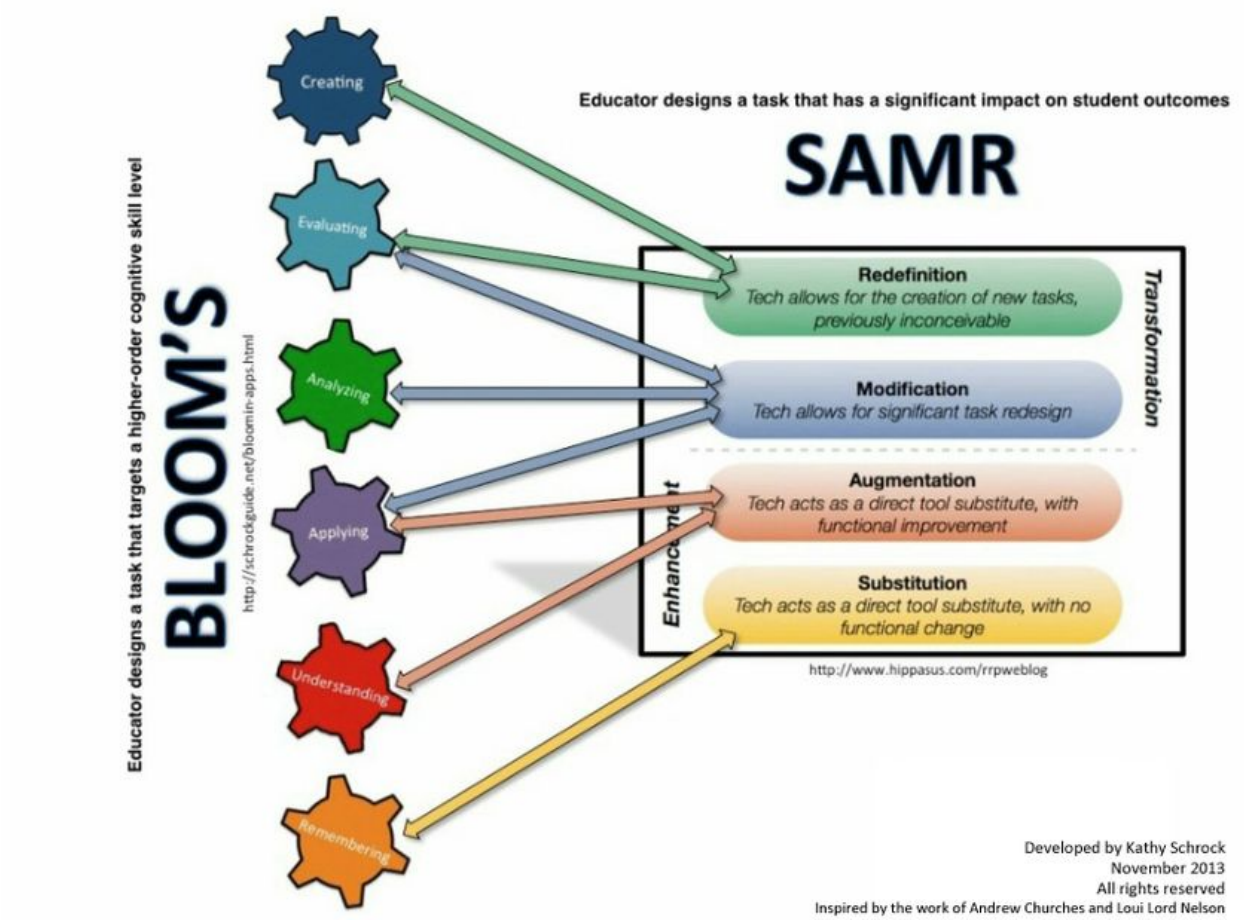

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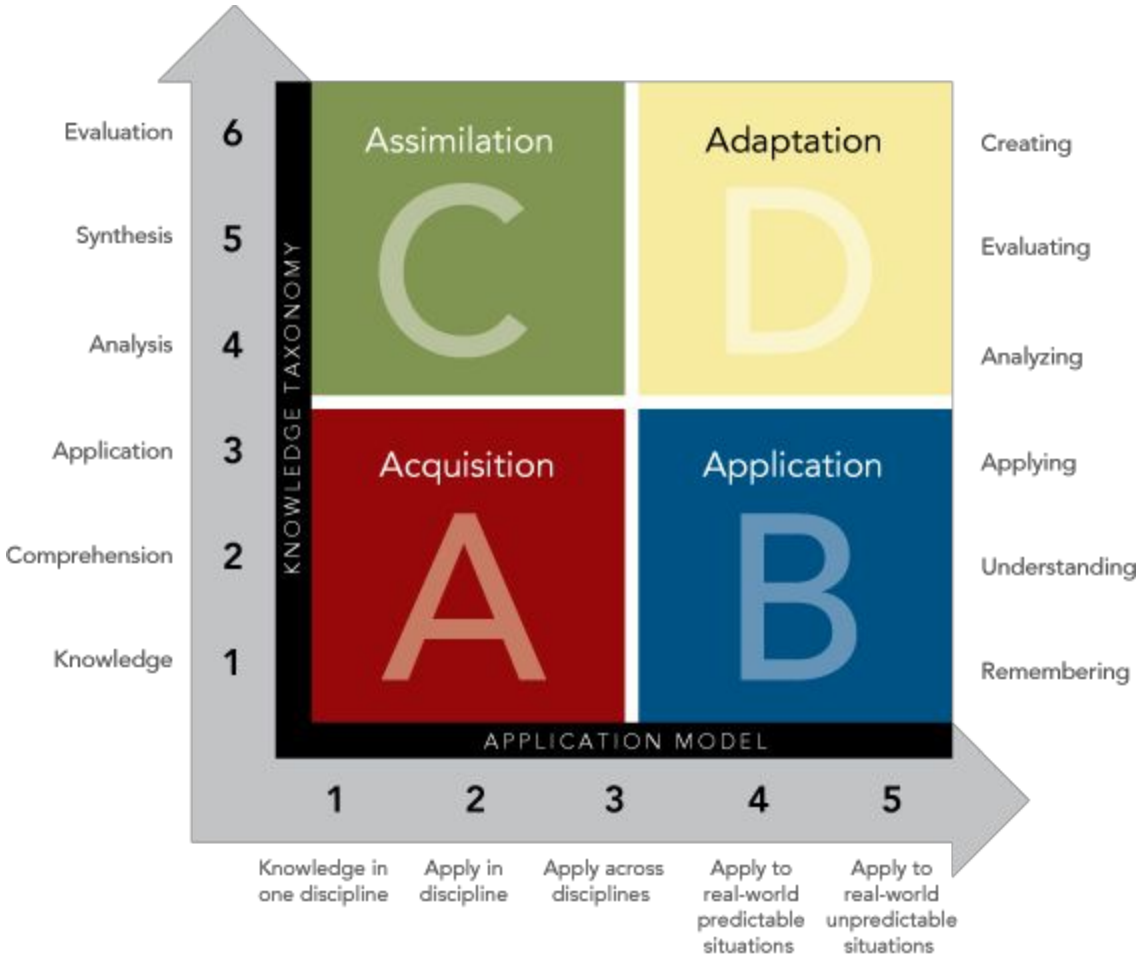

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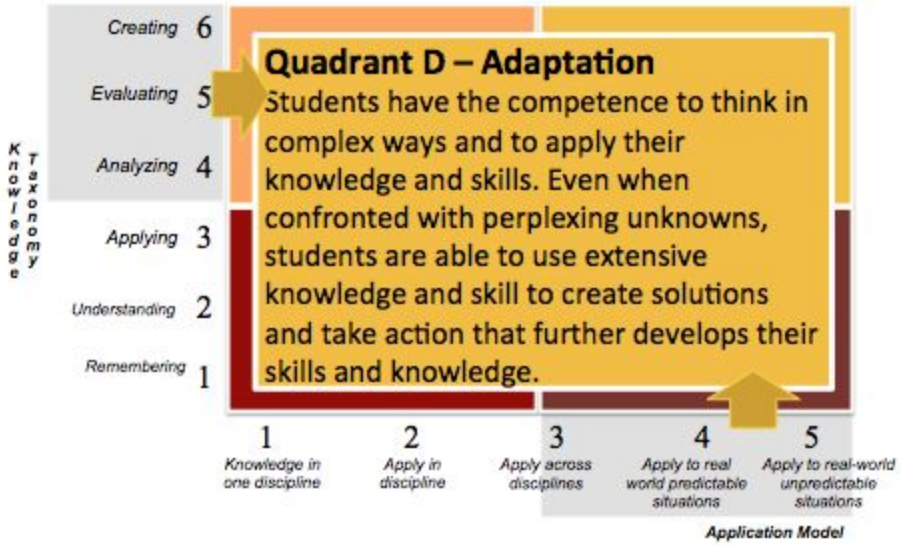
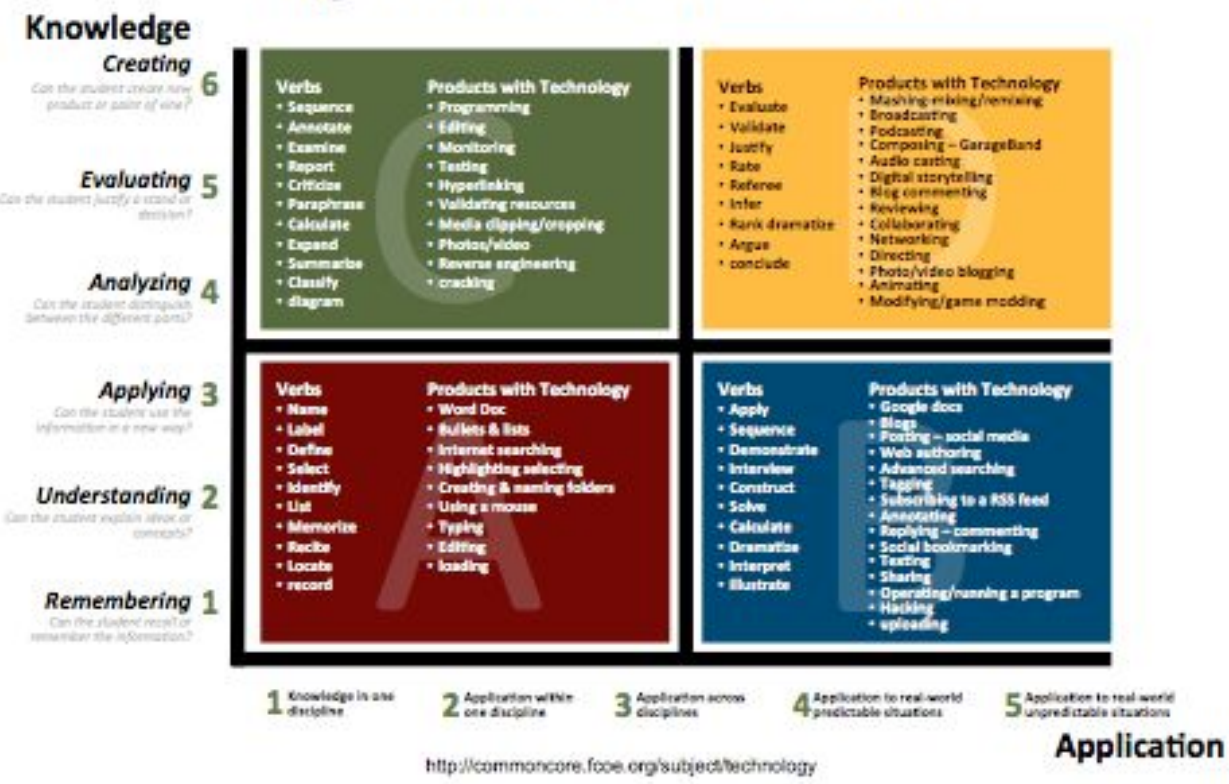
Rigor / Relevance Framework

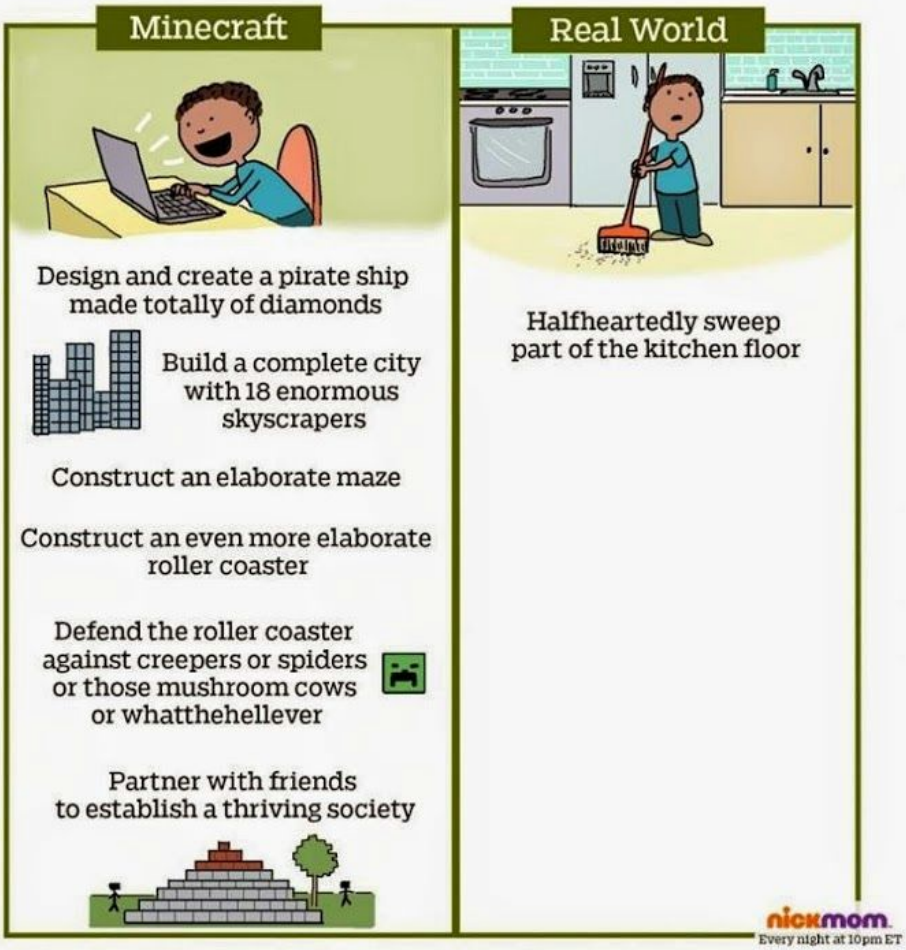


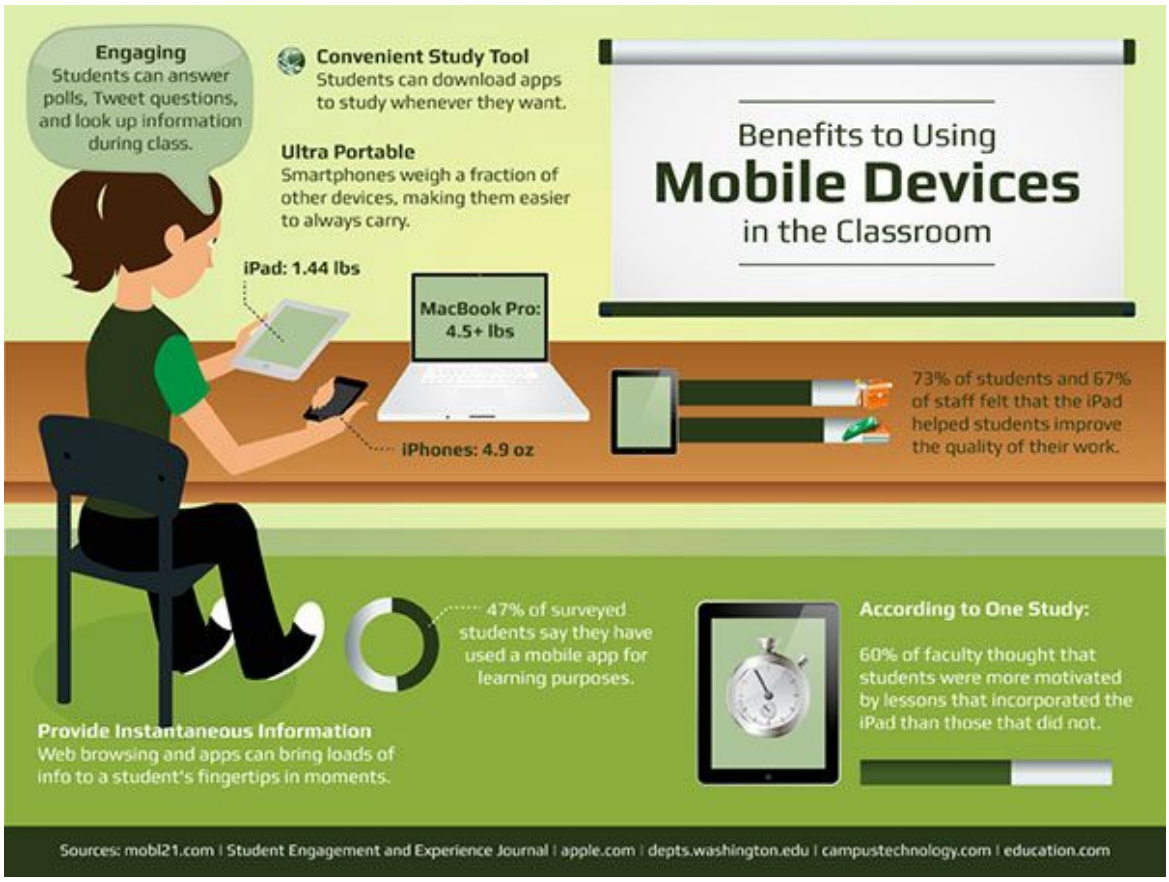
Rigor Relevance Chart



http://commoncore.fcoe.org/subject/technology

What My Kid Can Do in 30 Minutes in Minecraft vs. 30 Minutes in the Real World





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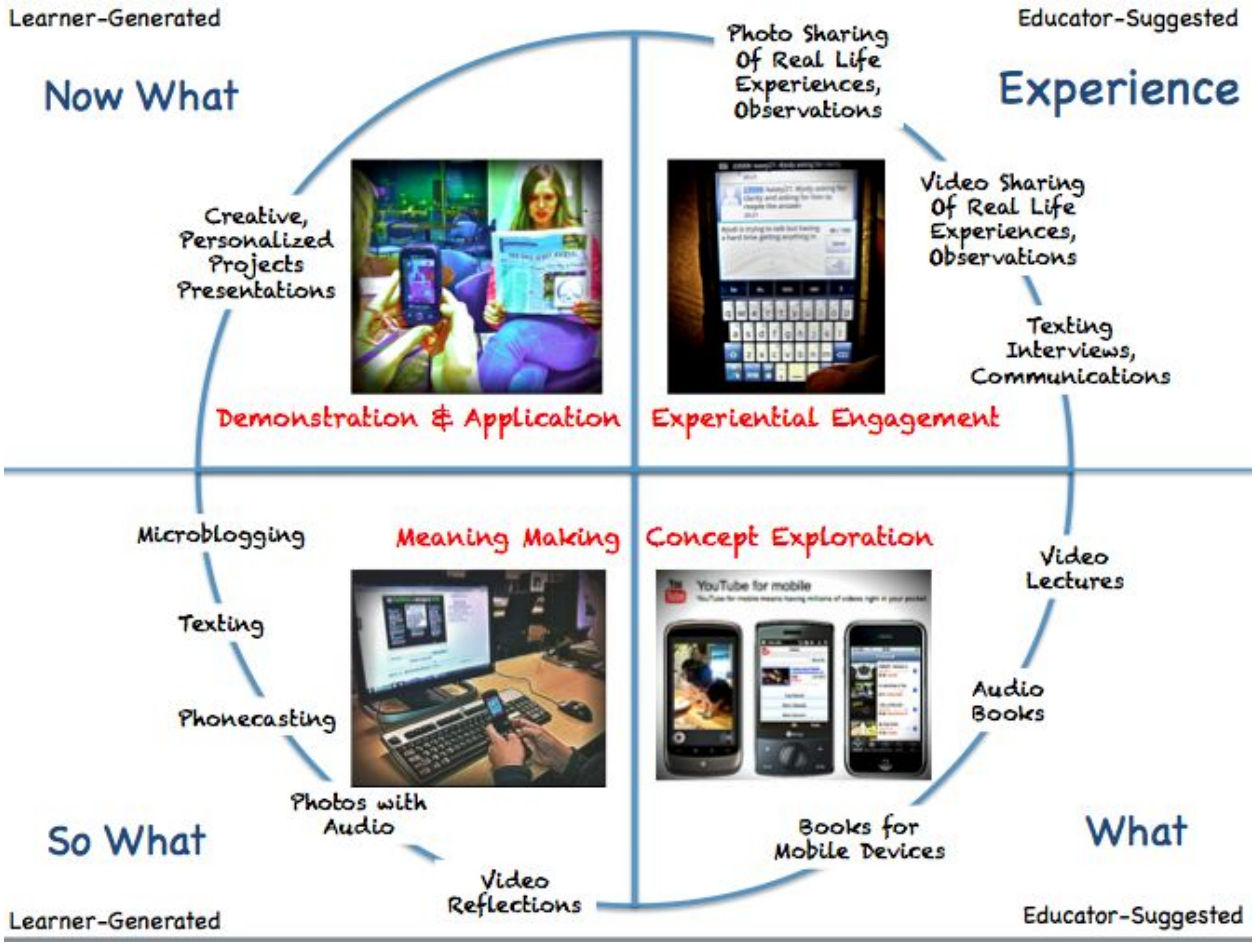

https://usergeneratededucation.files.wordpress.com/2012/06/2012-06-04_1020.png

"What an awesome marker! I'm going to build a lesson around this marker. Every student should know how to use this marker."
said no teacher ever.

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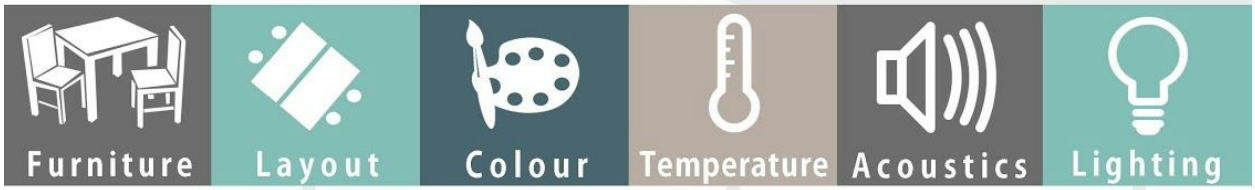
Classroom Design
affects student learning

Classroom design can improve a pupils performance by

- Enhances Concentration
- Inspires Students
- Better Results
- Supports Learning
- Improves Behaviour

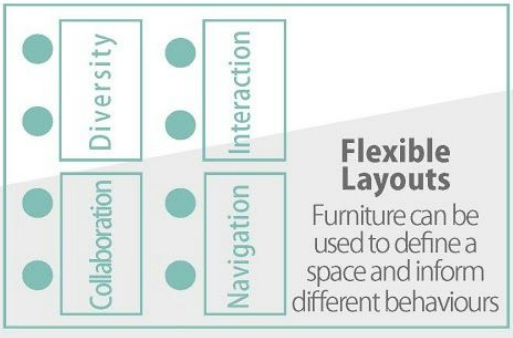
Environmental factors which affect a pupil's learning progress



- ✓ Reduce fidgeting
- ✓ Increase attention span
- ✓ Encourage a healthy posture

Colour can stimulate learning

The size and shape of a room affects how well students and teachers can communicate.



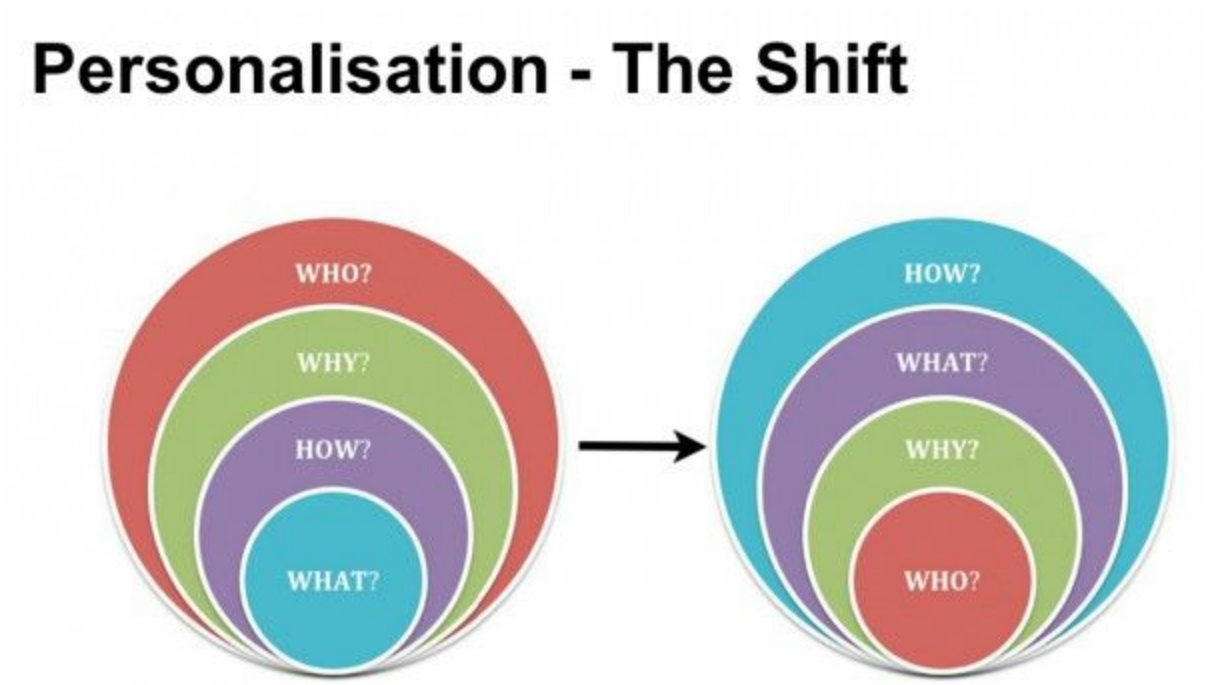
Flexible Layouts
Furniture can be used to define a space and inform different behaviours

Optimum Performance
A comfortable temperature will improve student learning

Light
Incorrect lighting levels can have a negative impact on learning

www.innova-solutions.co.uk Innova Design Solutions Ltd 0161 477 5300

http://theinspiredclassroom.com/wp-content/uploads/2014/08/Classroom-Design-Infographic.jpg



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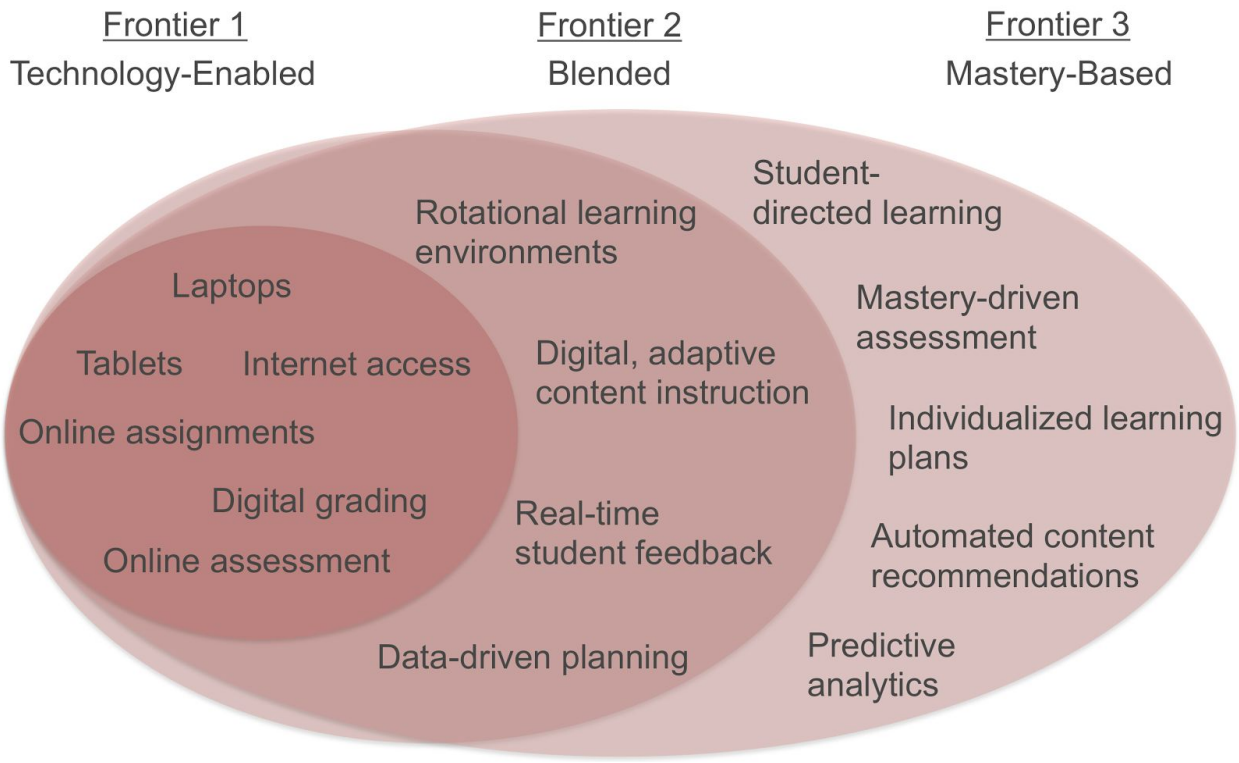
The Path to Personalization



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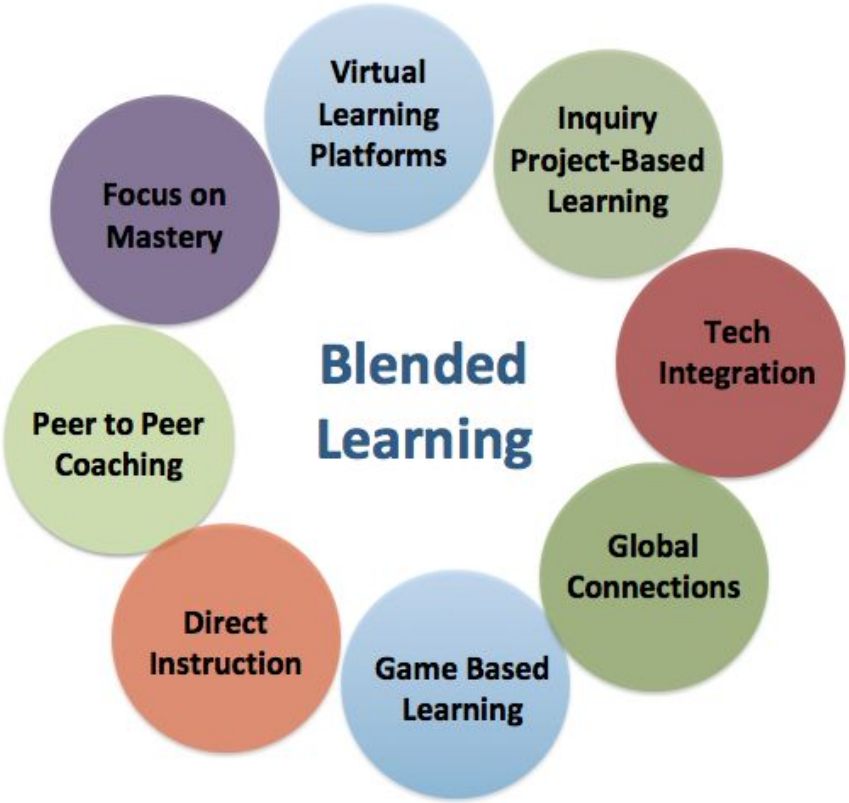

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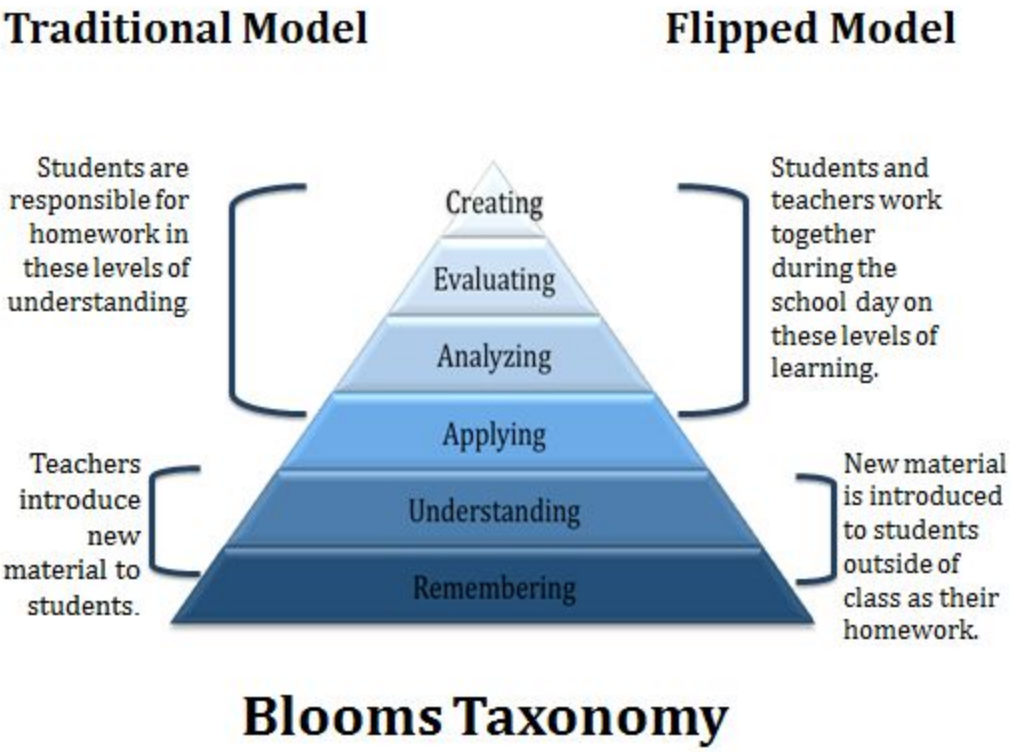

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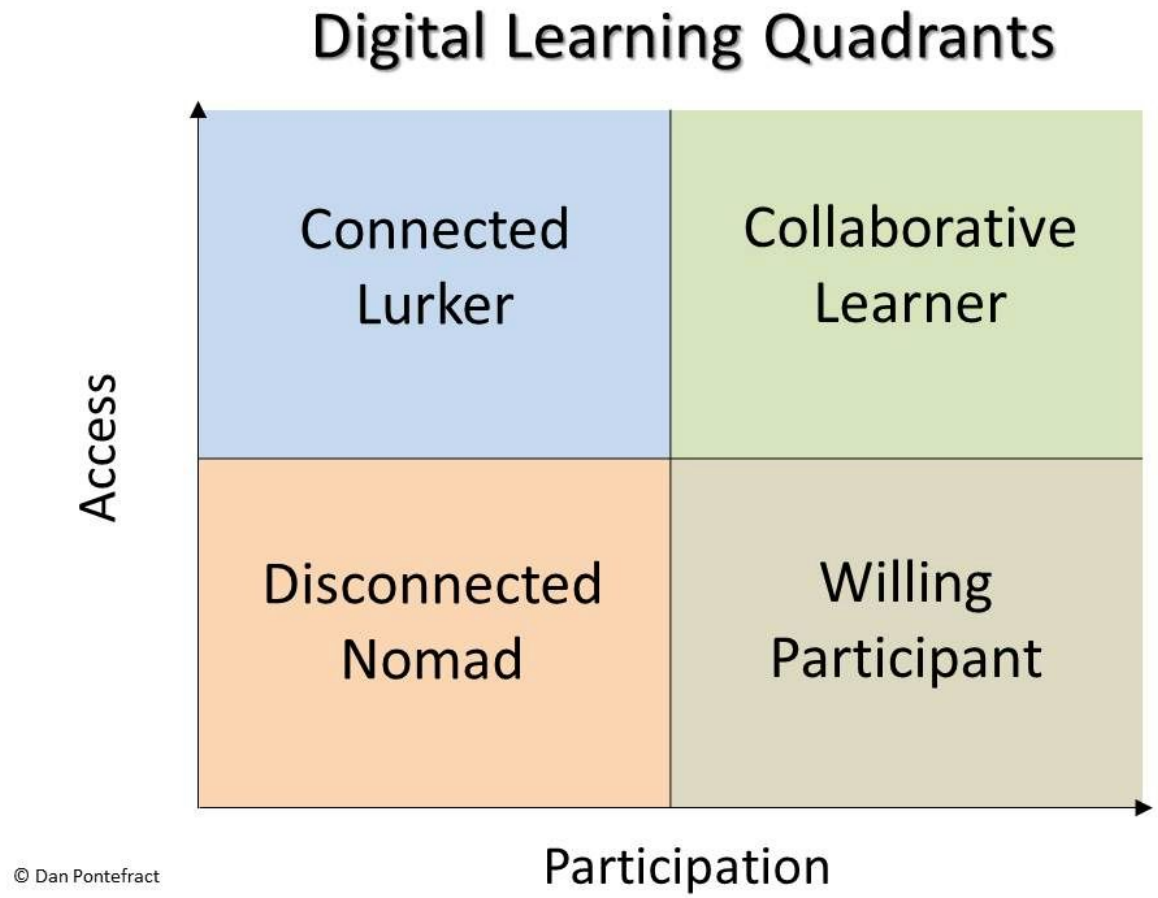

http://www.danpontefract.com/wp-content/uploads/2011/10/digital_learning_quadrants_pontefract.jpg

Figure 6.2 The networked teacher (from Couros, 2006)