

The Future of Learning

Nick Salmon & Dr. Roberta Evans



Reflections

Think about your most meaningful learning experience. Ever.

On the index card provided answer the following questions



*Inspired by Dr. Josh Garcia, Deputy Superintendent, Tacoma, WA

Reflections

Think about your most meaningful learning experience. Ever.

Where did it take place?



Reflections

Think about your most meaningful learning experience. Ever.

Who were you with?



Reflections

Think about your most meaningful learning experience. Ever.

How old were you?



Reflections

Think about your most meaningful learning experience ever.

How did it feel?



Reflections

Think about your most meaningful learning experience. Ever.

Why does it remain memorable to you today?



Share

your most meaningful learning experience with your table team.



Whole Group

Why did we ask this question?



The Future of Learning is....

*Collaborative
Brain-Based
Relationship Focused
Personalized
Self-Directed, guided by teacher
Applied to the real world
Demonstrated through mastery
Constant, time is a variable
Failure, recovery & persistence*

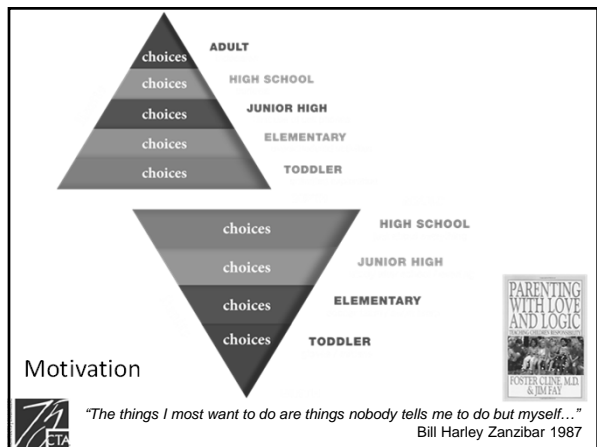
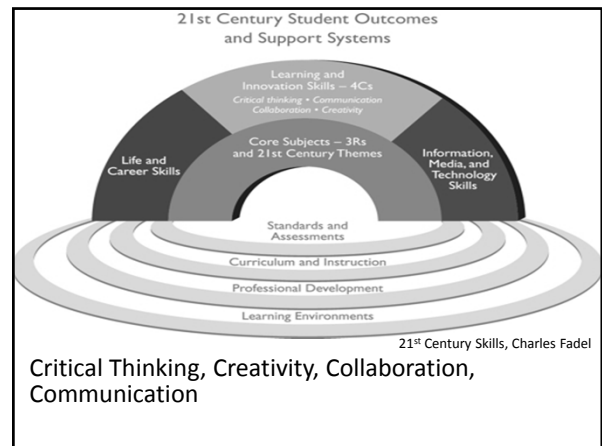
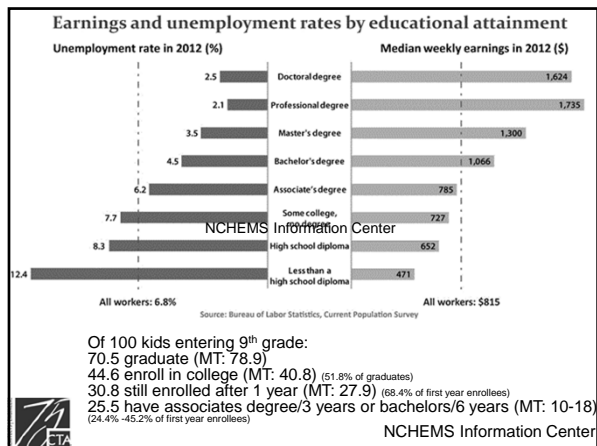


More people in China speak ESL than US
25% computer based learning by 2014 50% by 2019
Global Economic Impacts/ Instability
Local Security/Global Security
Personal/Social Stress Climate Change
21st Century Skills Creativity
High Stakes Testing
both/and either/or
Agile Organizations

What impacts you the most?

A Changing World



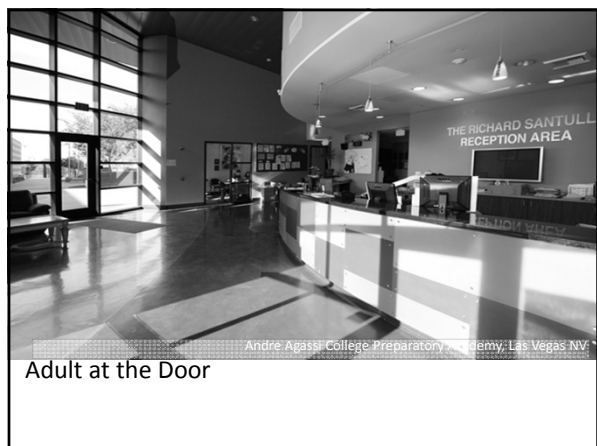


Adult at the door

- Sallyport/Penguin Trap
- Small Learning Communities
- Disbursed Administration
- Multiple physical security barriers
- Transparency for supervision
- Culture of listening
- Technology for incident management
- Practice for Low Risk/ High Frequency

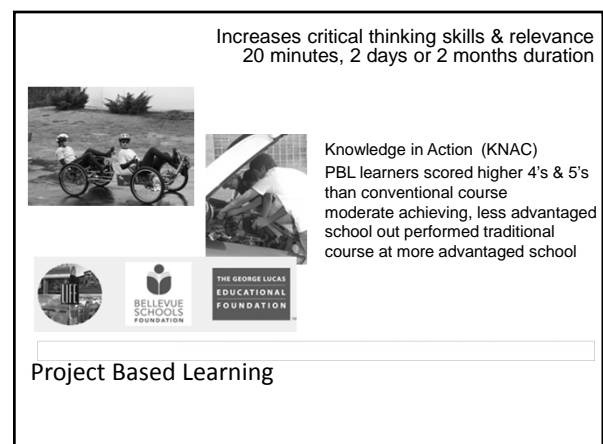
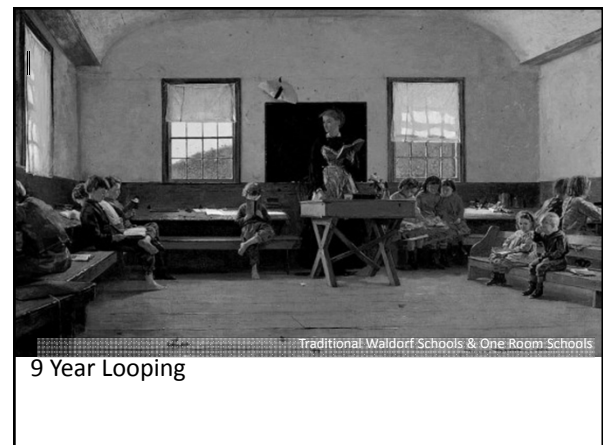
20 MPH 95% Pedestrians Survive
 40 MPH 15% Pedestrians Survive

Security & Safety



importance of first 12 months
 stimulating environments
 motivating kids/overuse/misuse of praise
 link between sleep, **activity** & brain development
 continued development of judgment from 16-25
 Emotional Intelligence **Multiple Re-wiring**

Brain Research





Columbus Signature Academy, Columbus, Indiana

Project Based Learning & Spaces to Make Things

	Fall Semester	Spring Semester
A Day		
Block 1	Computer Apps 8105 Miller, Will	Sociology A102 Byrne, A.
Block 2	English 12-01 8302 Conrad, J.	English 12-01 8302 Conrad, J.
Block 3	Am History-11 A345 Lincoln, Abe.	Am History-11 A345 Lincoln, Abe.
Block 4	Latin V AP H390 Smith, G.	Latin V AP H390 Smith, G.
B Day		
Block 5	Chemistry H908 Bohr, A.	Chemistry H908 Bohr, A.
Block 6	Religion IV-12 A101 Jones, E.	Religion IV-12 A101 Jones, E.
Block 7	Study Hall	Anthropology Q102 Thorpe, Edgar
Block 8	Calculus BC M222 Newton, I.	Calculus BC M222 Newton, I.



Jagjit Singh, J. Gugerty & B. Bottge (2004)

Block Schedules: Time for teams, projects, deep dives



Academy for Global Leadership-Chicago

Length of Day & Year

11 month school year 8.5 hour school day
2008: 11% entered at grade level,
2010: 98% enter at grade level, 20% are ahead of grade level



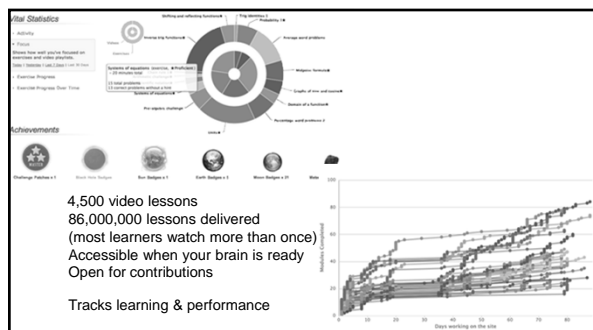
Re-Inventing Schools Coalition (RISC)

Self Directed Study

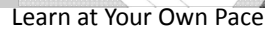
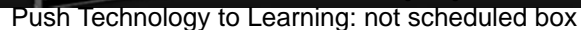
Not seat time, Students acquire critical thinking, creativity, innovation, teamwork & leaderships skills while mastering content



Teacher as a Guide: Media Arts Mentors

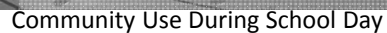


Virtual/Blended Learning/Flipped Classroom



Review the territory covered so far

Is it relevant, unsure, not relevant, scary? WHY?





Our School At Blair Grocery, New Orleans, LA

Learning with the Community

Organized around Essential Questions
5 alternative school learners
700 service learning participants



Schools of the future
by Stephen Heppell

98% re-engagement rate (up from zero).
Brand new computer-first class investment in child.
Same price as mainstream education.
Engagement with adults/mentor.
Have to respond rapidly to requests, days not months.
Social setting of school has failed them.
Kids are researchers, not pupils, students, etc.
Start with what interests them.
Build curriculum around their interests, meet national standards.

under served consumers
census ranges from 300-1200

Virtual/Community Learning as disruptive innovation

School is a social contract between those who seek to explore and understand the world around them with those who are prepared to guide the process.

This contract includes the ability to invert the roles of explorer and guide at any time and without assumptions about the age of either.

- (1) Student centered/relationship based
- (2) Core content is integrated and applied
- (3) Teachers work in groups of two or more with "our kids"
- (4) Students work together
- (5) Students learn through projects and eventually internships
- (6) Learning is reviewed individually, in small groups and in whole group presentations/demonstrations/celebrations
- (7) Learning demonstrates mastery of 21st century skills of critical thinking, collaboration, communication & creativity
- (8) Technology transforms teaching & learning
- (9) Spaces, schedules and furnishings are agile & adaptable
- (10) Community volunteers & entrepreneurs are our partners in success

10 Common Guiding Principles



Vittra Telefonplan School Stockholm, Sweden

(1) Student Centered/Relationship Based



Columbus Signature Academy (New Tech High Network) Columbus, IN

(2) Core Content is Integrated & Applied



(3) Teachers work in teams of 2 or more



(4) Students Work Together



(5) Students Learn Through Projects/Internships



(6) Work is Reviewed in Groups/Celebrations



(7) Demonstrate Mastery of 21st Century Skills



(8) Technology Transforms Teaching & Learning



(9) Spaces, Schedules & Furnishings Are Flexible



(10) Community Volunteers are Partners in Success

- (1) Student centered/relationship based
- (2) Core content is integrated and applied
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10 Common Guiding Principles

Reflections

Think about your most meaningful learning experience.

How does your experience compare to the 10 common guiding principles?



Share

most relevant/ not relevant/scary issues with your table team.

Each table shares 1 item with two adjacent tables



The Future of Learning is....

Here

Are you ready?

