Flipping with Purpose: Refreshing Technology for Classrooms

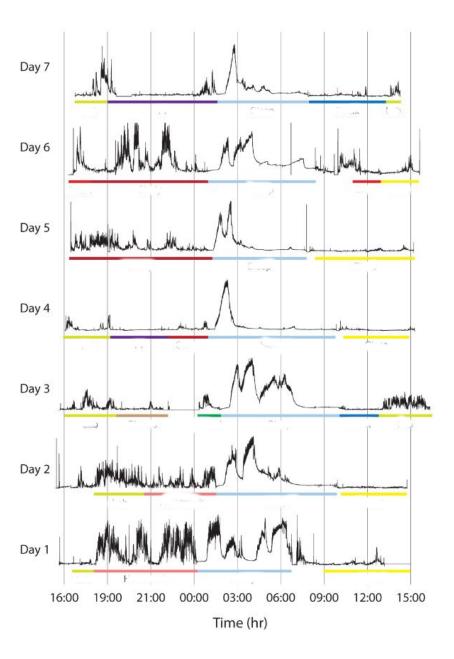
Dr. Gary Ackerman, Ph.D.

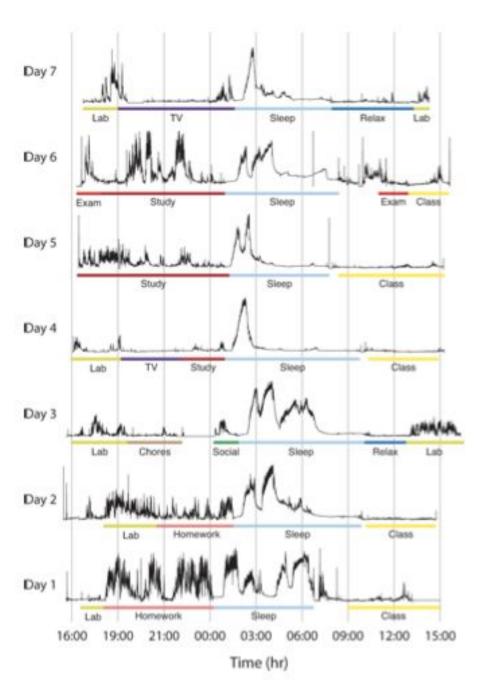
@garyackermanphd

gary@hackscience.net

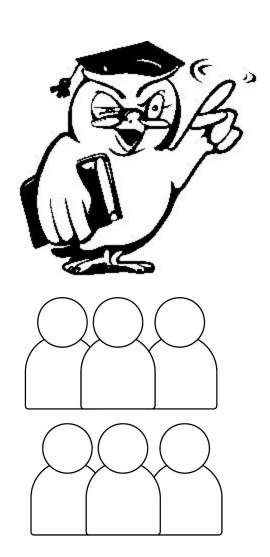
http://www.hackscience.net

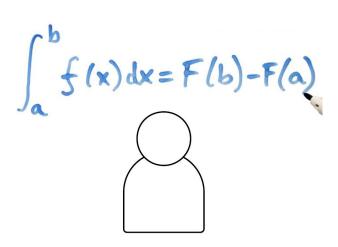
Rutland Southwest Supervisory Union





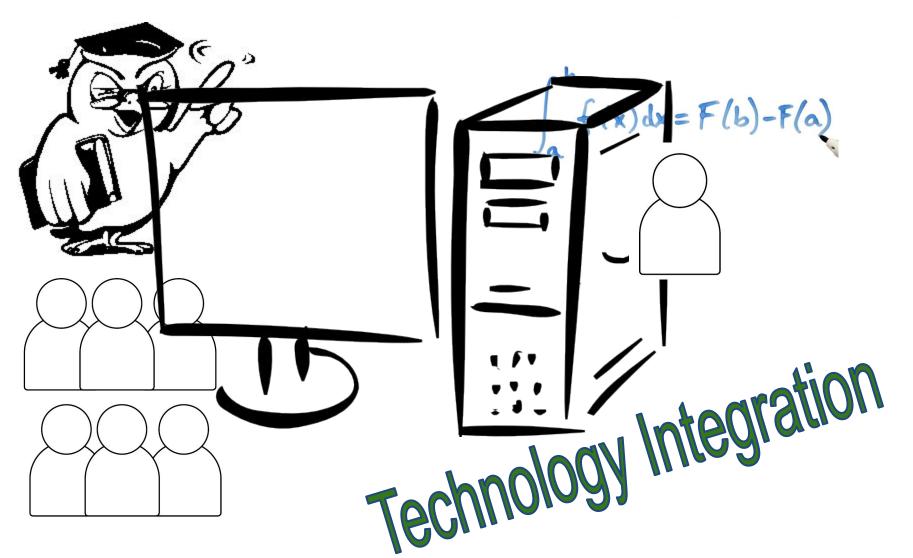
Traditional Classrooms



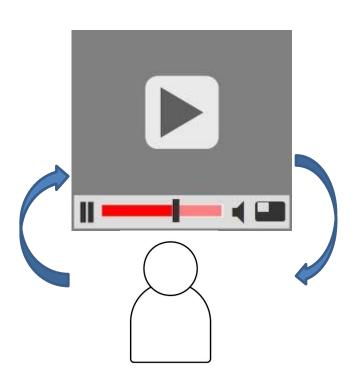


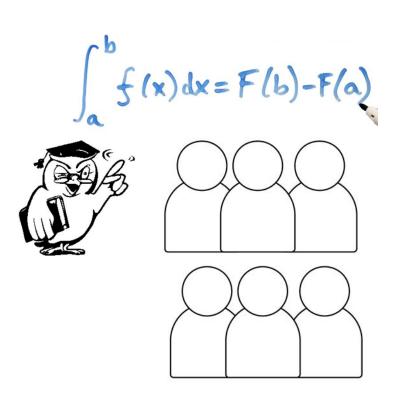
Since 2000:

Traditional Classrooms

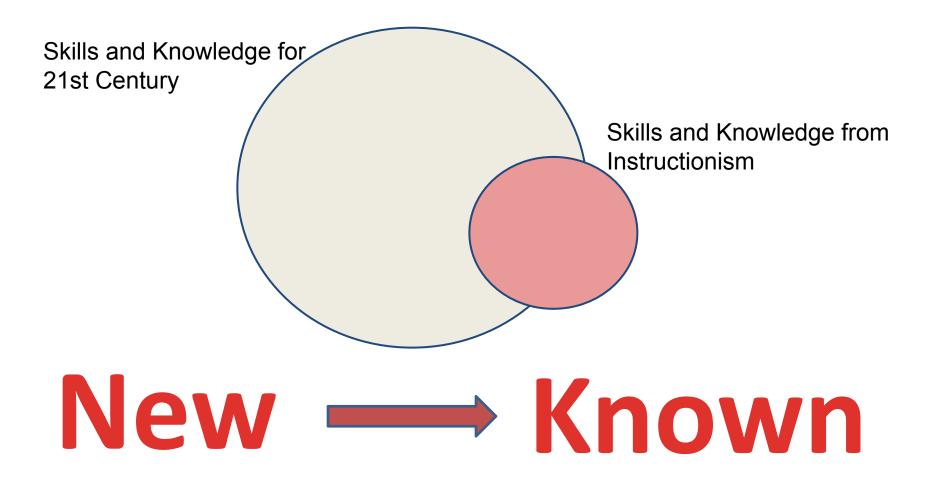


Advantages: "Flipped Classrooms"





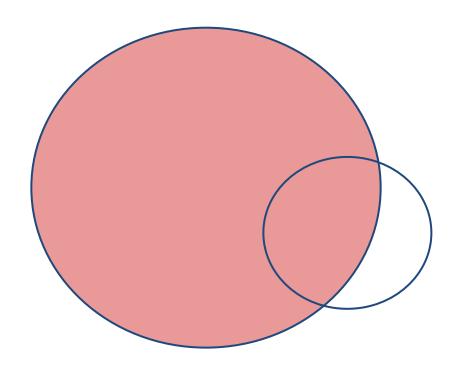
"Flipped" & Traditional Classrooms



Upside-Down Classrooms:

Not Unfamiliar to Middle Schoolers

Known --- New



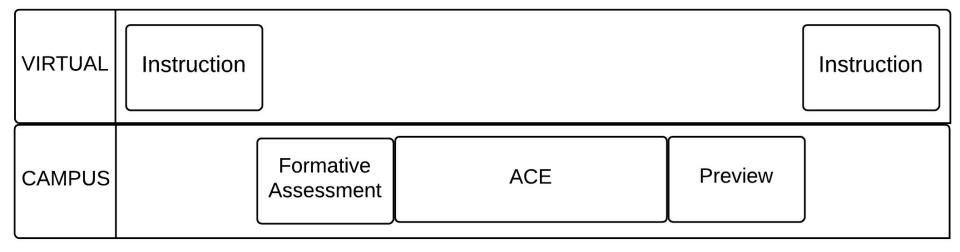
Purposeful and Sophisticated Adaptation

Part I: Six Models

Part II: Tips & Habits

for turning classrooms upside-down

Check-ACE-Preview



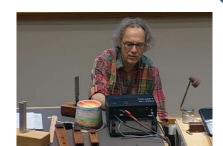
Check-ACE-Preview

ACE

Sound... can we measure it?

Ackerman presents, "Here is what Walter will say..."

Preview



ACE

Design an experiment to.

Students report, "One thing Walter did..."

Formative Assessment

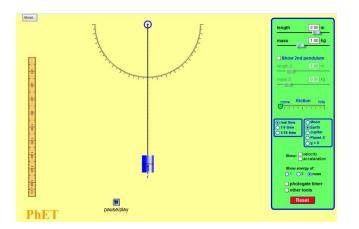


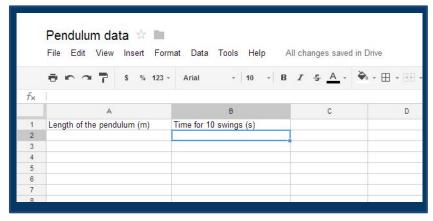
Data Collection

VIRTUAL		Data Collection	
CAMPUS	Model Manipulation and Data Recording		Data Analysis and Knowledge Building

Data Collection

Known



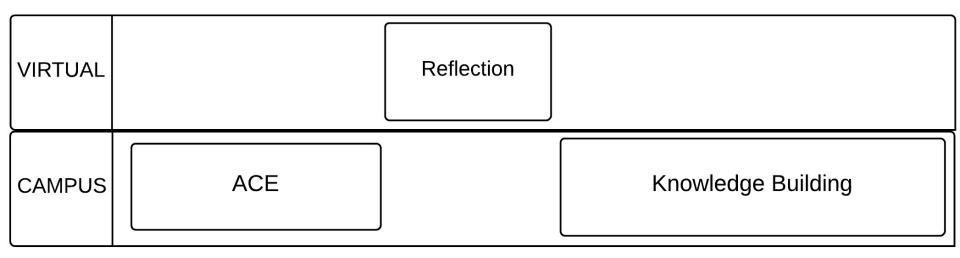


New

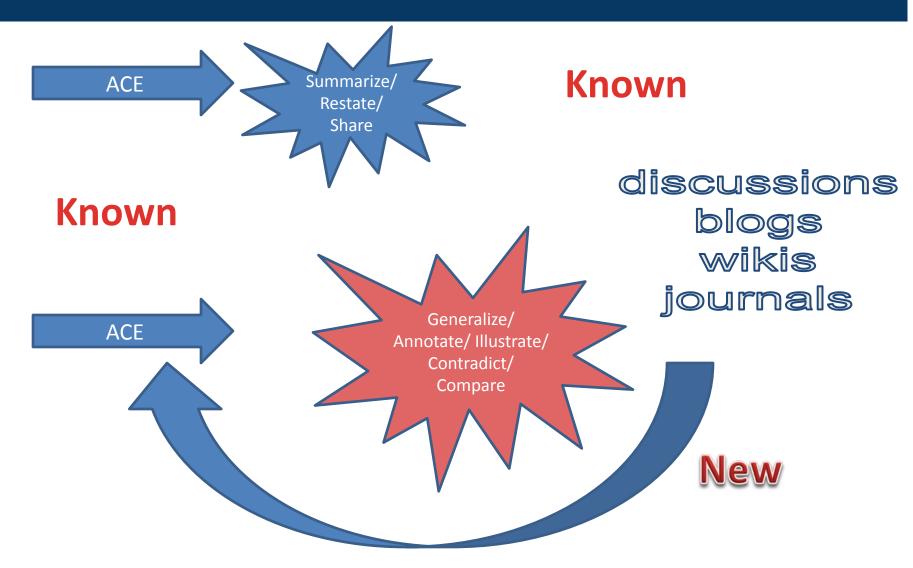


$$T = 2\pi \sqrt{\frac{L}{g}}$$

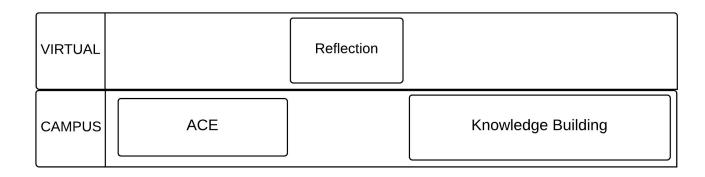
Reflection

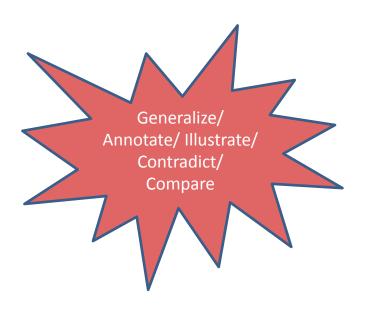


Reflection



Reflection





1) Wicked content

- Multiple defensible answers
- Perspective matters
- Ill-defined
- No rules

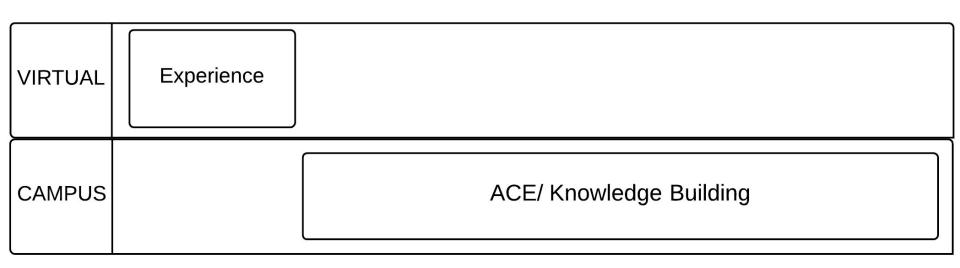
2) Original articulation

- "Non-googleable" answers
- "Non-textable" answers

3) Rethink time 1 < 3

- React Respond to others Reflect
- 4) Discussion as source

Experience/ Context



Experience/ Context

Experience

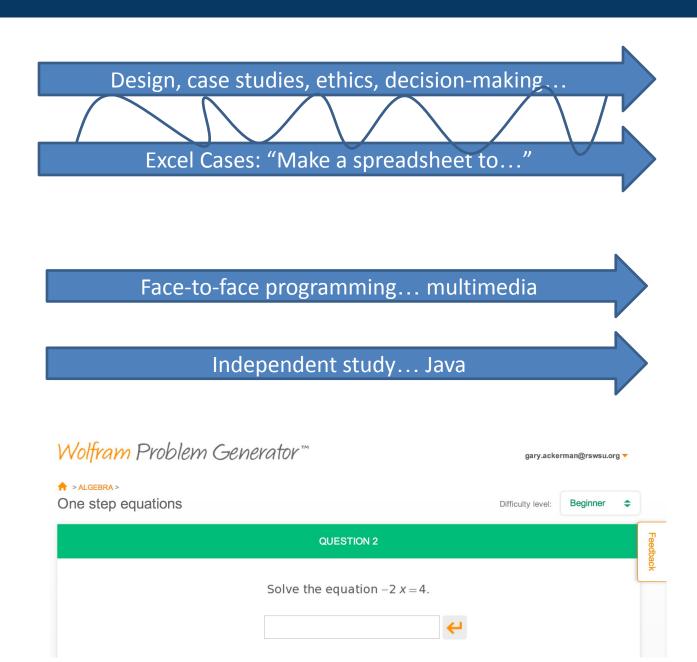




Find three poems...
Rewrite them...

Quest

VIRTUAL	Related, Connected, and Independent
CAMPUS	ACE/ Knowledge Building



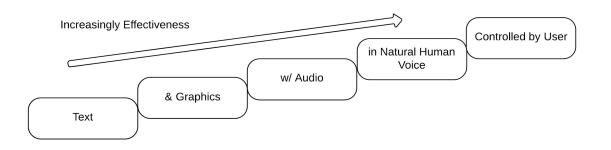
Worked Examples

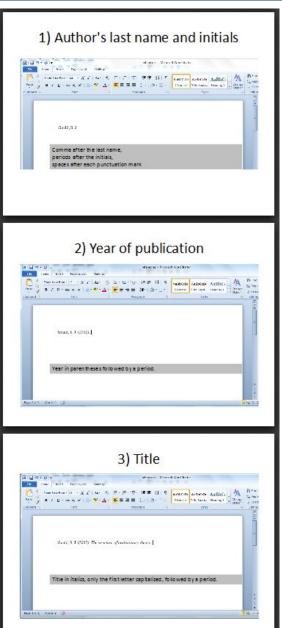
VIRTUAL	Access the Collection as Needed	
CAMPUS	ACE/ Knowledge Building	

Worked Examples

Collaboratively create and curate your collection







Summary Part I: Six Models

Diversify to Flip with Purpose

- Check ACE Preview
- 2. Data Collection
- 3. Reflection
- 4. Context/ Experience
- 5. Quest
- 6. Worked Examples

Part II: Tips & Habits

Essential Technology: Virtual Classrooms...





System-wide virtual classroom

- Control over access/ use
- Similar platform
- Reduced advertisements
- Control over tools/ upgrades
- Improved support

Essential Technology: ... That Are Well-Used

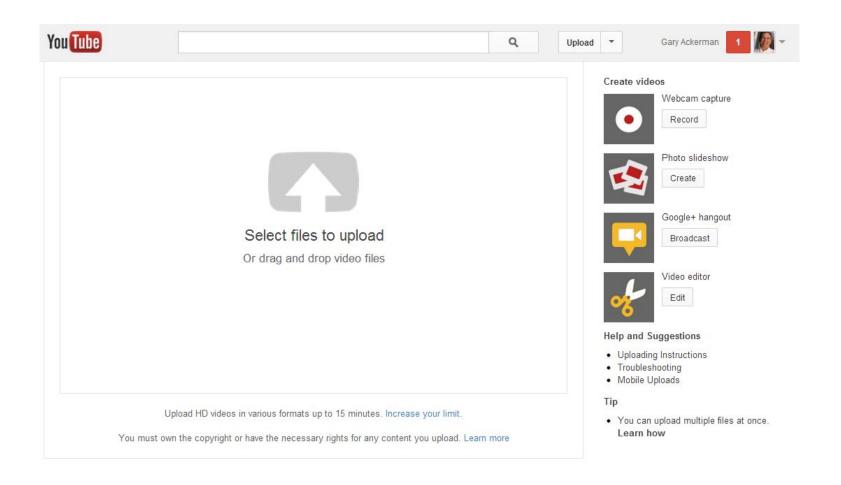




Well-used system-wide virtual classrooms:

- Repository (shared among faculty)
 - Documents (collaborating)
 - Worked examples
 - Links to experiences
- Easy tests = quests
- Discussions, blogs, wikis, chat

Essential Technology: Easy Publishing





Essential Technology: Embedded Media

The Comment Panel



Record a voice comment with your telephone (free accounts are limited to 3 free phone minutes - 1 hour can be purchased for \$10)

video comment with your web cam

Record a voice comment with a microphone

Type a

Upload a prerecorded .mp3 to go to the audio comment (PRO Accounts Only)

Click here next slide

Google Drive

Keep everything. Share anything.



















<iframe width="420" height="315" src="//www.youtube.com/embed/IlwglDNHbNU" frameborder="0" allowfullscreen></iframe>

Email

Embed

Share this video



https://drive.google.com http://www.popplet.com http://www.voicethread.com

ACE: Authentic Learning



Authentic Learning for the 21st Century: An Overview

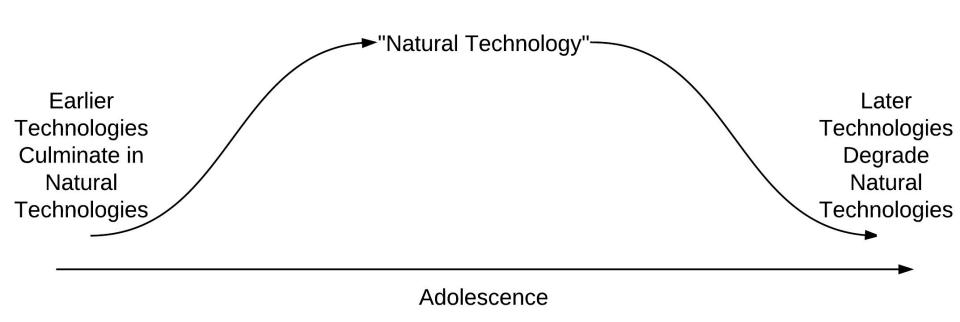
- The judgment to distinguish reliable from unreliable information
- The patience to follow longer arguments
- The synthetic ability to recognize relevant patterns in unfamiliar contexts
- The flexibility to work across disciplinary and cultural boundaries to generate innovative solutions⁵

ACE: Mentor in the Middle

Roles of Mentor-in-the-Middle:

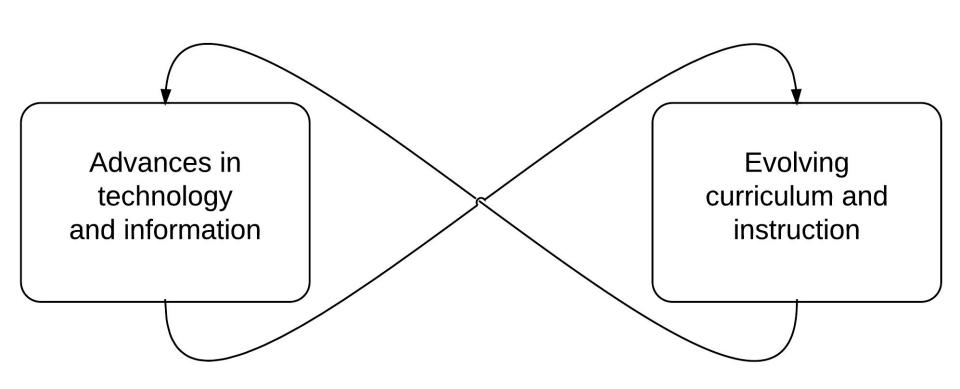
- Facilitator (create syllabus)
- Coach (individual performance)
- Artist (take existing and create new)
- Critical reflector (metacognition)
- Model (demonstration of)
- Scholar (formal structure)

Habits for Upside-Down Design: Natural Technology

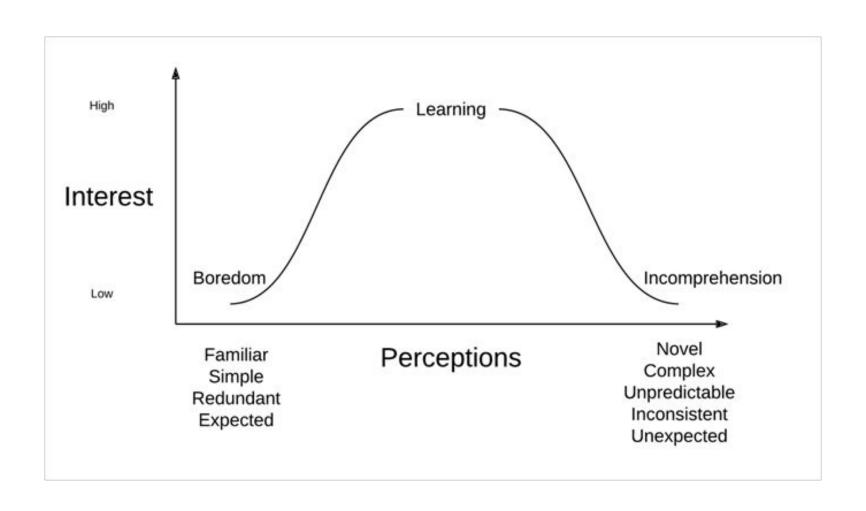


Time

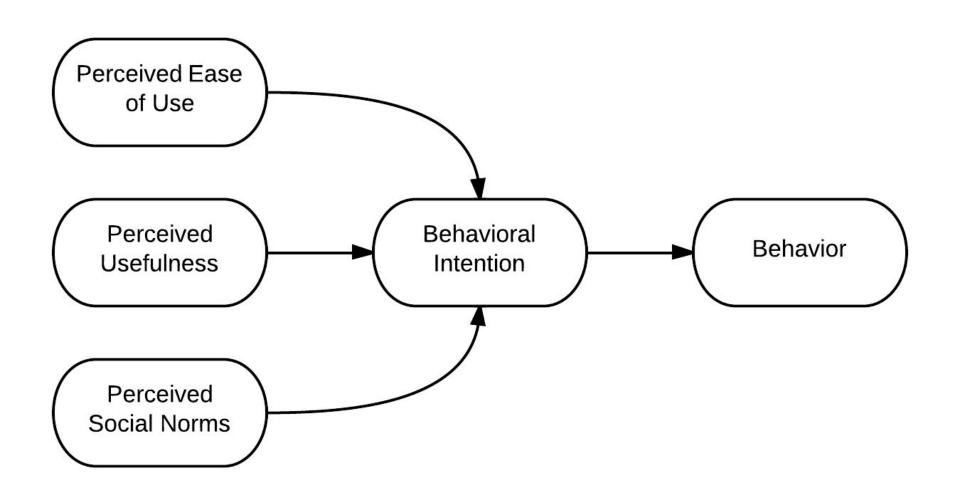
Habits for Upside-Down Design: Reflexivity



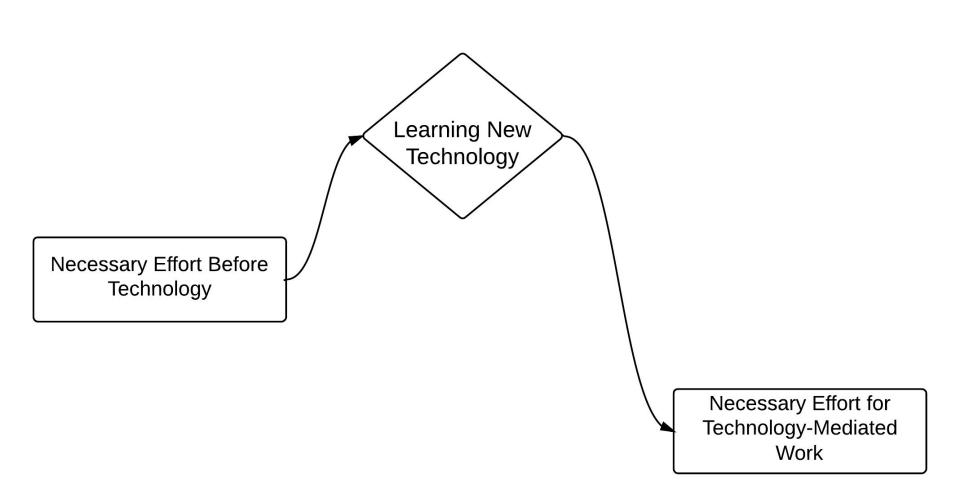
Habits for Upside-Down Design: Increasing Sophistication of Media



Habits for Upside-Down Design: Technology Acceptance



Habits for Upside-Down Design: "Activation Energy"



The Nature of Learning

Using Research to Inspire Practice

- Learners at the centre
- The social nature of learning
- Emotions as integral to learning
- Recognizing individual differences
- Stretching all students
- Assessment for learning
- Building horizontal connections

ACE-ing Curriculum:

- Authentic Learning for the 21st Century (from Educause)
- Scardamalia, M., & Bereiter, C. (2006). <u>Knowledge building: Theory,</u>
 <u>pedagogy, and technology</u>. In K. Sawyer (ed.), *Cambridge Handbook of the Learning Science* (pp. 97-118). New York: Cambridge University Press.
- The Nature of Learning: Using Research to Inspire Practice

Contact:

Gary Ackerman, PhD

gary@hackscience.net

http://www.hackscience.net

@garyackermanphd



Ackerman, G. (2013). Flipped with Purpose: Refreshing Technology in Classrooms.