



**When we stop
playing, we all lose.**

A course in FLO: Practical ways to
create fun, challenging learning, and
collaboration in your classroom.

PDH Information



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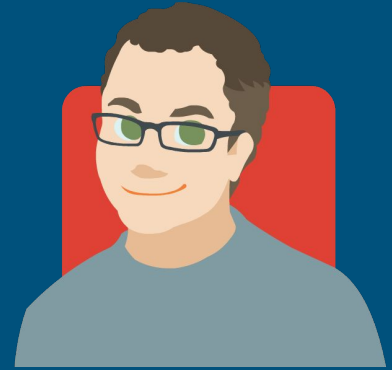
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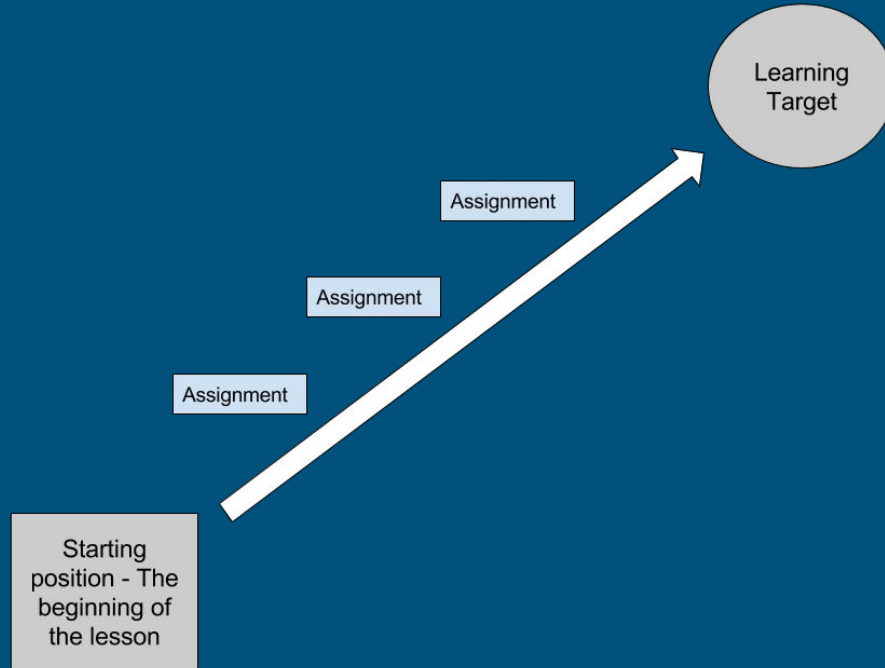
Alike Short Film



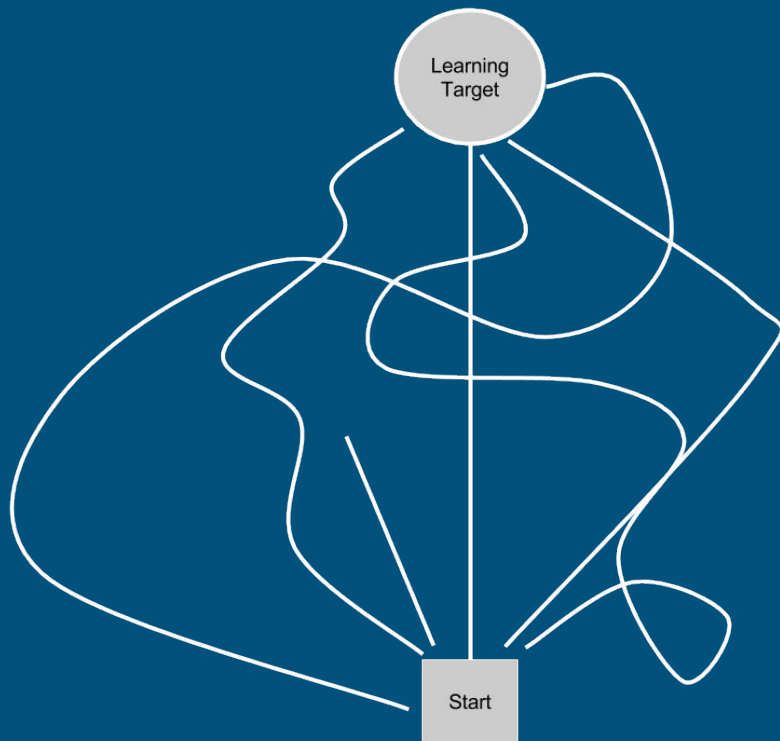
Alike short film

We each have a different path for learning and education shouldn't force you to take the same car on the same road.

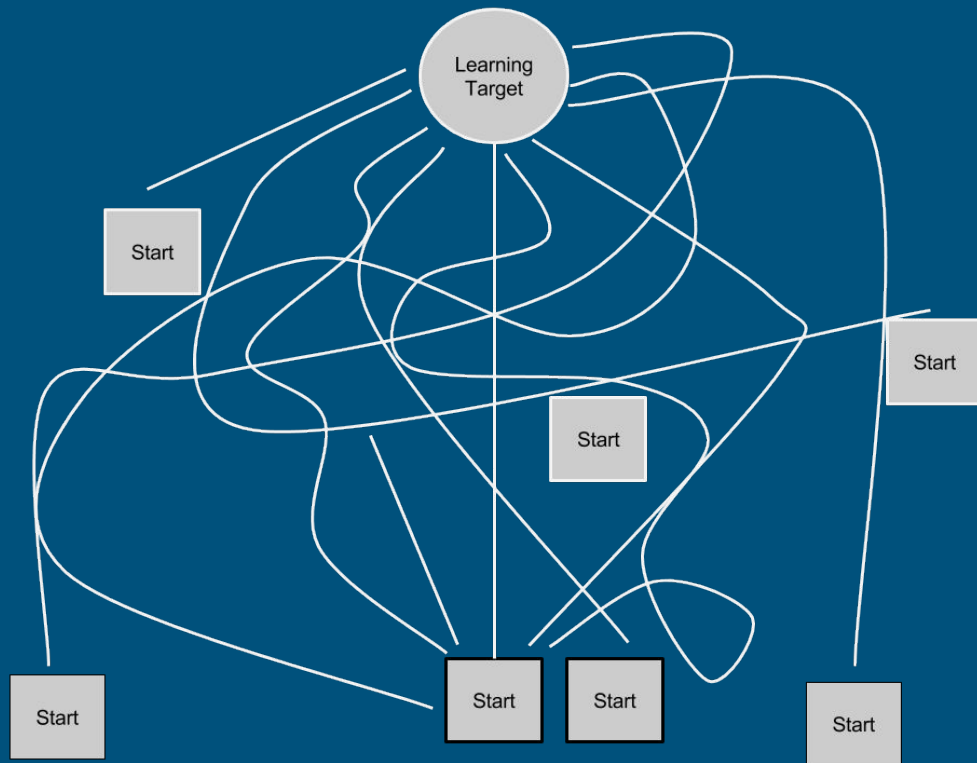
Learning Pathways - Traditional



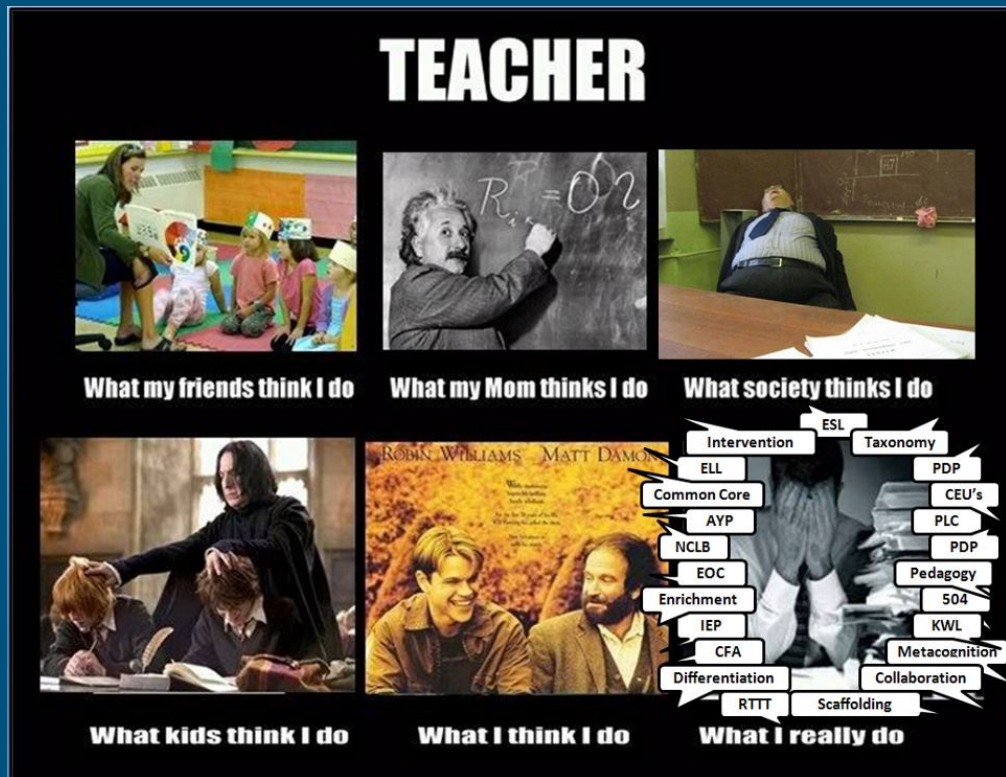
Learning Pathways - More Realistic



Learning Pathways - Realistic



Or...



Learning Pathways

Traditional learning pathways are outdated make our jobs, as educators, more difficult.

Learning Pathways

What foundational concepts can I use to reach more students and allow them to follow their own learning pathways?

Driving Questions

How can I provide fun, engaging, and challenging activities for my students so that they learn with and from each other?

Answer - Objectives

FUN

Learning

Others

Objectives

- F - Fun
 - Get to know your students and what they find enjoyable and meaningful.

Objectives

- L - Learning
 - Design learning activities for your students that are authentic and personal.

Objectives

- 0 - Others
 - Provide your students with the ability to learn from and with others.

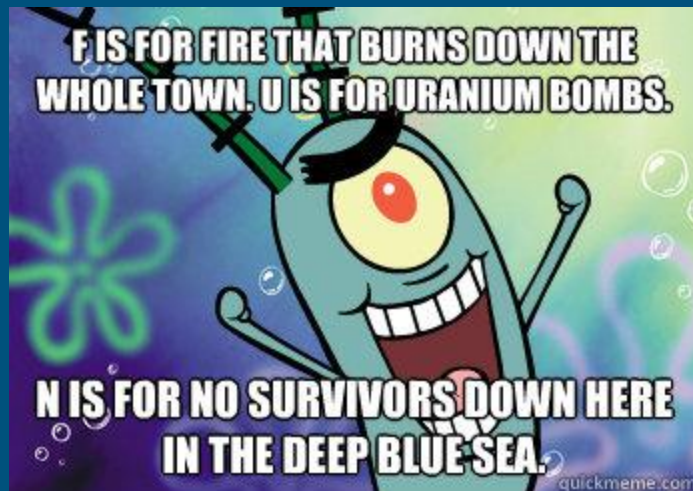
What Is Fun For Me?



F U N



F U N



F - Is For Fun

- What is fun for you?
- What is fun for your students? (and how do you find out)

Having Fun Is Different For....

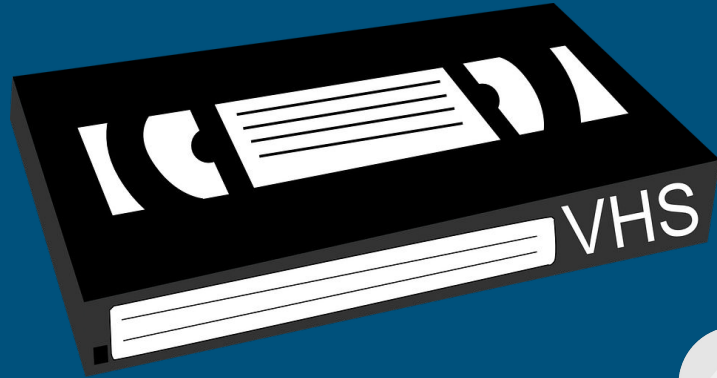
Student

Teacher

Administrator

Fun/enjoyment is individual

Having Fun Is Different For....



Having Fun Is Different For....



F - Is For Fun

- What is fun for you?
- What is fun for your students? (and how do you find out)

What Is Fun For Your Students?

- Why haven't we cared about this before?
 - Traditional teaching
 - Difficult
 - You need to get to know your students

What Is Fun For Your Students?

- Why is knowing what is fun for your students important?
 - The more you know....
 - Emotion equates to long-term memory

What Is Fun For Your Students?

- How do you gather this information?
 - Surveys
 - Conference
 - Play some games

Survey Your Students?

What tools can we use to survey our students?

- Google Forms (Alice Keeler)
- Survey Monkey
- Paper survey
- Any others?

Sample Fun Questions

1. What do you like to do in your free time?
2. What subjects do you love and hate most in school? Why?
3. Describe your favorite teacher. What types of things did you do in that class?
4. If school could be about any one thing, and it would be my job to design all the subjects around that one thing, what would you want it to be and why?
5. What are your greatest talents; what are you especially good at? What makes you good at that?
6. What was the best thing you did in school last year? What makes you pick that out?
7. Is there a better way to find out what you find fun?

L - Is For Learning

- A connection needs to be made to the learning (Why do I need to learn this info?)
- Learning has to have meaning
- A connection through enjoyment or emotion or both

Learning Questions

Learning targets

- Teacher or district mandated?
- Based on the whole class or individually?
- What is best for the learner?
- The myth of the average student

Learning

Learning Principles

- James Paul Gee - *What Video Games Have to Teach Us about Learning and Literacy*

Learning

- Learning can't be too hard or too easy.....
- FLOW
 - Mihaly Csikszentmihalyi, Ph.D., psychologist and author of the book, *Flow: The Psychology of Optimal Experience*
- Growth Mindset
- Individual to each student and games can change level of difficulty

O - Is For Others

Provide your students with the ability to learn from and with others.

Others - What Is Needed

- Collaborating with others
- Building positive relationships
- Building groups/communities within the classroom and school
- Real-world connection
- Group creation and challenges

Others - What Is Needed

- A safe learning environment
- Learn to listen and be respectful
- Teacher needs to model this behavior
 - My style is open and personal

Others - Teamwork Examples

- Einstein (Theory of relativity proven with solar eclipse)
- J.R.R Tolkien (Inklings)
- J.K. Rowling (Team of editors)
- John Wooden (“The main ingredient of stardom is the rest of the team.”)
- Abraham Lincoln - *Team of Rivals*

Others - Research

Powerful Learning: Studies Show Deep Understanding Derives from Collaborative Methods - Edutopia

Research shows that teams outperform individuals

Research Supports Collaborative Learning - Edutopia

Others - Research

Teaching students how to work together

- Using Collaborative Reasoning to Support Critical Thinking
- Sample Collaborative Reasoning Participation Guidelines and Conversational Moves

Others - Teamwork Tools

Cooperative games-

- Pandemic
- Forbidden Island
- Castle Panic
- Shadows over Camelot
- Space Team (Digital)
- Other games?

FLO - Reflection

How I implement FLO.

How will you implement FLO?

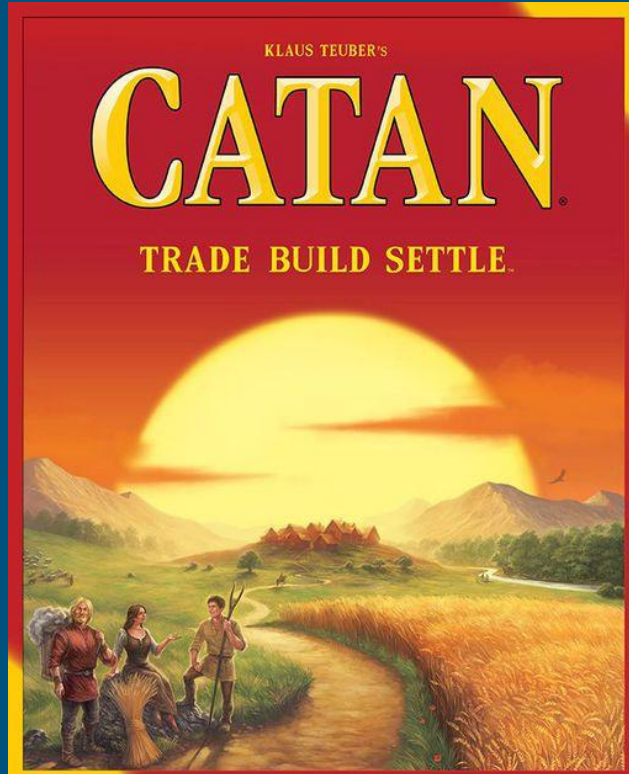
FLO - What I Use



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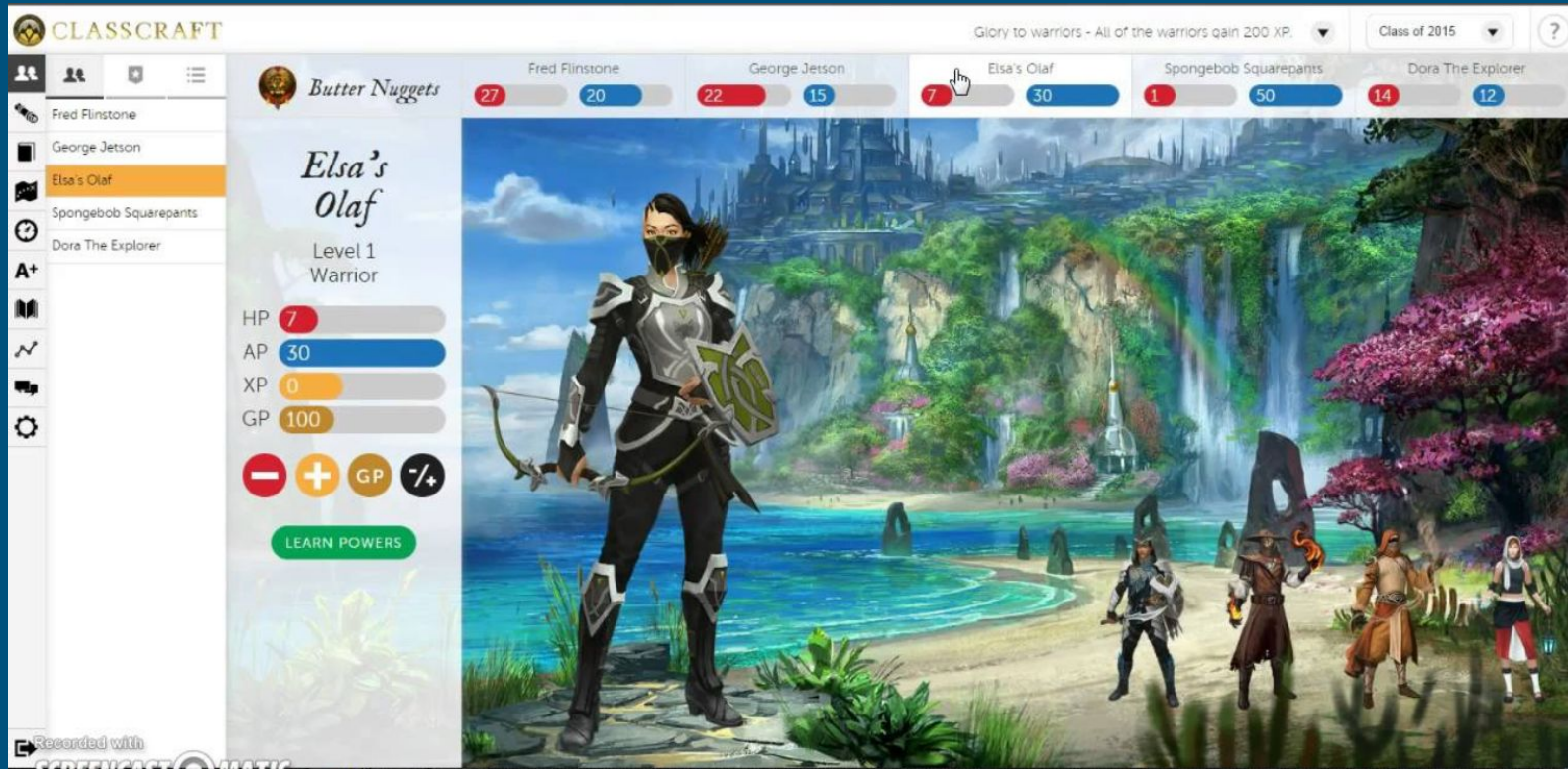
FLO - What I Use



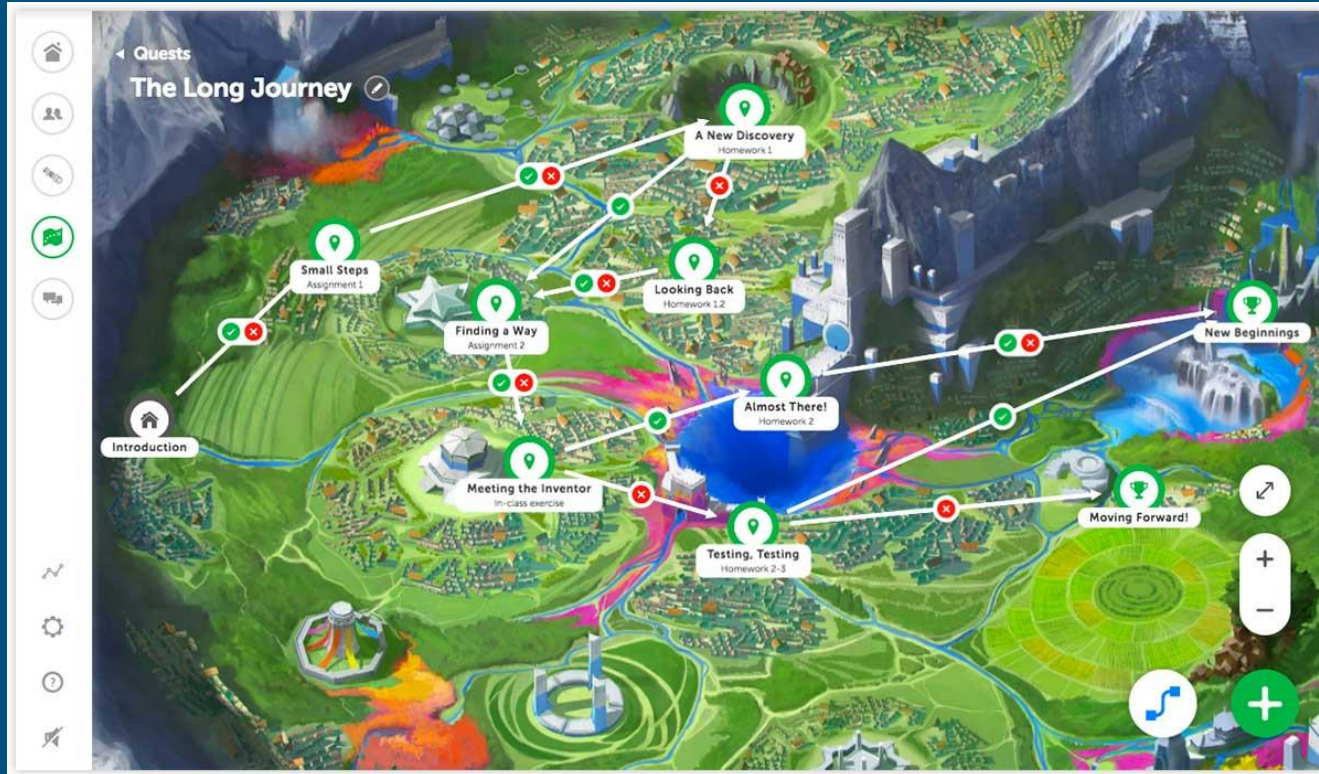
FLO - What I Use



FLO - What I Use



FLO - What I Use - Learning Pathways



FLO - Playful Learning Space at ICE

Playful Learning Space

Located in the
Adventure Hall
Threshold and open
the following times:

Mon – 9:30 - 3:30

Tues – 9:30 - 4:45

Weds – 9:00 - 3:45

The **Playful Learning Space** is here for you to enjoy. We have games that are used in the classroom and we have esports games that fill arenas. You can watch, you can play, and you can learn.

FLO - Digital Games



Apple Education

FLO - Game Clubs



FLO - Esports



FLO - Reflection

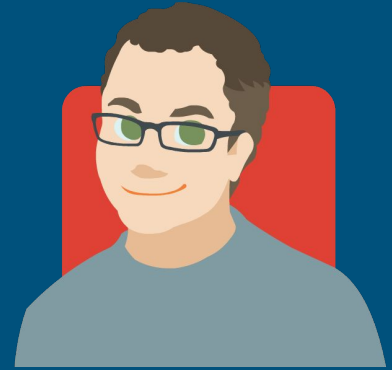
How will you implement FLO?

FLO - EdGamer

edgamer.net



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