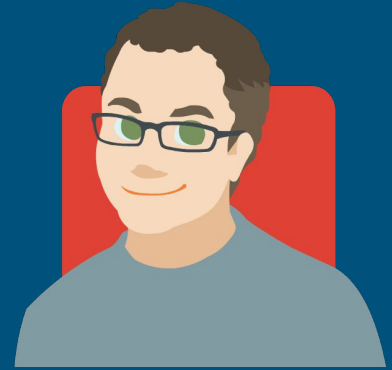




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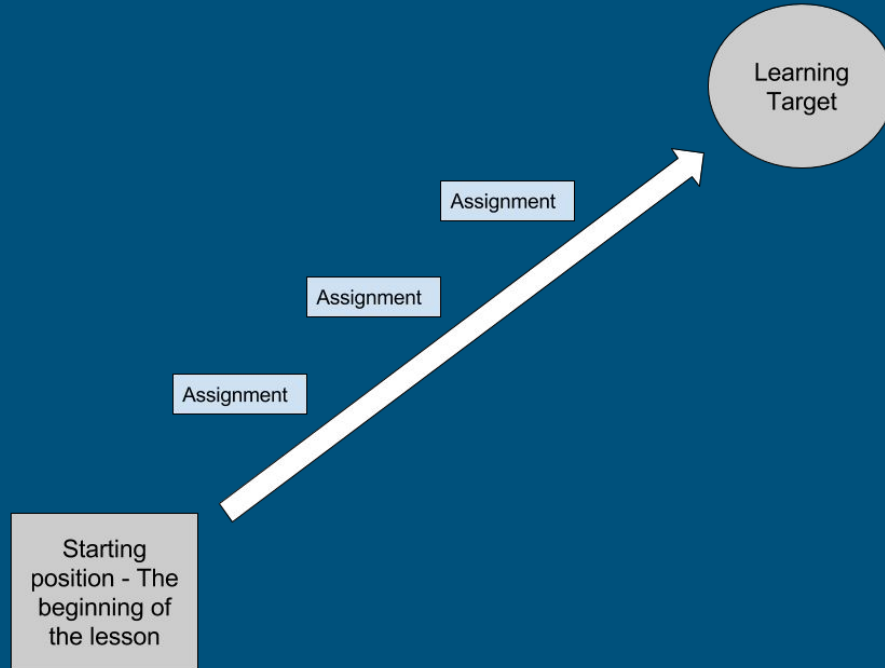
Alike Short Film



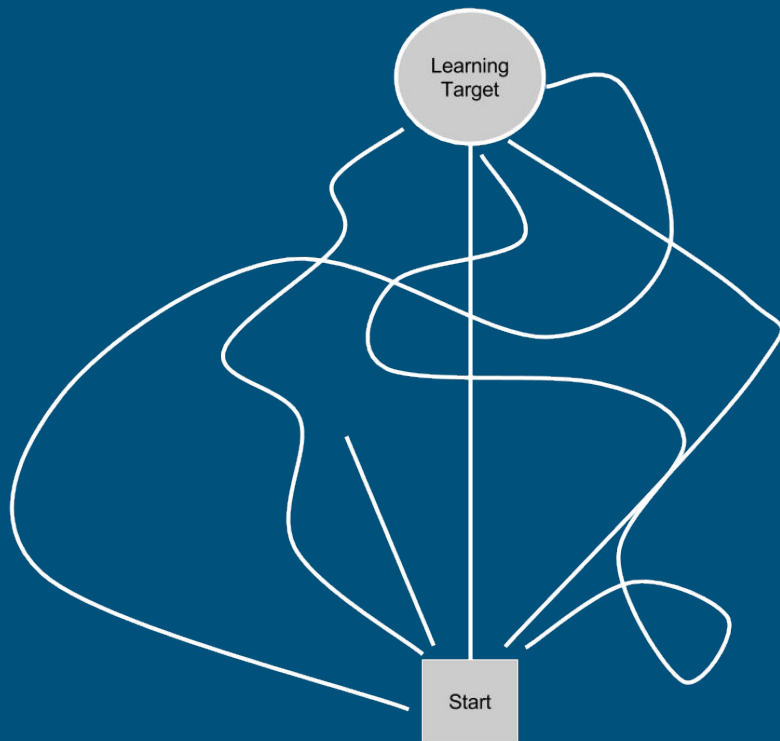
Alike short film

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

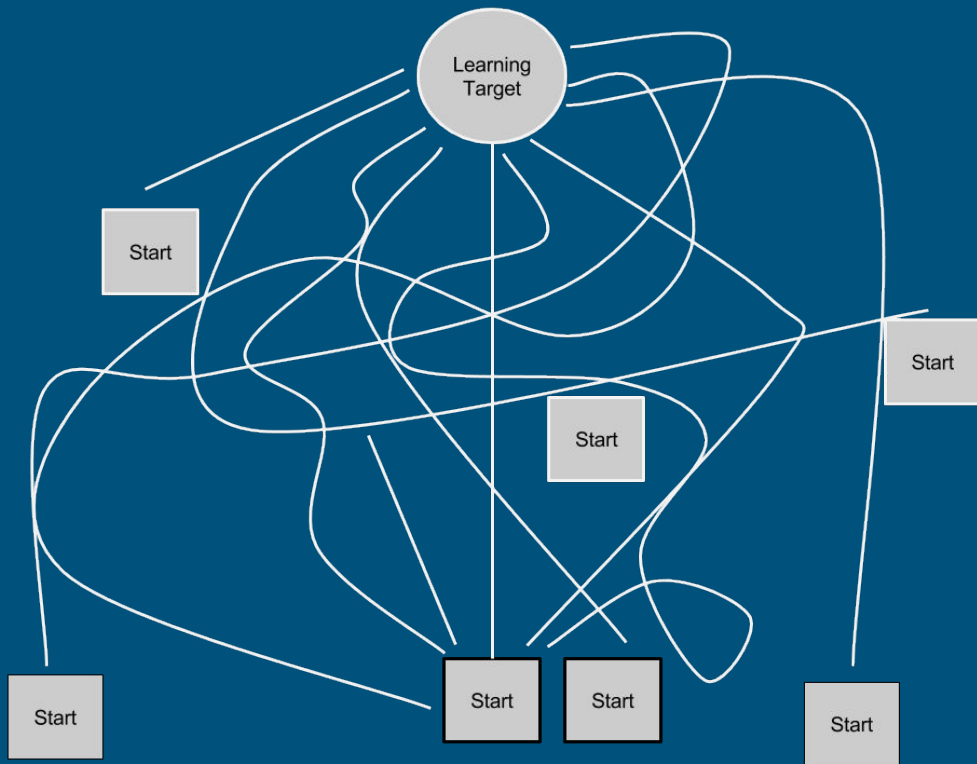
Learning Pathways - Traditional



Learning Pathways - More Realistic



Learning Pathways - Realistic



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.



FUN

(Enjoyment)

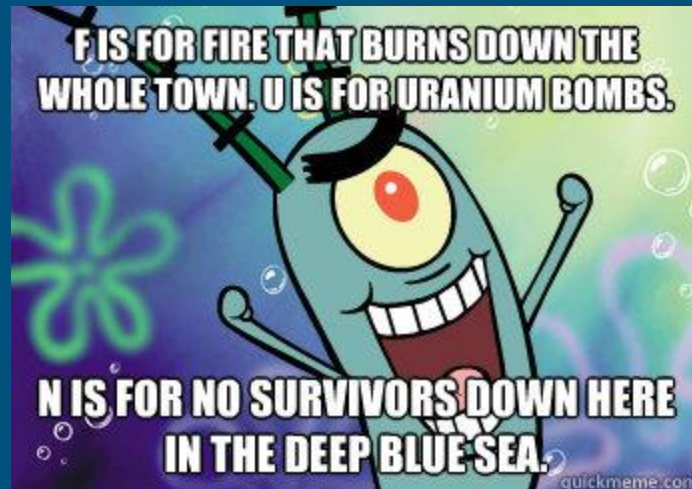
What Is Fun For Me?



F U N



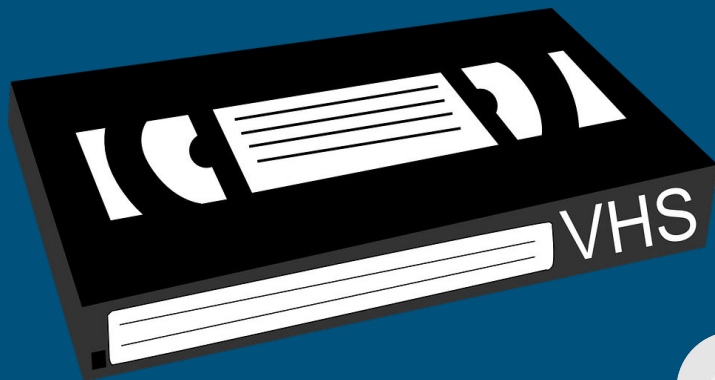
F U N



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....



Having Fun Is Different For....



Having Fun Is Different For....

Student

Teacher

Administrator

Fun/enjoyment is individual

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?

Sample Fun Questions

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?

Sample Fun Questions

6. What was the best thing you did in school last year?
What makes you pick that out?



LEARNING

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*
 - (Me-high Cheek-sent-me-high)

Learning

- Growth Mindset
- Individual to each student and games can change level of difficulty



OTHERS

O - Is For Others

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

Others - What Is Needed

- Collaborating
- Building positive relationships
- Building groups/communities within the classroom and school
- 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)

Others - Teamwork Examples

- 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 - University of Illinois

- [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?

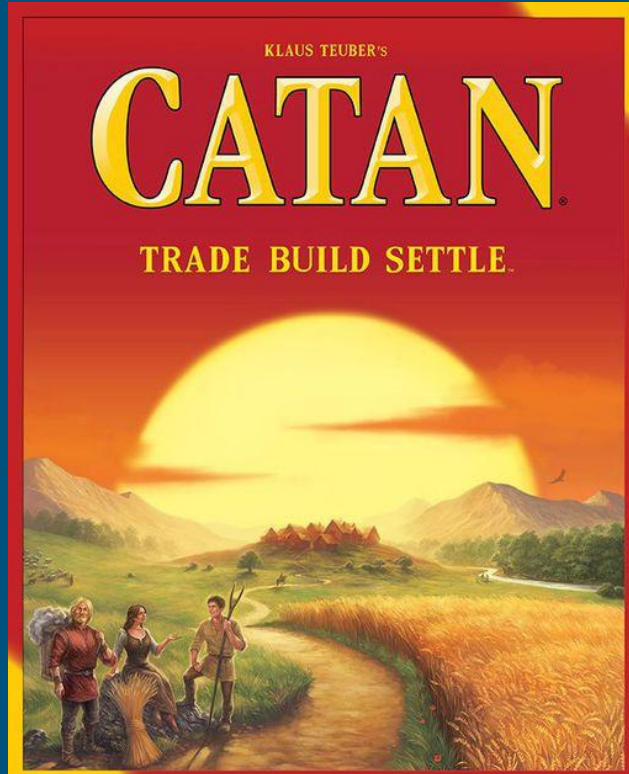
FLO - What I Use



FLO - What I Use



FLO - What I Use



FLO - What I Use



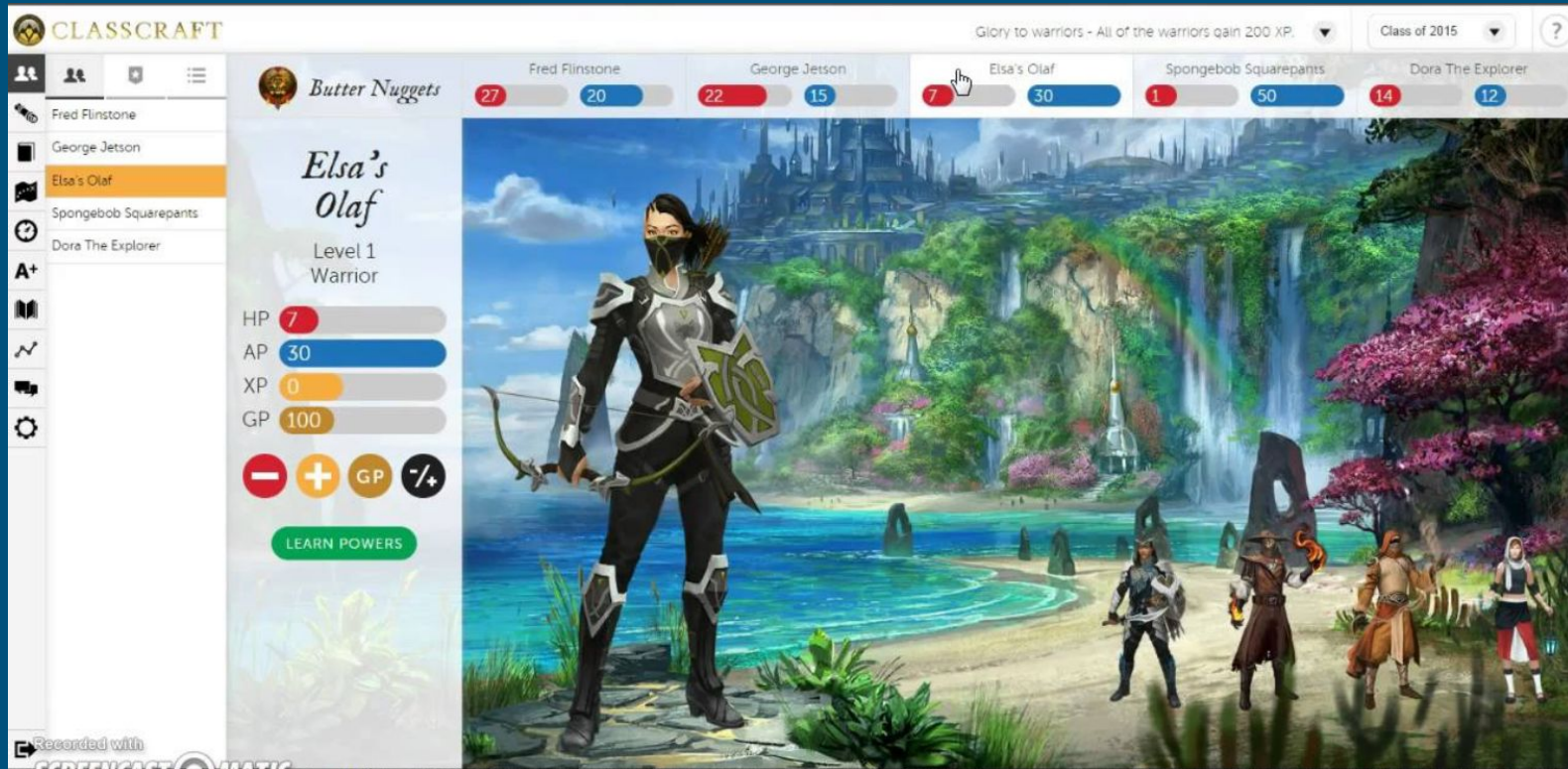
FLO - What I Use



FLO - What I Use



FLO - What I Use



FLO - What I Use - Learning Pathways



FLO - Game Clubs



FLO - Esports



FLO - Reflection

How will you implement FLO?

FLO - EdGamer

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