

June 22, 2020

#### CHECKING IN

Our meeting will start shortly.

Please complete the "Do Now" activity as we wait for everyone to sign in and check their equipment.

Do Now:  $\rightarrow$  Please share your name and organization in the chat.

→ Also share one thing you are looking forward to taking away from this meeting.



#### Here's What I Know...

#### Students may...

- Need remediation and reteaching
- Be dealing with anxiety, trauma, and depression
- Be craving connection with peers
- Need to learn, at least part time, online





## What will the 2020-2021 school year look like?

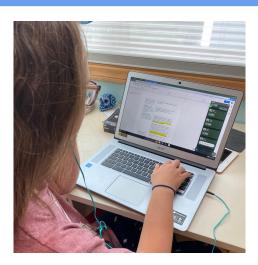
Face to Face

Blended Learning

Online Learning



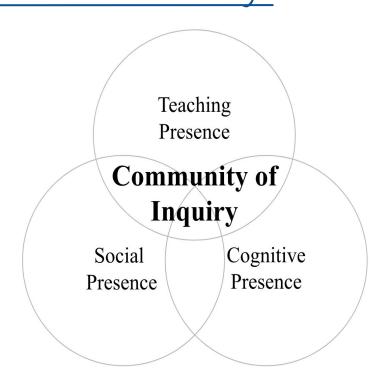






#### Theoretical Framework for Online & Blended Learning

- Developed to understand the unique nature of teaching & learning online
- Grounded in constructivist principles
- Prioritizes the role of the learner and learning community in constructing knowledge
- Positions students as active agents and teachers as designers,
   facilitators, and instructors





# Blended Learning



# Word Association: What do you think of when you hear "blended learning"?



### K-12 Definition of Blended Learning

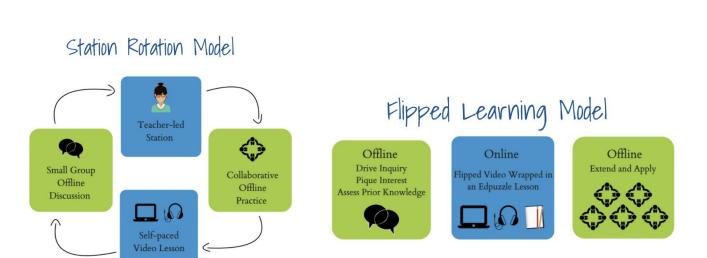
Blended learning at the K-12 level is defined as,

A formal education program in which a student learns at least in part through online delivery of content and instruction with some element of student control over time, place, path, and/or pace and at least in part at a supervised brick-and-mortar location away from home. (Staker & Horn, 2012, p. 3)



## Blended Learning Simplified

Active engaged learning online combined with active engaged learning offline or face-to-face; different models give students different degrees of control over time, place, pace, and/or path.





## Benefits of Blended Learning

- Small learning communities
- Time to work directly with students
- Easier to differentiate
- Fosters communication and collaboration
- Allows for more student agency
- Positions students as active agent in learning process
- Shifts the focus from teacher to learner

## The Station Rotation Model



#### The Station Rotation Model

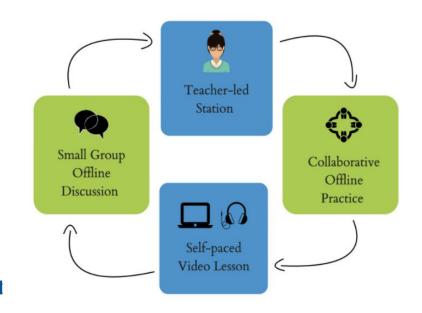
Small learning communities

Time to work directly with students

Make the most of limited technology

Easier to differentiate

Shifts the focus from teacher to learner





#### Online Collaborative Station

Teacher-led Station Offline Collaborative Station

#### Teacher-Led Station

Small group instruction

Modeling

Feedback

Formative assessment





Makerspace
Art/Projects
Pair Practice
Discussion
Collaborative problem solving



Online Learning Station
Personalized practice
Multimedia lessons
Research and exploration
Flipped videos

Collaborative work

## Station Rotation in an Era of Social Distancing

#### Teacher-led Station

Small group instruction Skill building Remediation Feedback



#### Offline Station

Small group discussion Labs/experiments Active reading Writing

#### Online Station

Personalized practice Research and exploration Collaboration online Multimedia lessons

#### Group 1

#1 Teacher-led Station #2 Online Station #3 Offline Station

#### Group 2

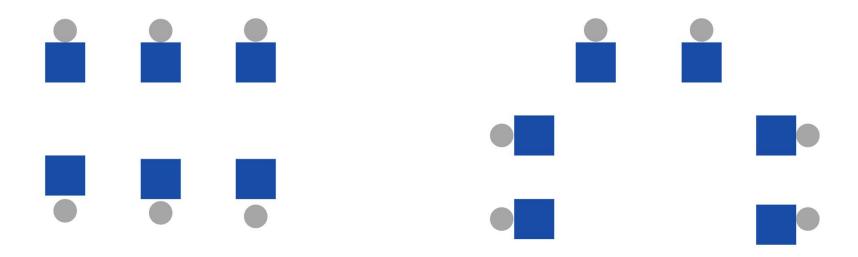
#1 Online Station
#2 Teacher-led Station
#3 Offline Station

#### Group 3

#1 Online Station #2 Offline Station #3 Teacher-led Station



## Setting up a "Socially Distant" Classroom





#### Virtual Station Rotation

#### bit.ly/virtualSR

#### Virtual Station Rotation Lesson

Stations	Instruct	Instructions					
Teacher-led Station	Please attend the virtual conferencing session that your group has been assigned.						
	Group 1	[Names]		[Day/Time]	[Video conferencing Link]		
	Group 2	[Names]		[Day/Time]	[Video conferencing Link]		
	Group 3	[Names]		[Day/Time]	[Video conferencing Link]		
	Objective:  Please be prepared with the following:  •						
Online Station	Objective:						
	Directions:						
Offline Station	Objective:						
	Directions:						
	Please post documentation of your work to						



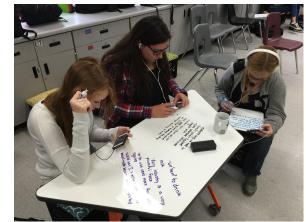
# Flipped Learning Model



#### Benefits of Video

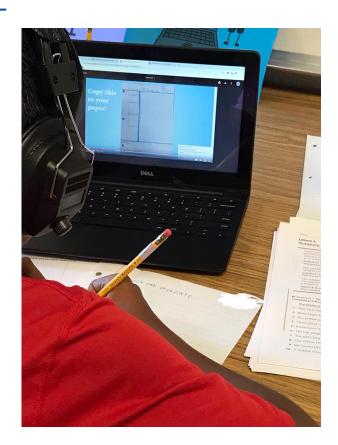
- Students control the pace at which they consume/process information
- Students and parents can access video instruction anytime/anywhere
- Students who transfer into the class late have access to the instruction they missed
- Teachers do not have to repeat the same explanation multiple times
- In the classroom, it frees the teacher tomove around the room





#### Purpose of video ...

- Transfer information (e.g., mini-lessons or lectures)
- Modeling (e.g., demonstrating a process, conducting a think-aloud, on-boarding students to a technology tool)
- Directions or how-to (e.g., step-by-step instructions about how to do a particular assignment or complete a task)
- Provide remediation



## Designing a 3 Part Flipped Lesson

Pre-video Flip & Engage Post-video

Pique interest

Assess prior knowledge

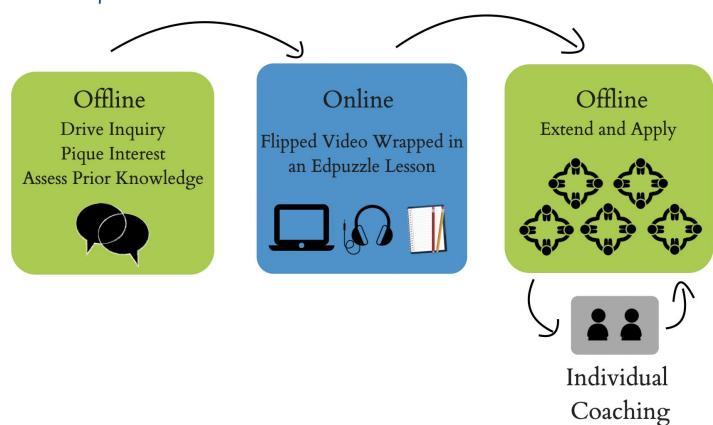
Drive inquiry

Transfer information

Drive higher-order thinking around video content Student centered application

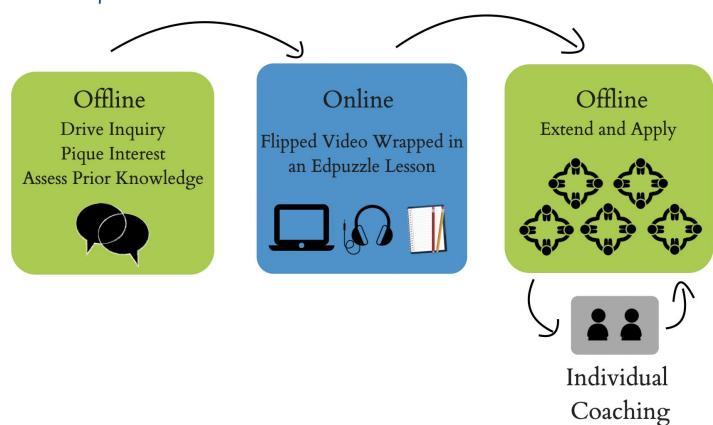
Practice activities

#### Whole Group Rotation



# Flipped Vocabulary What do you spend the most time talking at your kids about?

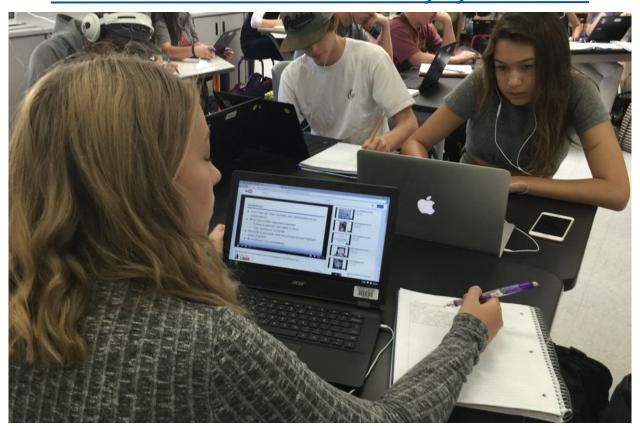
#### Whole Group Rotation



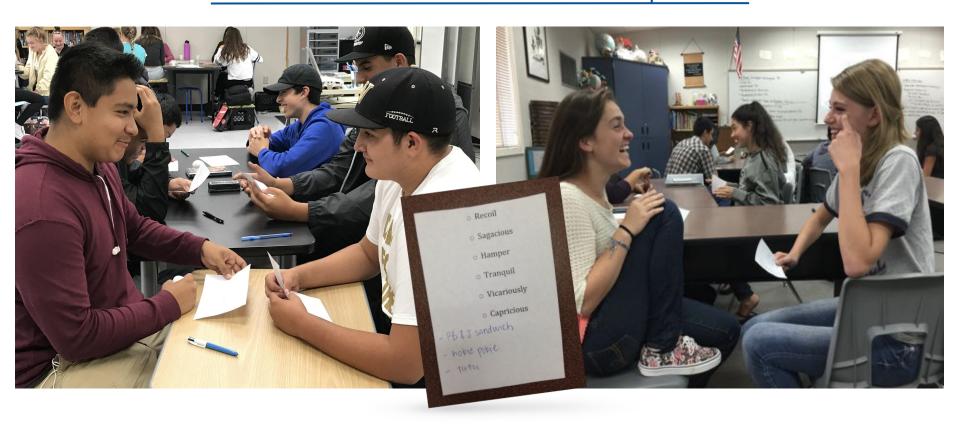
## Step 1: Make Predictions



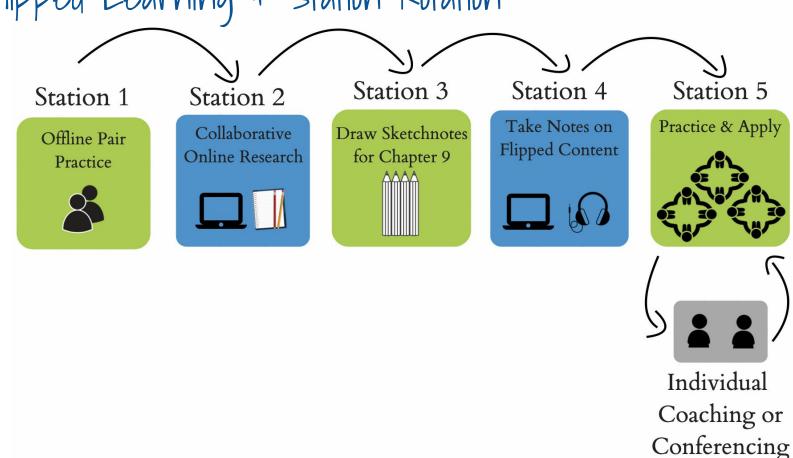
## Step 2: Flip & Engage



## Step 3: Practice & Play



Flipped Learning + Station Rotation



## Playlist/Individual Rotation Model



## The Playlist Model

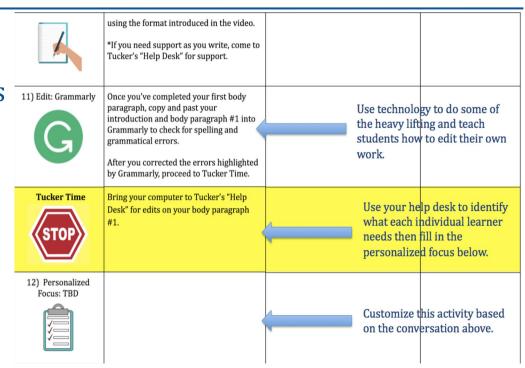
- Students control the pace of learning
- Path can be personalized to meet individual student's needs
- Mix of media and learning modalities
- Creates time for teachers to conference with students to discuss progress

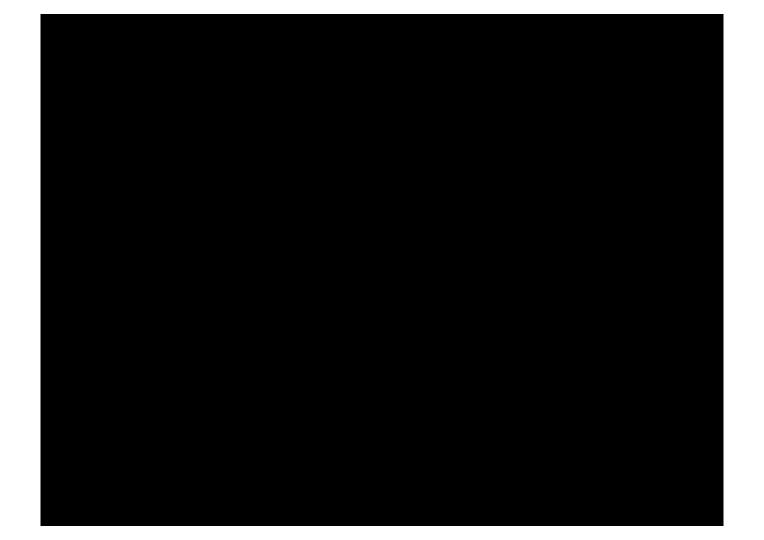




#### Elements of a Playlist

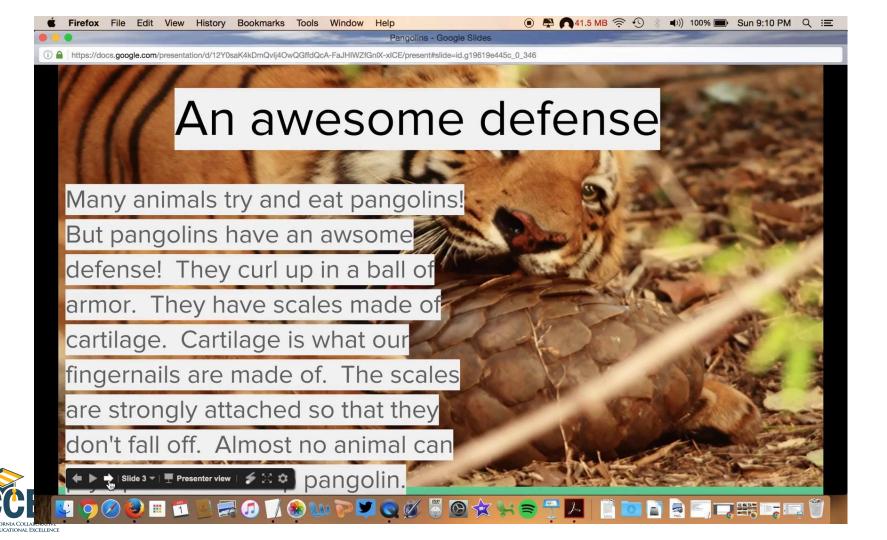
- Direct instruction
- Recorded modeling sessions
- Offline activities
- Online quizzes
- Personalized practice
- Pair practice
- Conferencing
- Self-evaluation
- Side-by-side assessments





CALIFORNIA COLLABORATIVE FOR EDUCATIONAL EXCELLENCE





Agency

	topic
What?	
	Decide on the

- What does the student want to focus on?
  Is there an aspect of the larger topic they are particularly interested in?
- Can they select the lens they look through for a particular assignment?



Select the subject or

What steps will they take?
Which tools will they use?
How will they track their own progress toward completion?

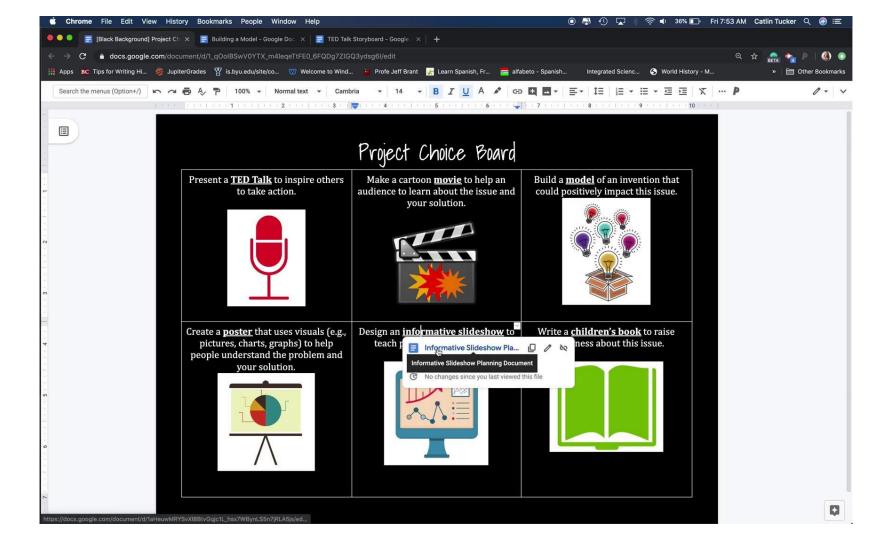
learning?

How will they complete the task?

- Why are they doing this work?
  What is the purpose of a task, assignment, or project?
  Given that purpose, what type of product do they want to create? How do they want to demonstrate
- Define the purpose and create a product

  Why?

HOW?



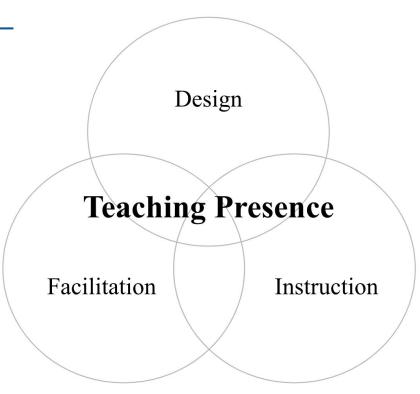
#### Offline Activities Choice Board Select, Engage, Document, Reflect & Share

-			
	It's All Fun and Games Play a game-board game or card game-with your family members then design a rebranded cover for the game. The goal of your new cover is to appeal to people looking for a distraction while stuck at home.	Chopped: Home Edition Choose a recipe from a cookbook or create your own original recipe. Document the process of making your dish with drawings and notes on paper. Include details about ingredients, measurements, and the steps involved in making this dish.	The Perfect Playlist Compile a playlist for your current mood. Your playlist must have a minimum of 10 songs. Give your playlist a name, describe the overall vibe of your playlist and explain why you selected these specific songs.
	Design your own at-home science experiment using everyday household items. Begin with a question you want to answer. Write up a materials list and a step-by-step description of the procedure. Check-in with a parent for feedback on your proposed plan. Conduct your experiment and document what happens!	Think about an item or product in your home that has been unexpectedly useful while you have been stuck at home. Write a jingle that could be used in a commercial to advertise the benefits of this random item or product.  *Bonus: If you play an instrument, compose a musical score!	That's Comical  Read an article in the newspaper or a chapter in a book and draw a comic strip to show what happened in that article or chapter. Bring the text to life with images and captions.
	Build It and They Will Come Design your own Rube Goldberg machine that performs a simple task in an overly-complicated way. If you need to see an example or just need some inspiration, watch this!	Let the Dancing Begin! Imagine you are entering the 2020 Tik Toc Dance Challenge. Select a song and design dance moves to go with that song. Practice your moves and teach a parent or sibling your dance.	Look and You Will Find Create a themed scavenger hunt. Choose your favorite sport, movie, book, or subject in school and use that as inspiration to create a scavenger hunt with clever clues. Once you've created your scavenger hunt, invite someone in your family to try and figure out your clever clues!



#### Teaching Presence

- Teacher roles and responsibilities
  - Design
  - Instruction
  - Facilitation
- 'Binding element' of online learning communities
- Provides leadership in K-12 online learning environments





#### Advice

Build your "technology toolbox"

Organize your virtual classroom

Proactively build a learning community online

Use technology and online learning to replace and improve

Ask for feedback from your students

Be patient with yourself and your students

Build a personal learning network to stay inspired





## tinyurl.com/blended622



#### **OFFICE HOURS**

Catlin R. Tucker

@Catlin\_Tucker

CatlinTucker.com

June 29, 2020 1PM PST

