Personalized Learning, Design and Global Projects

The Reflective Practitioner

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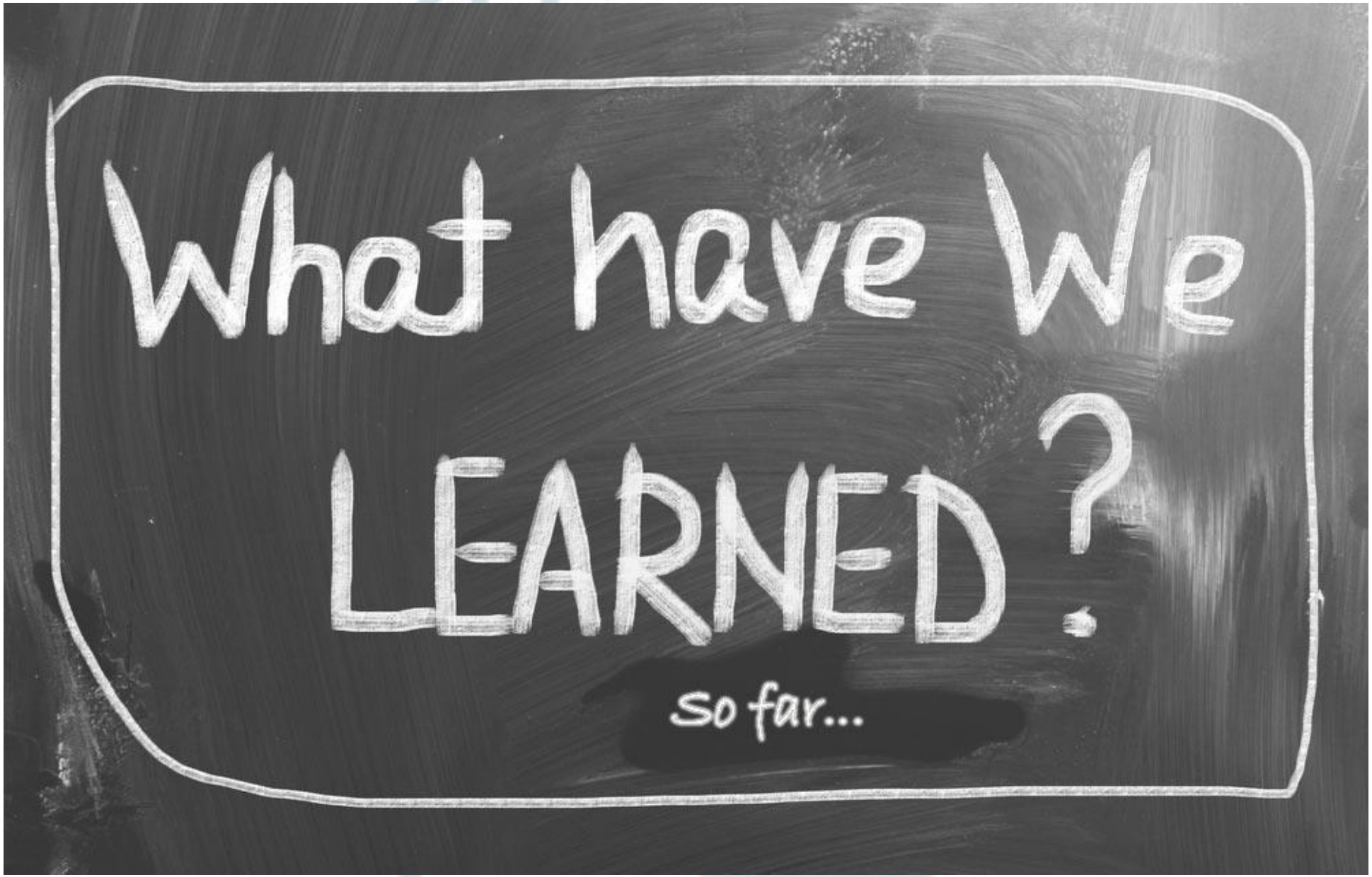
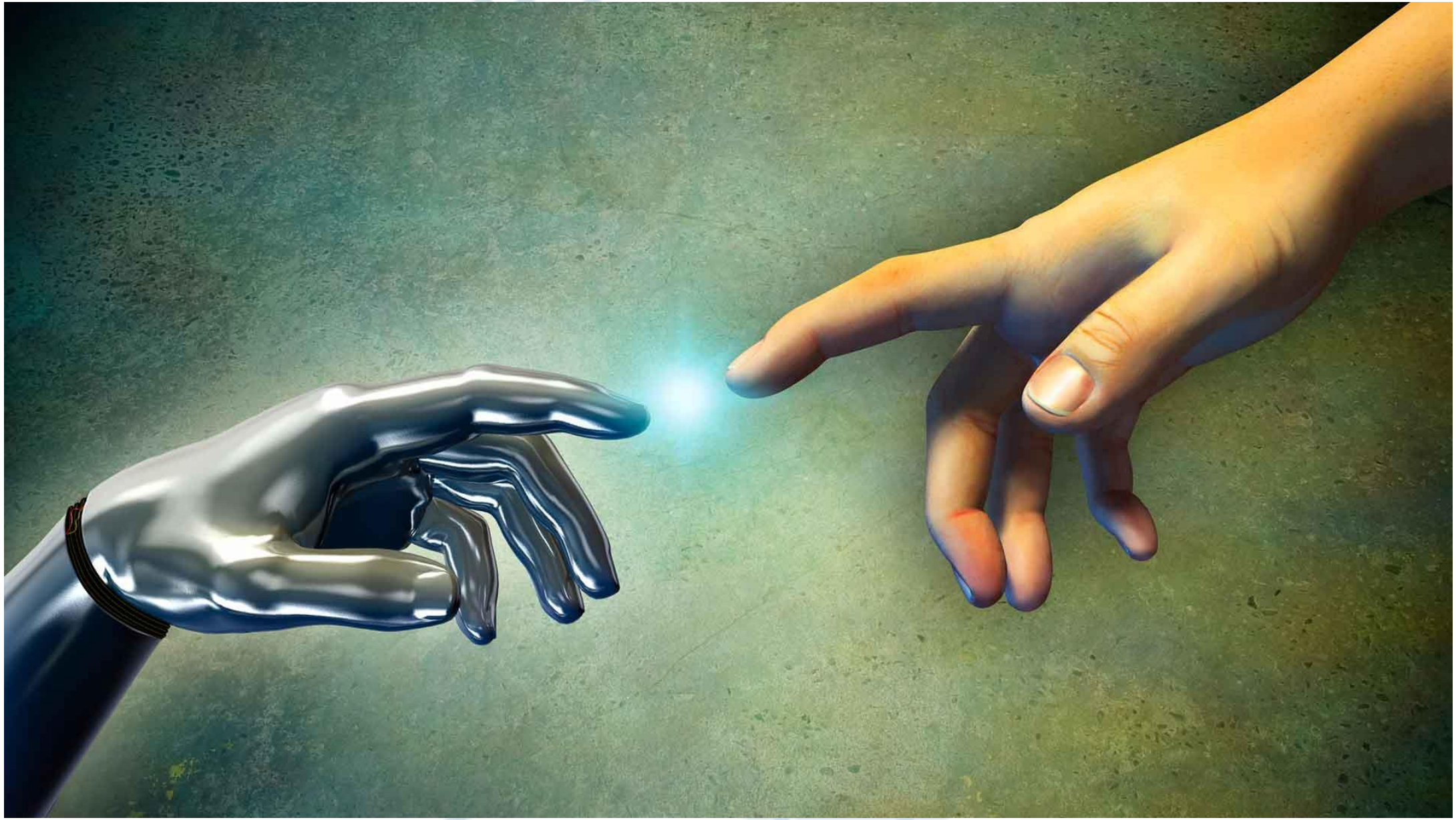
February 7 & 8
LCEEQ 2022


What have We
LEARNED ?
so far...

We are not isolated.

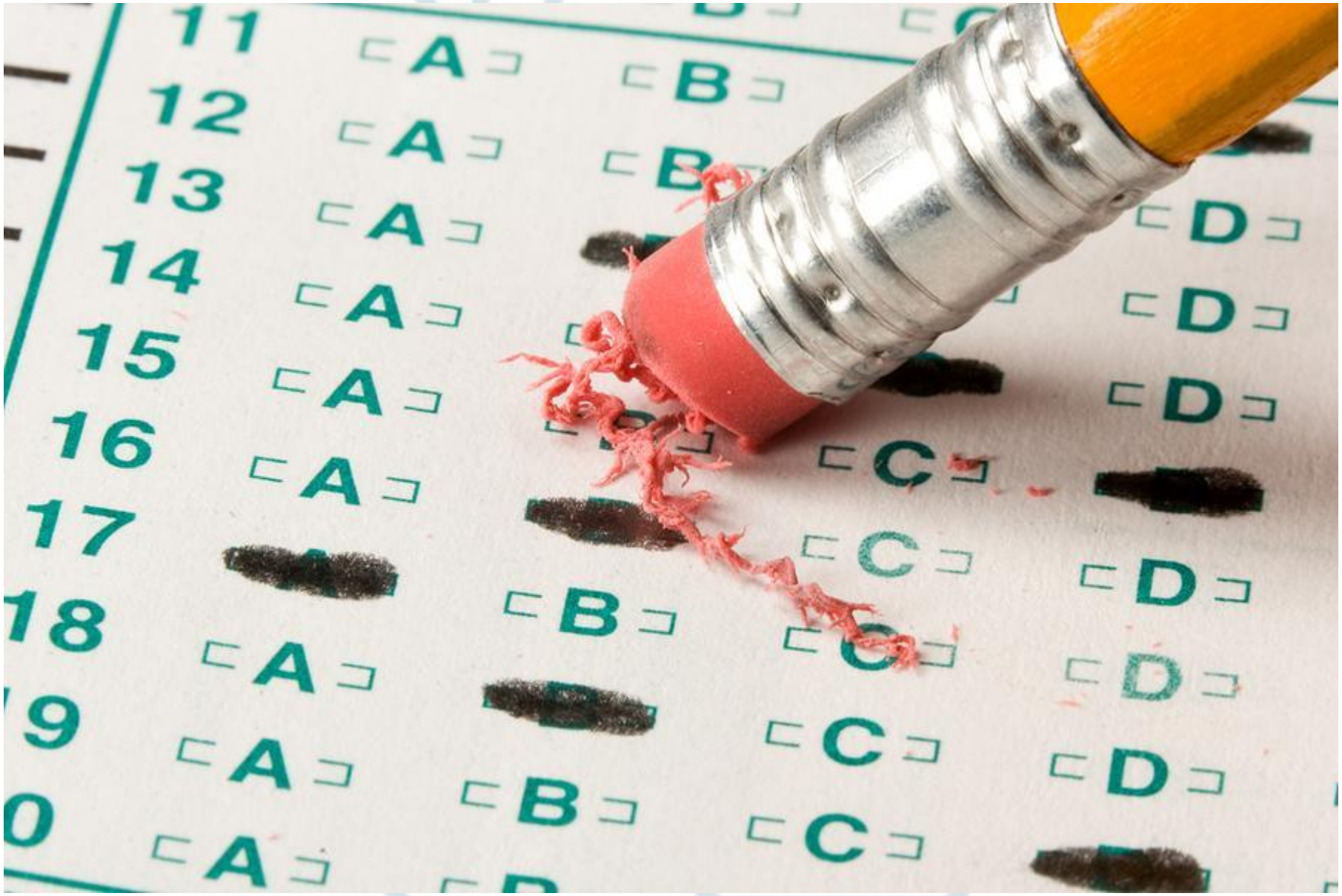


Technology is not dehumanizing

Online ≠ Virtual

We are living online.

Online expression is not a translation.



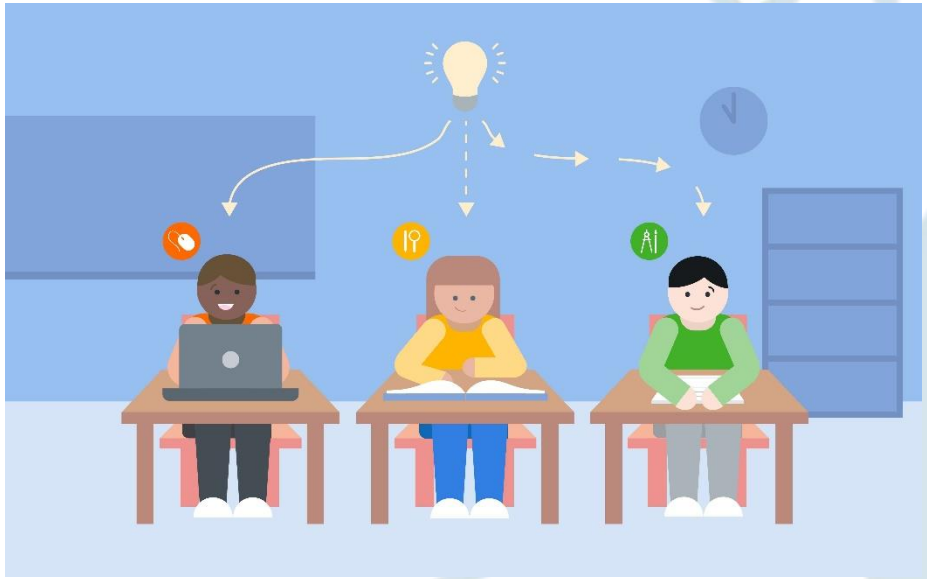
False dogmas.

We are nearer our students.

The hybrid model

A new species

DNA?



Personalized Learning

Project Based Learning

Design

Global Education

The Personalized Learning Network

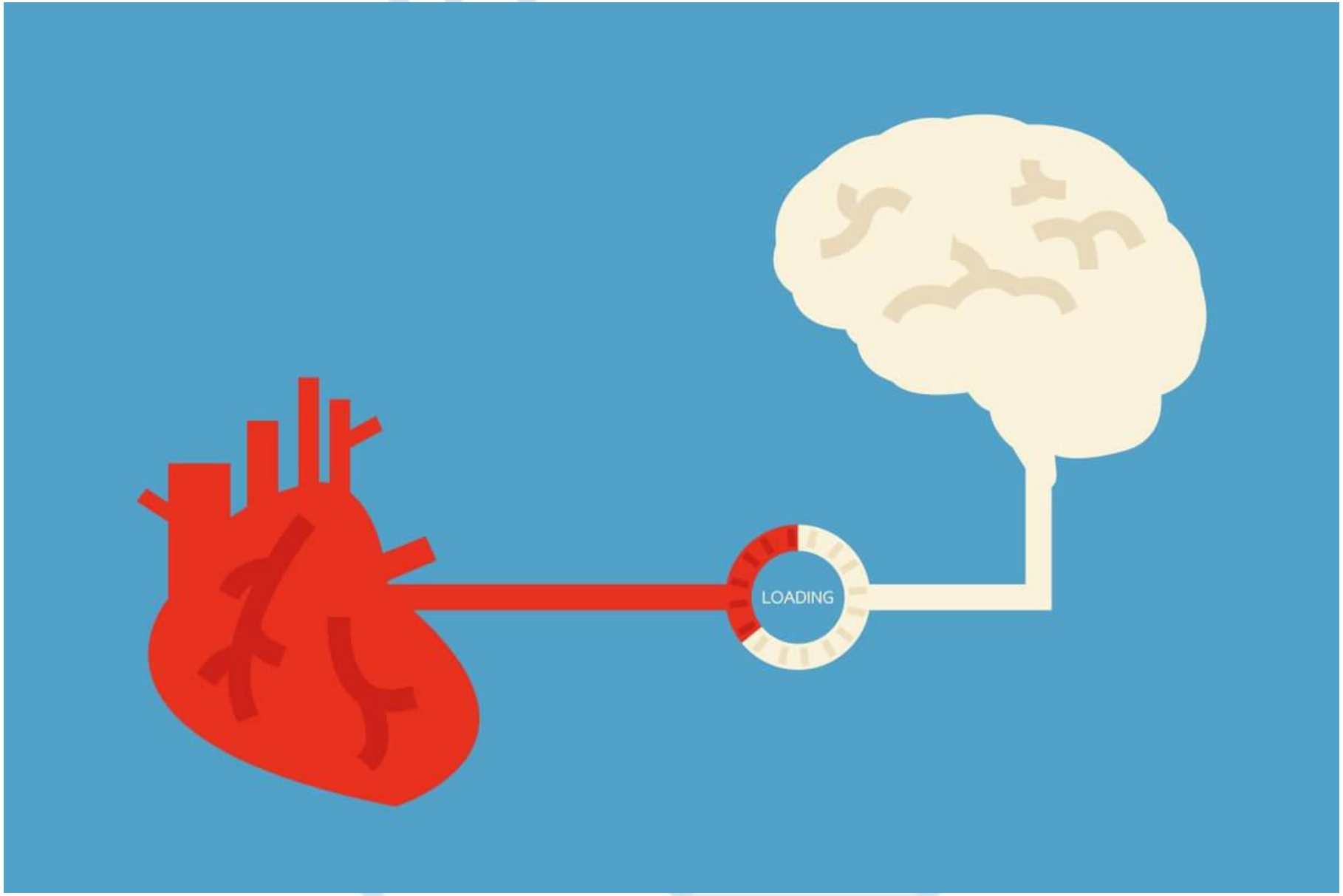
An Advanced Curriculum, Global Learning Community and Design Thinking experience for high school students all over the world. A 5-step intensive program comprising online work and weekly videoconference online interactions for international students to explore their passions, learn about critical thinking, advanced thinking routines and collaborate in the development of global projects.

Personalized Learning

Higher Order Skills

Entrepreneurs

Global Collaboration



Why PBL and PL?

Why PBL and PL?

- Enterprising, expressive activity.
- Greater good.
- Individual and societal impact.
- Ethics and norms.

01
Biz Infographic
02
Biz Infographic
03
04
Biz Infographic

Stages

Stages

- Desired future – Goals - Rubric.
- Nature – Self – Community – Leadership exploration
- Personal interests - passions.
- The problem.
- Ideas - creativity.
- Planning.

Stages

- Preliminary Design.
- Feedback Loops / the rubric.
- Prototype.
- Definitive design.
- Presentation.
- Implementation.

Desired Future – The Rubric

Desired Future – The Rubric

- Desired futures.
- Greater good.
- What makes a great project.
- Master rubric.

Futuring Statement

Advancing technology to open different possibilities for sustainable improvement towards the welfare of our planet.

Please complete the following form before our meeting on Friday.

Is it SMART (Specific, Measurable, Achievable, Realistic, and Timely.)

Will students learn and grow whilst doing it?

Is it original and creative?

Does it contribute to society in terms of greater good?

Submit

Desired Future – The Rubric

Desired Future – The Rubric

Interests and Passions

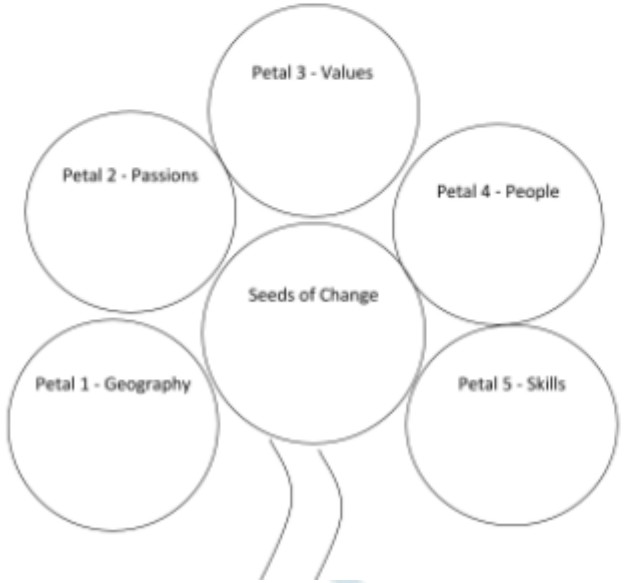
Interests and Passions

- Powerful catalyst to explore interests and passions.
- Themes, topics, activities.
- Values – personal expression.
- Teams – topic affinity, complementary skills.

Flower Project

For this project, you will each be responsible for a presentation yourself and your place in the world. You should incorporate all of the pieces of "The Flower" and present them in a way that is interesting and visually appealing. Your challenge is to think. We have started you off with some questions to get you exploring yourself, but as you consider your place in the world it should prompt more questions to be answered or ideas to be explored. It should also be clear what it is about the world you would like to change.

What is METACOGNITION?



Individualized Realized

Interests and Passions

Sensei Learning
soluciones exa educación
Authorized Education Reseller
POWERED BY THE LEARNERSPACE

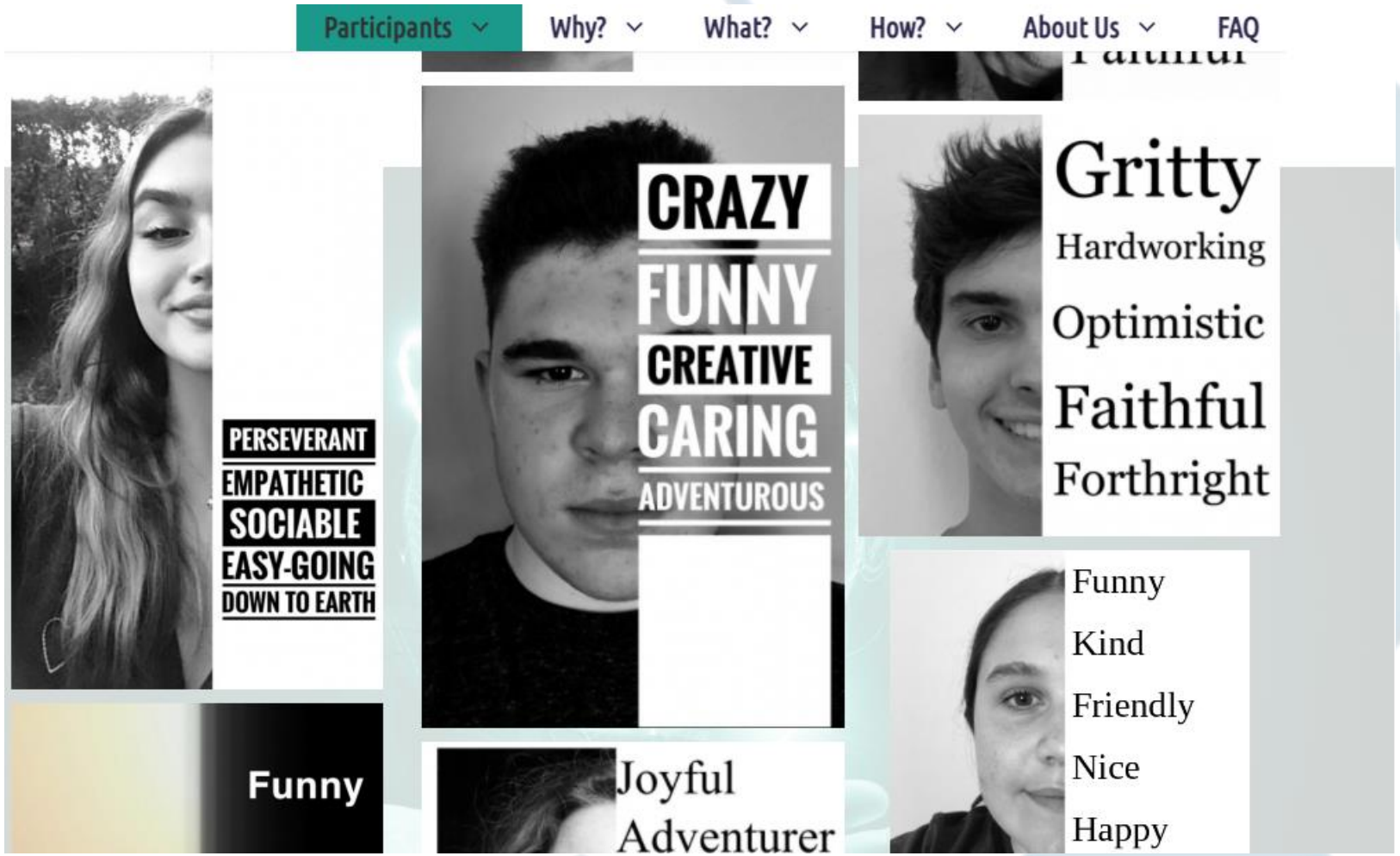
Matriz de Conexiones – Áreas Temáticas

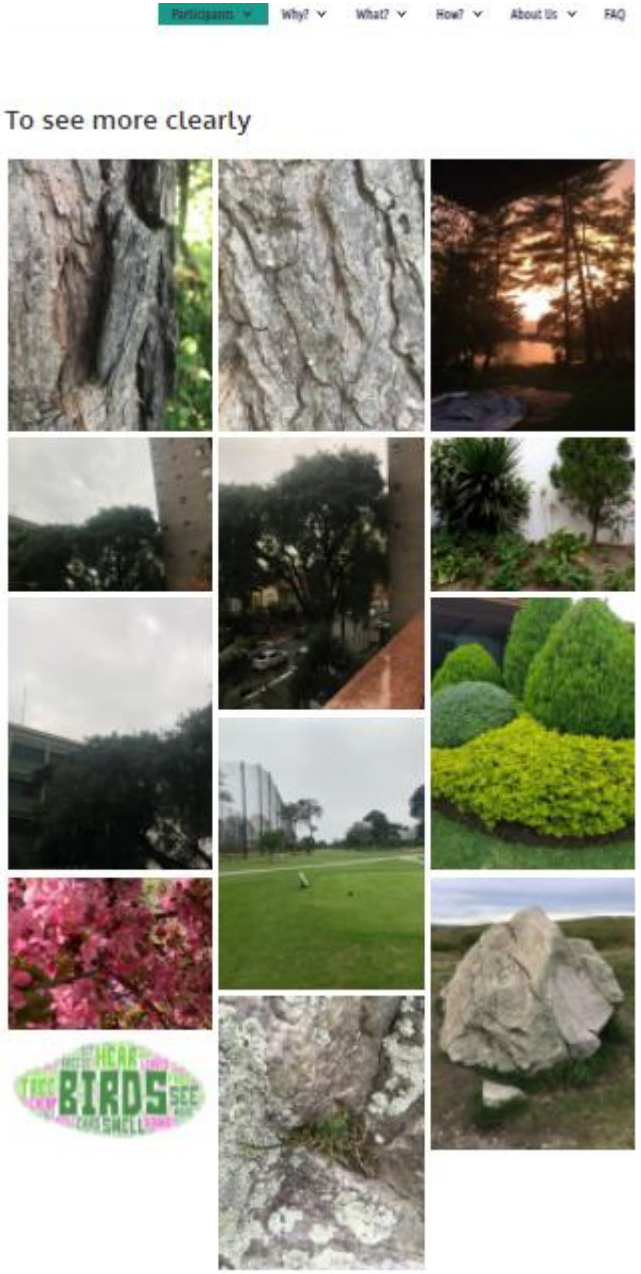
La matriz de conexiones en base a áreas temáticas presenta, para cada participante, las 10 personas, en orden de coincidencia, que presentan preferencias similares en las áreas temáticas. Para calcularlos, se tomó el valor absoluto de las diferencias en las elecciones de cada persona con cada uno de los otros participantes, sumando dichas diferencias y rankeando de aquellas que menor diferencia presentan (más compatibles) a aquellas que más lo hacen (menos compatibles), y presentando en la planilla las 10 personas de mayor afinidad.

Interests and Passions

Interests and Passions

Global Cohort





Global Cohort

The Problem

The Problem

- Crucial stage – students are not expert designers.
- Reproduces a real life situation.
- Ideally 2 stages – background information and formal research.
- Defining the problem and context.

The Problem

- Validity of sites, reliability of information.
- Cross-checking.
- Crowdsourcing learning resources.

Ideas and Creativity

Ideas and Creativity

- Set the stage for creativity.
- Creativity exercises.
- Quantity, not quality.
- Feedback and first application of rubric.

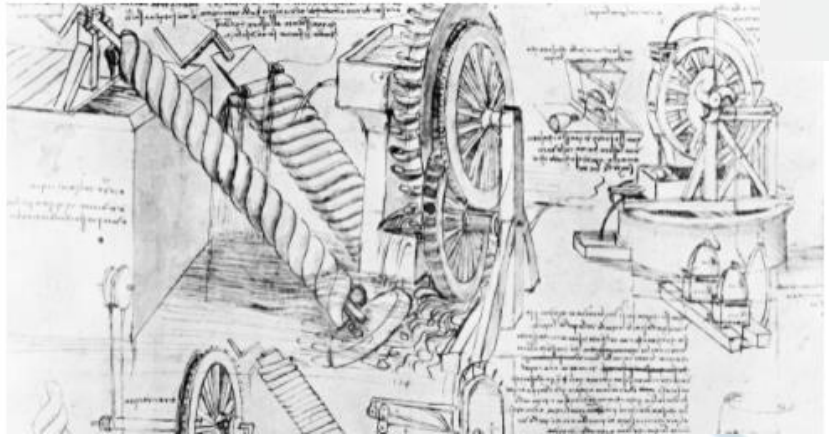
Participants Why? What? How

Innovation

Renaissance Florence Was a Better Model for Innovation than Silicon Valley Is

by Eric Weiner

January 25, 2016



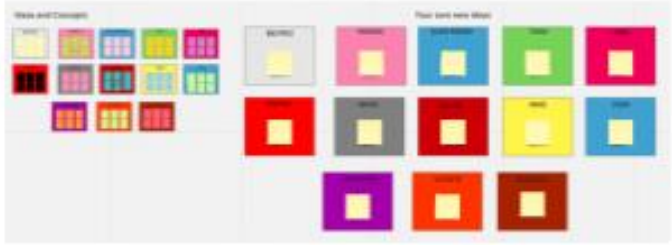
Both the Renaissance as well as the Bitcoin piece present us with paradoxes about innovation. What is truly innovative? C something that doesn't exist physically be one of the greatest innovations of all time? What is the DNA of successful innovation? Please discuss in the forum below.

Ideas and Creativity

Extreme Creativity Challenge

The mystery is unfolded! Please access our Miro board for our Extreme Creativity Challenge.

- If you scroll out of the board, you will find one area to the right of our original board labeled with each person's name.
- **Drag three sticky notes** from what the other students wrote on Tuesday, and place them on your new board. You can choose any you like as long as they are not your notes.
- Take these three sticky notes and **combine the three ideas or concepts in them into a new, unique and completely original idea**. For example, if the sticky notes read: CAT – BASKETBALL – TEACUP, your idea that involves the three concepts could be "A revolving teacup like the ones you find at the Disney theme parks placing both a cat and the basketball on it and spinning it until the basketball and the cat respectively are shot out and studying the resulting centrifugal force" As usual, no wrong ideas! If you want to do more than one and repeat the exercise, there are plenty of sticky notes to play around with.



Click here to access the Miro Board

Ideas and Creativity

Planning and Preliminary Design

Planning and Preliminary Design

- Crucial stage – few instances in school to learn this.
- Goals – Sequence - Deliverables.
- Preliminary Design – first step in the design process.
- Feedback to help refine the idea

Communities of Innovation

Communities of Innovation

- Lessons from history of innovation.
- Open culture.
- Learn how to provide meaningful feedback.
- Cross feeding of ideas.
- Shared responsibility for learning.

Design

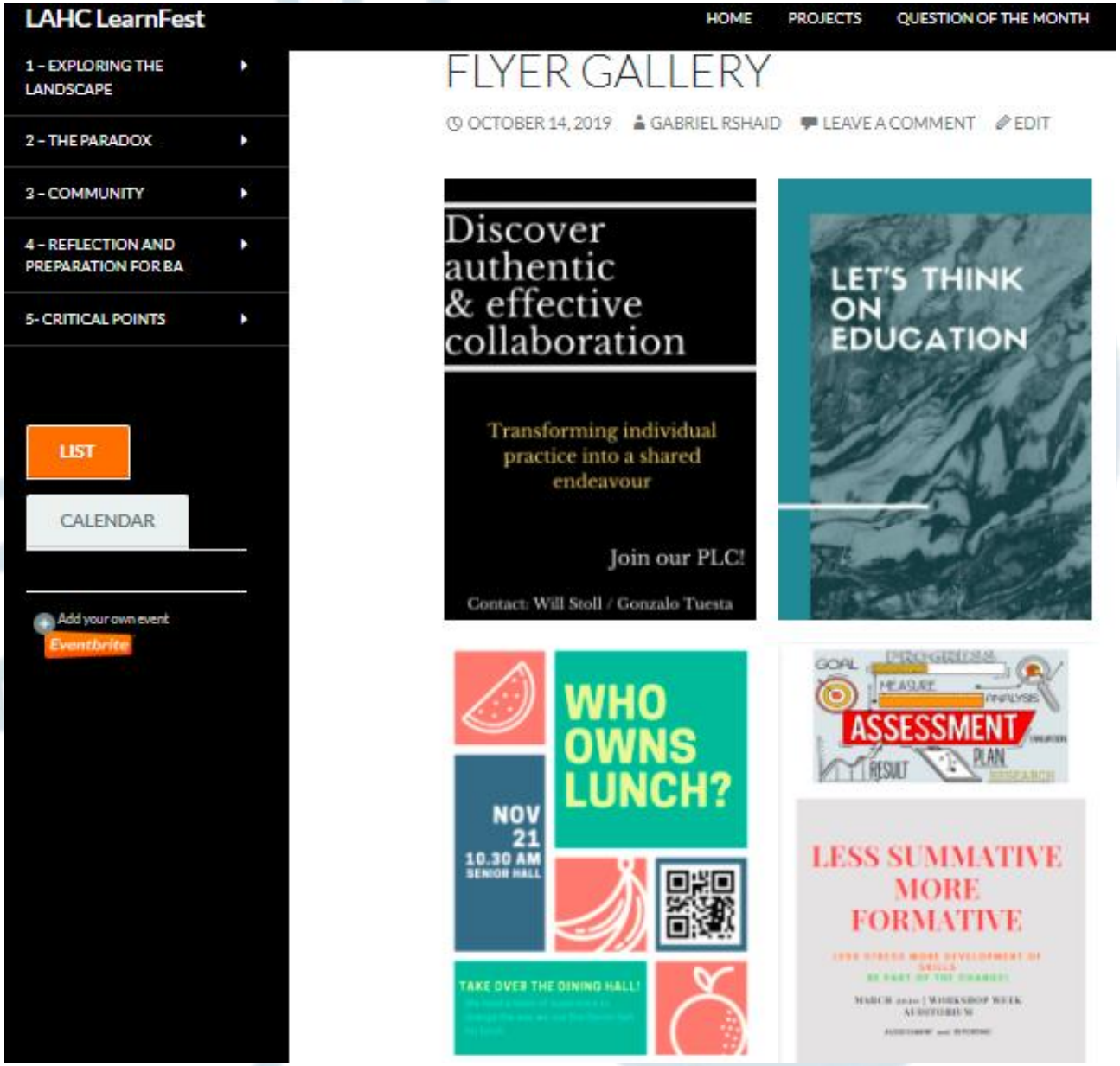
Design

- Design iterations.
- Feedback between teams.
- Progressive refinement of designs.
- Experts and mentors at this stage.
- Redesign.

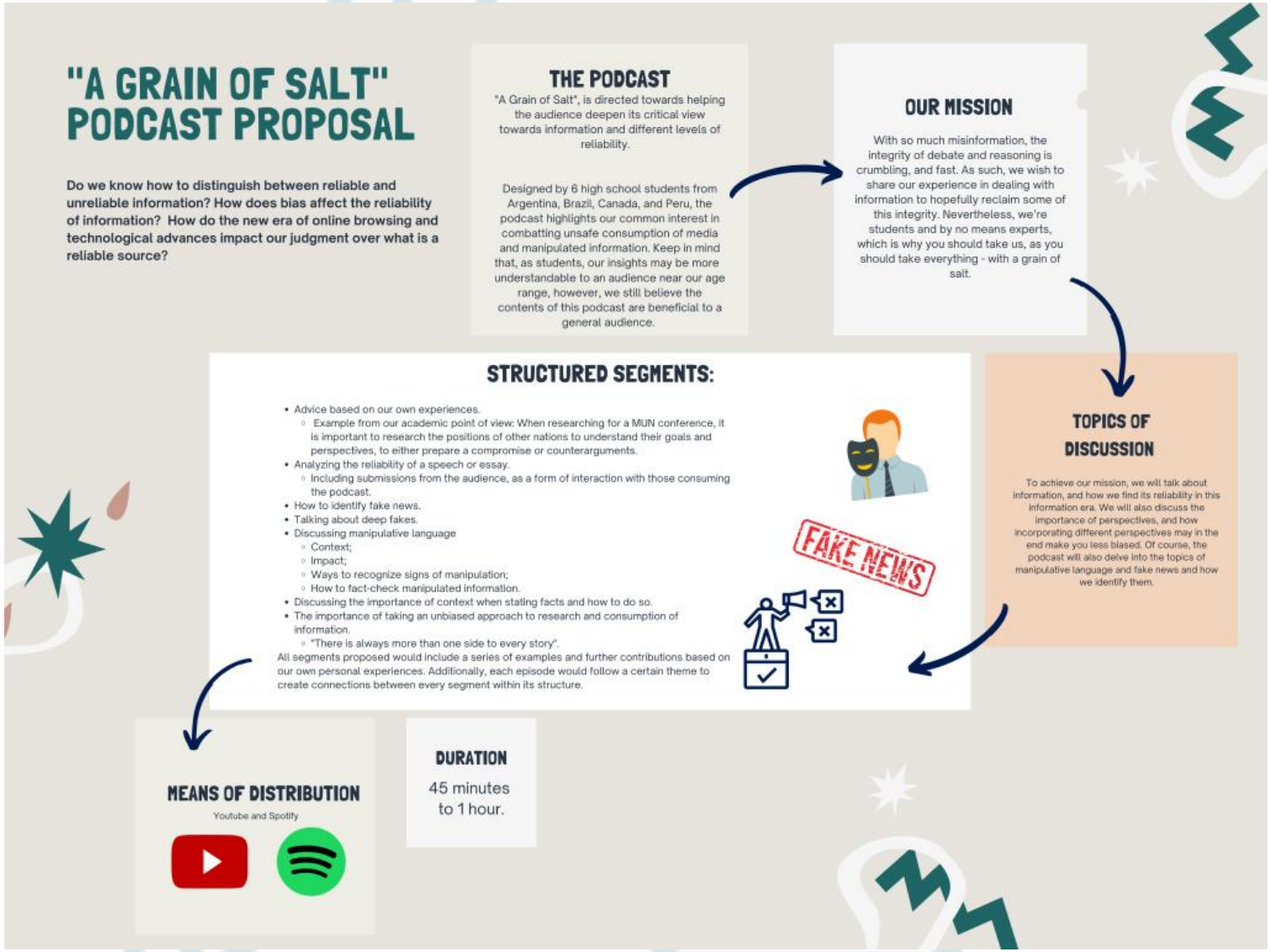
Prototype

Prototype

- Getting out of the cave.
- Contact with audience / stakeholders.
- Functional model / specs.
- Alternatives:
  - Product page
  - Flyer
- Feedback survey.


LAHC LearnFest
HOME
PROJECTS
QUESTION OF THE MONTH
1 – EXPLORING THE LANDSCAPE
2 – THE PARADOX
3 – COMMUNITY
4 – REFLECTION AND PREPARATION FOR BA
5- CRITICAL POINTS
LIST
CALENDAR
Add your own event
Eventbrite
FLYER GALLERY
OCTOBER 14, 2019
GABRIEL RSHAID
LEAVE A COMMENT
EDIT
Discover authentic & effective collaboration
Transforming individual practice into a shared endeavour
Join our PLC!
Contact: Will Stoll / Gonzalo Tuesta
LET'S THINK ON EDUCATION
WHO OWNS LUNCH?
NOV 21
10.30 AM
SENIOR HALL
TAKE OVER THE DINING HALL!
ASSESSMENT
GOAL
MEASURE
ANALYSIS
RESULT
PLAN
LESS SUMMATIVE MORE FORMATIVE

Prototype


"A GRAIN OF SALT" PODCAST PROPOSAL
Do we know how to distinguish between reliable and unreliable information? How does bias affect the reliability of information? How do the new era of online browsing and technological advances impact our judgment over what is a reliable source?
THE PODCAST
"A Grain of Salt", is directed towards helping the audience deepen its critical view towards information and different levels of reliability.
Designed by 6 high school students from Argentina, Brazil, Canada, and Peru, the podcast highlights our common interest in combatting unsafe consumption of media and manipulated information. Keep in mind that, as students, our insights may be more understandable to an audience near our age range, however, we still believe the contents of this podcast are beneficial to a general audience.
OUR MISSION
With so much misinformation, the integrity of debate and reasoning is crumbling, and fast. As such, we wish to share our experience in dealing with information to hopefully reclaim some of this integrity. Nevertheless, we're students and by no means experts, which is why you should take us, as you should take everything - with a grain of salt.
STRUCTURED SEGMENTS:
Advice based on our own experiences.
Example from our academic point of view: When researching for a MUN conference, it is important to research the positions of other nations to understand their goals and perspectives, to either prepare a compromise or counterarguments.
Analyzing the reliability of a speech or essay.
Including submissions from the audience, as a form of interaction with those consuming the podcast.
How to identify fake news.
Talking about deep fakes.
Discussing manipulative language
Context;
Impact;
Ways to recognize signs of manipulation;
How to fact-check manipulated information.
Discussing the importance of context when stating facts and how to do so.
The importance of taking an unbiased approach to research and consumption of information.
"There is always more than one side to every story".
All segments proposed would include a series of examples and further contributions based on our own personal experiences. Additionally, each episode would follow a certain theme to create connections between every segment within its structure.
FAKE NEWS
TOPICS OF DISCUSSION
To achieve our mission, we will talk about information, and how we find its reliability in this information era. We will also discuss the importance of perspectives, and how incorporating different perspectives may in the end make you less biased. Of course, the podcast will also delve into the topics of manipulative language and fake news and how we identify them.
MEANS OF DISTRIBUTION
Youtube and Spotify
DURATION
45 minutes to 1 hour.

Prototype

Final Stages

- Final Design.
- Presentation to community – gallery, exhibition, videoconference.
- Follow through, implementation.

Documenting

Documenting

- Essential to project success.
- Professional software too complex.
- Alternatives:
  - Simplified platforms.
  - Blogs.
  - Shared document templates.
  - Ad-hoc platforms.

Documenting

PBPL – Project Based Personalized Learning

- Collaborative unit planning and synched deployment.
- Loopholes in the system.
- One shot spectaculars.

https://thelearnerspace.org/lceeq2022

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