

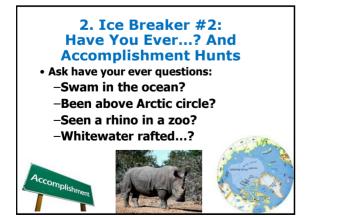


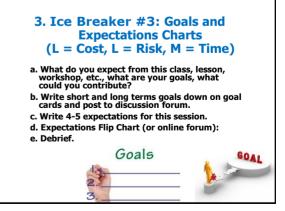




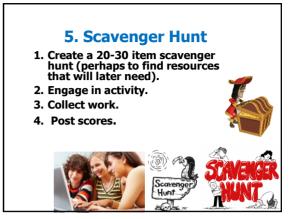
• Please describe yourself with 8 nouns and explain why those nouns apply to you. Also, reply to 2-3 peers in this class on what you have in common with them.







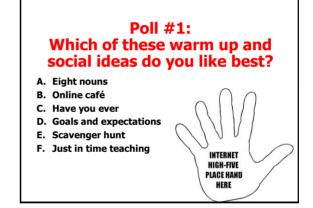




6. Just in Time Teaching (online warm-up activities)

- Assign a problem before class.
- Evaluate solutions.
- Change class based on results.



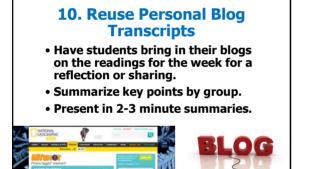








9. Reuse Online Discussion Transcripts • Have students bring in their online discussions or to class. • Look for key concepts embedded in the transcripts. • Share or have competitions. • With the transcript in the transcrip

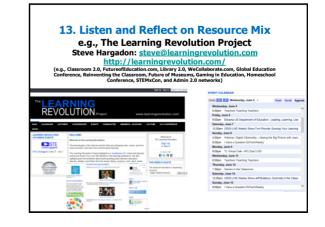


11. Text Chats (...and Chat Reflection Papers)

- 1. Agree to a weekly chat time.
- 2. Bring in expert for discussion or post discussion.
- 3. Summarize or debrief on chat discussion.
- 4. Papers might be written across guest speakers.
- 5. Advantages: 1. Transcript of the discussion can be saved and reused.







14. Virtual Conference Attendance and Reflection Papers (e.g., free online philosophy class summer 2014 in a virtual world, May 2014, UW Whitewater; see:

- Have students attend an online conference.
- Ask them to write a reflection paper on the keynotes or other sessions.
- Share in online drop box or discussion forum.



Poll #2: Pick one of these reflection activities you might use?

- A. Internship, practicum, or job reflections
- B. Reflections on expert blogs, talks, or interviews
- C. Discussion transcript reflections
- D. Chat reflections
- E. Author podcasts
- F. Virtual conference attendance



15. Structured Controversy Task

- · Assign 2 to pro side and 2 to con side
- Read, research, and produce different materials
- Hold debate (present conflicting positions)
- Argue strengths and weaknesses
- Switch sides and continue debate
- Come to compromise
 - Online Option: hold multiple forums online and require to comment on other ones.

16. Pruning the Tree (i.e., 20 questions)

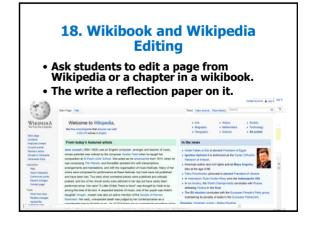


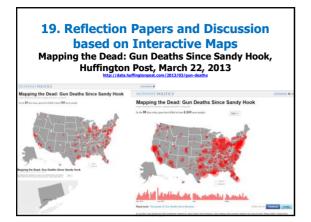
- Have a recently learned concept or answer in your head.
- Students can only ask yes/no types of questions.
- If guess and wrong they are out and can no longer guess.
- The winner guesses correctly.



Have students write for 3-5 minutes what was the most difficult concept from a class, presentation, or chapter. What could the instructor clarify better.
Send to the instructor via email or online forum.
Optional: Share with a peer before sharing with instructor or a class.







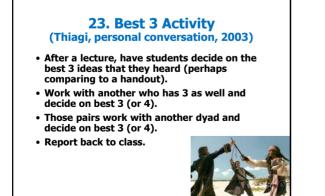
20. Reflection Papers: Job Application and Trend Papers (3-4 page)

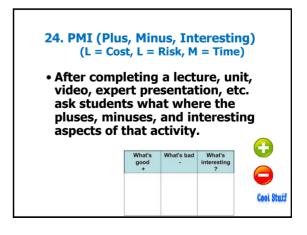
- Have students write papers about emerging trends in the field.
- Have them select topics from a list or suggest topics. Give sample papers.
- Perhaps have them present their trend and job applications papers to class.





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Poll #3: Pick one of these critical thinking activities you might use?

- A. Structured controversy
- B. Pruning the tree
- C. Minute papers
- **D. Edit Wikipedia**
- E. Case-based learning
- F. Best 3



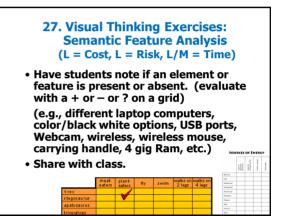
25. K-W-L or K-W-H-L (L = Cost, L/M = Risk, M = Time) At the end of a unit, student presentation, videotape, expert presentation, etc., have student write down: What did you know? What do you want to know? What do you want to know? What did you learn? H = How will we learn it?

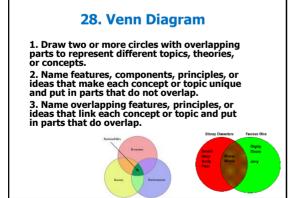
KWHL

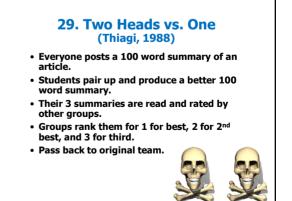


- Driving Forces: list on left side of a paper, the forces that might help them solve a problem (the allies!).
- Restraining Forced: list on the right, the forces that are working against them. What are the forces operating against the solution of the problem?
- Perhaps assign some value related to difficulty or importance and compare columns and make decisions (e.g., 0 (low) to 5 (high).

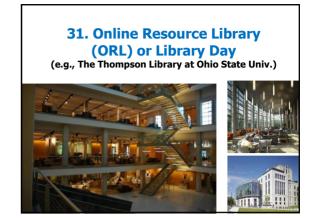
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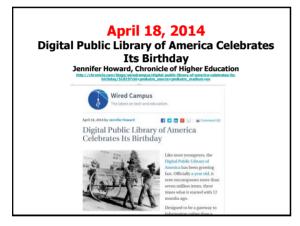






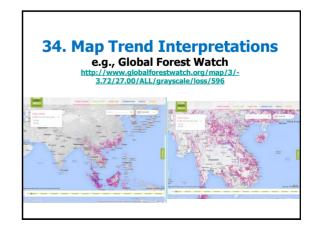


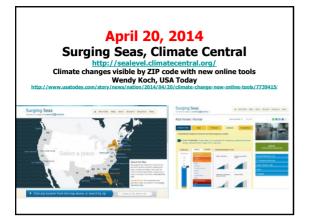


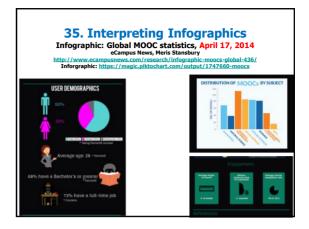


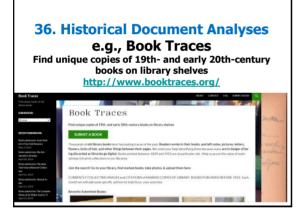


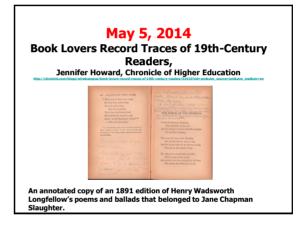


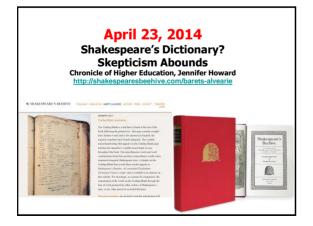














37. Course Readings are All Web Resources (and Free!)

- Post all articles to the Web or only use freely available ones.
- Let students select the ones that they want to read.
- Turn in final reflection papers.

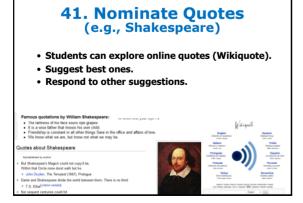


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Common Core Math +









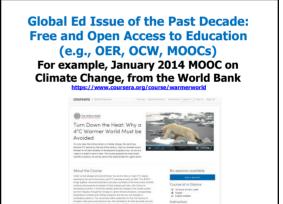






- Imagine a situation or scenario and reflect on the consequences.
- "But what if these contents are only available in English?"







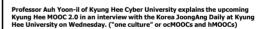


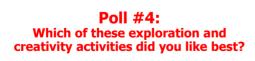












- A. Put all course readings on the Web
- **B. Explore OER**
- C. Create virtual timelines
- D. Just suppose or what if
- E. Flip the class
- F. Nominate quotes



44. Wet Ink or Freewriting (L = Cost, M = Risk, M = Time)

Writing without reflecting or lifting your pen for a set period of time.

 Just imagine: imagine you have created a highly active teaching situation...What do you see? Can students wonder, question, speculate, take risks, active listening??? How is creativity fostered here? Describe environment. Physically, mentally, emotionally, etc...



45. Metaphorical thinking (L = Cost, M = Risk, M = Time)

- how is my class like:
 - a prison, a beehive, an orchestra, ghetto,
 - expedition, garden, family, herd, artist's palette,
 - machine, military camp, Olympic games, hospital, theater, etc.



46. Reverse Brainstorming (L = Cost, L = Risk, M = Time) Generating ideas to solve the reverse of a particular problem, issue, or concern. More is better and the wilder the better. Hitchhiking or piggybacking as well as combining ideas is encouraged. However, there is no evaluation of ideas allowed. For example, How can we decrease the use of active learning ideas in college settings?





24 Global Education and Onine Collaborative Activities



Global Education is in the News!



47. Cross-Class Collaboration Assign task across classes. Pair up students. Turn in final product.



March 26, 2014

Global Collaboration Projects that Go Way Beyond Skype (e.g., Flat Connections project) By Stephen Noonoo, THE Journal

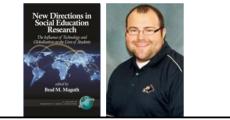
Collaboration & Social Networking | Feature **Blobal Collaboration Projects that Go Way Beyond Skype** Here's how one program is engaging Web 2.0 skills to bridge cultures and classrooms – one project at a line.





Learning is Becoming More Global

Maguth, Brad M. (Ed.). (2012). New Directions in Social Education Research: The Influence of Technology and Giobalization on the Lives of Students. Charlotte, NC: Information Age Publishing, Charlotte, NC. (book review, Mimi Lee, Ed Tech Magazine, 2013)













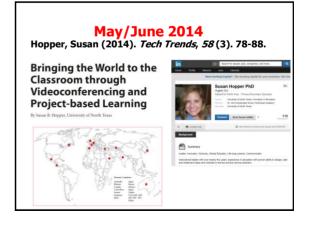




Since 2006, over 150,000 students, from over 400 schools, in 30 different countries have participated in over 350 different conferences, making it the largest provider of real-time high school collaborative programming in Canada. Furthermore, with the addition of Microsoft, UNESCO Associated Schools and TakingITGlobal as partners, TCGE is looking forward to connecting more youth across Canada and around the world.

Center for Global Education http://tcge.tiged.org/

Based in Edmonton, Alberta, the Centre for Global Education (CGE) facilitates programming for over 10,000 students every year from every corner of the planet, with a focus on peace and global education and higher level learning and research. CGE organizes approximately 100 video conferences per year. Please visit <u>http://tcge.tiged.org/</u> for further information.



May/June 2014 Hopper, Susan (2014). Bringing the world to the classroom through videoconferencing and projectbased learning. Tech Trends, 58 (3). 78-88.

	Mouraryaanat				
Category Description	1 1 1				
Learning Objectives-specific integrate of learner ordenners from global projects.	All inwaing objectives sime accomplained or exceeded	Most learning physicilies water accomplished.	Sour leading objectives were accomplished	No branang objectives were accomplished	
Wedner Inverseiten -the level of communication between enderty and partner scherite.	Taken's inveloped one-to- one communication, or class communication on convert- orized types. Studient experiment are friendlags with face partner school.	Tradeuts developed group communication and close communication on control related topics.	Stadent nimictus antisted introductions and reperficial contrection.	No face to face studies attention to it place in the project	
Cultural Diraculty - the exploration and encognition of cultural alentity of etadents as fare partner schools.	Cultured Accordy was requirement thereigh According and Associations	Cultural detectity was verbally discussed between scherols in a risker conference.	Cultural deservity man- enclanged in written Zonn.	No coltant diversity was shared	
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Effectiveness of Technology - the orthology such performance of technology tools used during person collaborations.	Testandogy soils sear seasters and ficultured beaming	Technology tools worked effectively with few glitches	Technology tech contamely out out during learning second	No welandings tools seem used or welandings tools did not performs	





World Savvy PD **Global Competence Certificate** http://worldsavvy.org/professional-development/

The Global Competence Certificate (GCC) is the first of its kind graduate level certificate program in global competence education for teachers nationwide. Developed by leading experts in global education -Teachers College, Columbia University, World Savvy, and Asia Society, the new GCC program is designed specifically for in-service educators who are interested in embedding global learning into their teaching practice and preparing their students for the global reality beyond the classroom.

World Savvy (global competency matrices) http://worldsavvy.org/

Mission & Vision

World Savvy was founded in San Francisco by Dana Mortenson and Madiha Murshed in response to a critical need for youth to acquire global knowledge and 21st century skills within the conspicuous absence of global education programs in K-12 education in the United States. Since that time, we have grown from serving 90 students and 20 teachers in our first year, to reaching more than 330,000 youth and 3,000 teachers over our eleven year history from three offices nationally: San Francisco, Minneapolis-St.Paul and New York.

World Savvy (global competency matrices) http://worldsavvy.org/

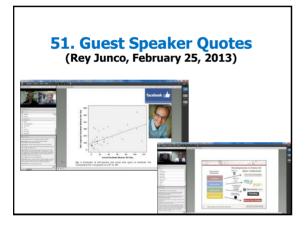
World Savvy helps youth develop critical values, attitudes and dispositions for Global Competency, including:

 Global Av areness, understanding of historical connection to current events

- Association between rights and responsibilities of global citizenship
 Value for and willingness to seek out diversity of thought and
- experience
- Understanding of historical context of events, and
- interconnectedness
 Fundamental commitment to social justice
- Empathy for others Respect for different religious, political and cultural viewpoints







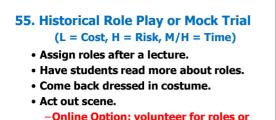


53. Online Scholar Debate Panel or Symposium

- Instead of role play, form online debate panels or symposia on particular topics.
- Set the time for each debate or open it up for an entire week.
- Or bring in expert guests for the debate or panel.



54. Online Role Play Personalities List possible roles or personalities (e.g., coach, questioner, optimist, devil's advocate, etc.) Sign up for different role every week (or for 5-6 key roles during semester) Perform within roles—try to refer to different personalities



-Online Option: volunteer for roles or assign roles to each team member or have them sign up for different roles.



56. Wikibook Critique • Ask students to critique a wikibook or page from Wikipedia (perhaps as a team)

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	t: Feelings, emo	•	, ,	••
	Hat: Positive, s			
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	t Controle thin	king process	8	Re-

58. Peer Mentoring Sessions (Bonk, 1996)

- 1. Have students sign up for a chapter wherein they feel comfortable and one that they do not.
- 2. Have a couple of mentoring sessions in class.
- 3. Debrief on how it went.



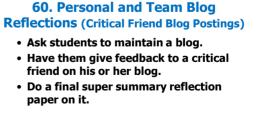
59. Critical Friend, Think-Pair-Share, or Turn To Your Partner and Share

- Pose a question, issue, activity, etc.
- · Students reflect or write on it.

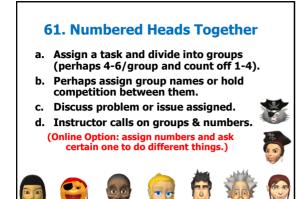
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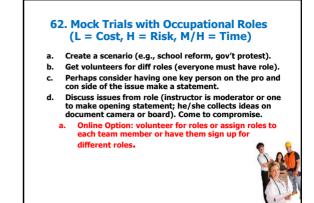
- Then they share views with assigned partner and share with class.
 - Online Option: assign email pals, Web buddies, or critical friends.











63. Historical Role Play or Mock Trial (L = Cost, H = Risk, M/H = Time)

- Assign roles after a lecture.
- Have students read more about roles.
- Come back dressed in costume.
- Act out scene.

 Online Option: volunteer for roles or assign roles to each team member or have them sign up for different roles.



Poll #5: Which of these collaboration activities did you like best?

- A. Six hats role play
- B. Online scholar debate
- C. Role play personalities
- D. Peer mentoring
- E. Cross-class collaboration
- F. Guest speaker quotes



64. Peer InterviewsAfter lecture, have learners interview each other about what they learned.

Introduce each other based on what learned.



65. Jigsaw

- Form home/base groups of 4-6 students.
- Student move to expert groups in forums.
- Share knowledge in expert groups and help each other master the material.
- Come back to base group to share or teach teammates.
- Students present ideas FTF or in a synchronous webinar or are individually tested; there are no group grades.

66. Phillips 66 (Buzz Groups)

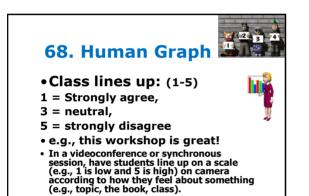
- Assign topic (e.g., review readings for this week).
- Students work in groups of 6 for 6 minutes on a particular problem.
- After 6 minutes, stop discussion.
- Share with class.
 - -Online Option: assign teams to discuss articles for 1-2 days before an online lecture. Warm up activities!



67. Wikibook Creation

- Ask students to create a Wikibook.
- Give feedback to peers.









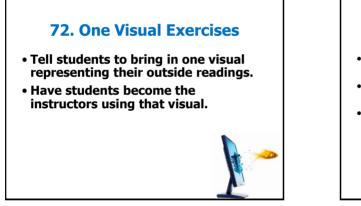
What have you learned so far? List 1 solid idea learned so far and 1 fuzzy one. Share in chat window.

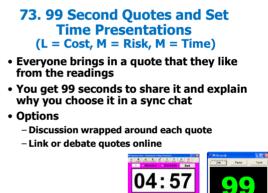


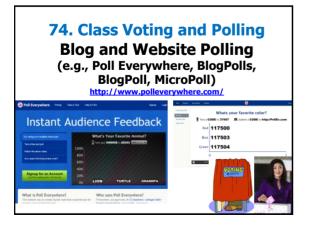
71. Different Strokes (Thiagi, 1988)

- Have students create a summary of the readings: 1 page, 2 page, 10 question, an outline, a visual, a list of key points, a flowchart, a mind map, a slogan, a bumper sticker.
- Share and compare.
- Discuss.

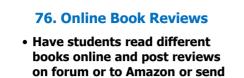








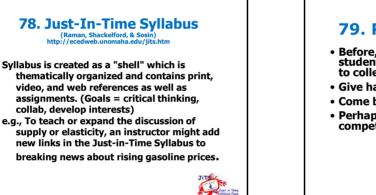
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- to the author.
- Give each other feedback.





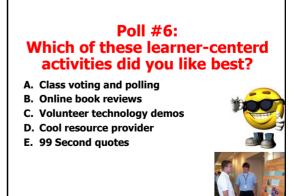


79. Rapid Data Collection

- Before, during, or after a lecture, assign students to go outside for 15-20 minutes to collect data on certain questions.
- Give handout.
- Come back to class to discuss.
- Perhaps assign to teams with competitions.



80. Volunteer Technology Demos (Bonk, 1996) Take students to a computer lab. Have students conduct a technology demonstration that relates to something from the class (replaces an assignment). • Include handout Debrief





81. Poster Sessions and Gallery Tours

- Have students create something--flowchart, timeline, taxonomy, concept map.
- Have half of the students present for 15-20 minutes and then reverse roles.
- Post these in the course management system.
- Discuss, rate, evaluate, etc.





 Have students review and evaluate each other's work in an online gallery, exhibit hall, and website.

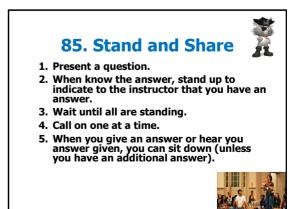


83. Issue Cards and Discussion Questions (L = Cost, L = Risk, M = Time) 9. Everyone brings in question and issue cards on the articles or readings. 9. Partner off and create a list and then collect question cards, and, 9. Pass out to different groups to solve.

84. Planted Questions (Active Learning, Silberman)

- Choose questions that will help guide my lesson and write them out on note cards sequentially with a cue on them.
- Prior to the lesson pass the cards and explain to the students who you gave cards to about the cues.
- Then during the implementation of the lesson perform cues to get students to ask questions which guide lesson.
- Debrief at end.









Questions and Comments?

Note: Bonk papers and talks at: http://www.publicationshare.com/ http://www.trainingshare.com/

