
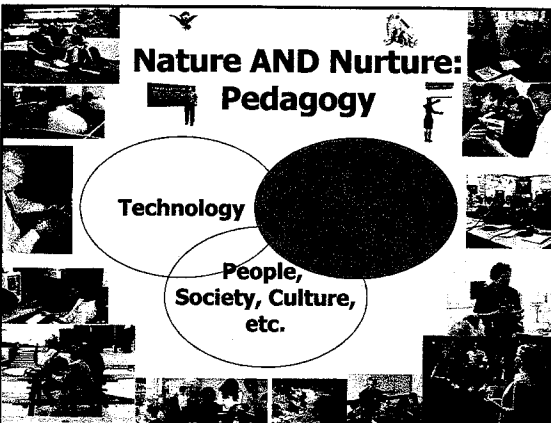


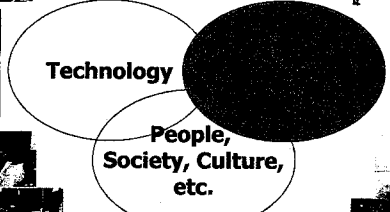
Active Learning with Technology: Myths, Magic, and Mucho Motivation



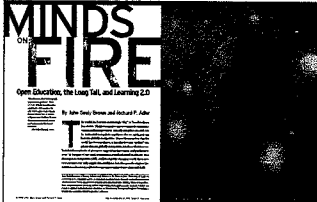
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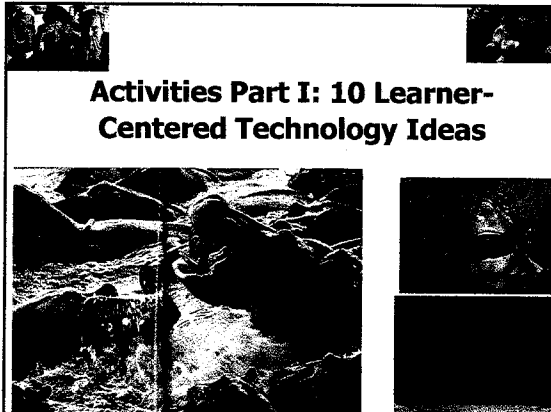
Nature AND Nurture: Pedagogy



What if our minds were on fire for learning?




MINDS ON FIRE: OPEN EDUCATION, THE LONG TAIL, AND LEARNING 2.0. JOHN SEELY BROWN AND RICHARD ADLER, EDUCAUSE REVIEW, JANUARY-FEBRUARY, 2008.
<http://connect.educause.edu/Library/EDUCAUSE+Review/MindsonFireOpenEducation/45823>



Activities Part I: 10 Learner-Centered Technology Ideas

Learner-Centered and Active Learning Principles



1. Authentic/Raw Data
2. Student Autonomy/Inquiry
3. Make Relevant/Meaningful/Interests
4. Link to and Build on Prior Knowledge
5. Provide Choice and Challenge
6. Act as a Facilitator and Co-Learner
7. Foster Social Interaction and Dialogue
8. Embed Problem-Based and Student Generated Learning and Inquiry
9. Encourage Multiple Viewpoints and Perspectives
10. Foster Collab, Negotiation, & Reflection

1. Anchored Instruction (find anchoring event (CTGV, 1990?) (L/M = Cost, M = Risk, M = Time)

- In a synchronous lecture interrupt it with a summary video (could be a movie clip) explaining a key principle or concept.
- Refer back to that video during lecture.
- Debrief on effectiveness of it.

