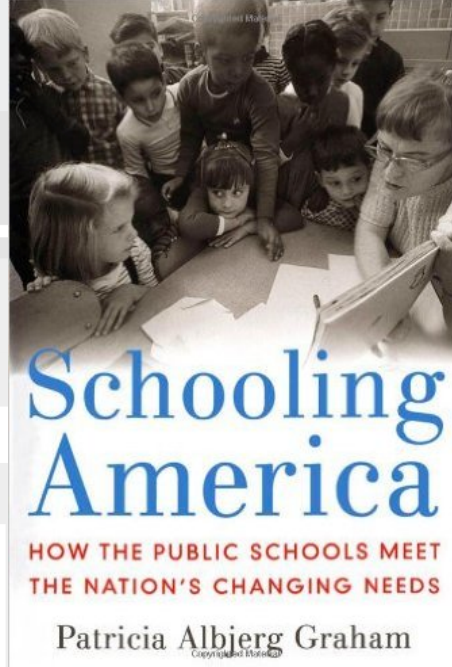
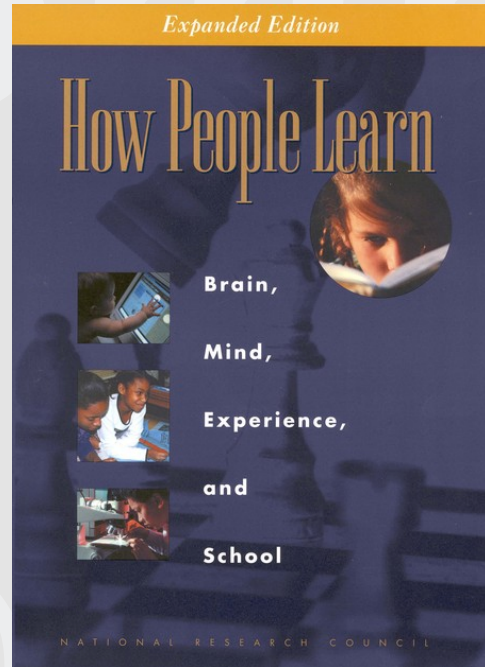






# Where Have We Been?



# Where Are We Going?

- School Design Game
- Feeds your 2nd paper - where do you want to teach?
- Game has 3 phases

*Committee of*

***Phase I***



## Design Element Card



### 3 Design Values Cards

- *Do not repeat colors*
  - Theory of Human Intelligence
  - Theory of Learning
  - Teaching Approach
  - Purpose of Schooling

# Committee of

## Social Constructivist



“Children have real understanding only of that which they invent themselves, and each time that we try to teach them something too quickly, we keep them from reinventing it themselves.”

-Jean Piaget



## Multiple Intelligences



“I believe that the brain has evolved over millions of years to be responsive to different kinds of content in the world. Language content, musical content, spatial content, numerical content, etc.”

- Howard Gardner



## Life Adjustment & Purpose



“For education in the Century of the Child aims at nothing less than the production of individuality through the integration of experience.”

- Harold Rugg & Ann Shumaker



## Bell Schedule



“And therefore never send to know for whom the bell tolls; It tolls for thee.”

- John Donne



Descriptive Title →

Key Design Features →

Justifications →

Cards Used →

Names & Ideations (over) →

<b>Your design element:</b>
<i>Our design includes....</i>
•
•
•
•
<i>Because...</i>
•
•
•
•
•

<b>School Design Elements:</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Bell Schedule</li> <li><input type="checkbox"/> Technology Infrastructure</li> <li><input type="checkbox"/> Classroom design</li> <li><input type="checkbox"/> Graduation requirements</li> <li><input type="checkbox"/> Extracurricular offerings</li> <li><input type="checkbox"/> Student Assessment Framework</li> <li><input type="checkbox"/> Professional Development framework</li> <li><input type="checkbox"/> Building design</li> </ul>	<b>Value: Teaching Approaches</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Project-based Learning</li> <li><input type="checkbox"/> Flipped Classroom</li> <li><input type="checkbox"/> Mastery Learning/Standards-Based Grading</li> <li><input type="checkbox"/> Apprenticeship</li> <li><input type="checkbox"/> Vocational Education</li> <li><input type="checkbox"/> Design-Based Learning</li> <li><input type="checkbox"/> "School of One"</li> </ul>
<b>Value: Theories of Learning</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Social Constructivist</li> <li><input type="checkbox"/> Constructionist</li> <li><input type="checkbox"/> Behaviorist</li> <li><input type="checkbox"/> Connectivist</li> <li><input type="checkbox"/> Situated Learning</li> <li><input type="checkbox"/> Cognitivist</li> </ul>	<b>Value: Purpose of Schooling</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Elite College Prep</li> <li><input type="checkbox"/> College and Career Readiness</li> <li><input type="checkbox"/> Assimilation</li> <li><input type="checkbox"/> Bulwark of Democracy</li> <li><input type="checkbox"/> Life Adjustment &amp; Purpose</li> <li><input type="checkbox"/> Standardized Test Performance</li> </ul>
<b>Value: Theory of Human Intelligence</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Tabula Rasa</li> <li><input type="checkbox"/> General Intelligence Factor</li> <li><input type="checkbox"/> Theory of Recollection</li> <li><input type="checkbox"/> Multiple Intelligences</li> </ul>	

S.A.Q.

What if I don't know a card?

How will I know when I'm done?

Where is all this going?



# For Your Reference

Design Element Card + 3 Design Values Cards  
= Element Card

- *Do not repeat colors*
  - Theory of Human Intelligence
  - Theory of Learning
  - Teaching Approach
  - Purpose of Schooling

Get cards from Teaching Staff

“Check out” with Teaching Staff to get new cards

Element Cards will be collected at the end of class