





Designers and **Managers** of a TBL/PBL Learning Cycle and

Learners as:

Self-directed and Creators of Content during a TBL/PBL Learning Cycle

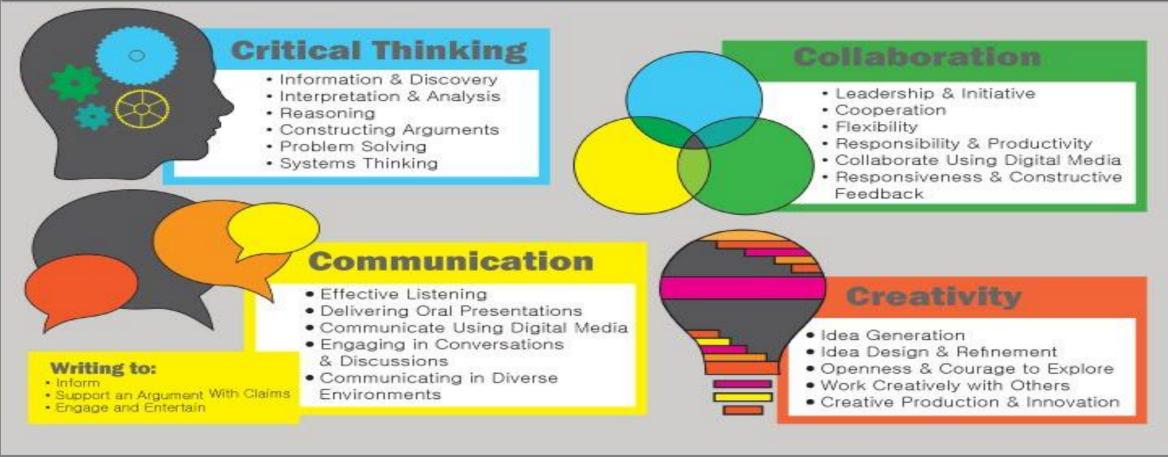


13 Reasons why TBL and PBL works

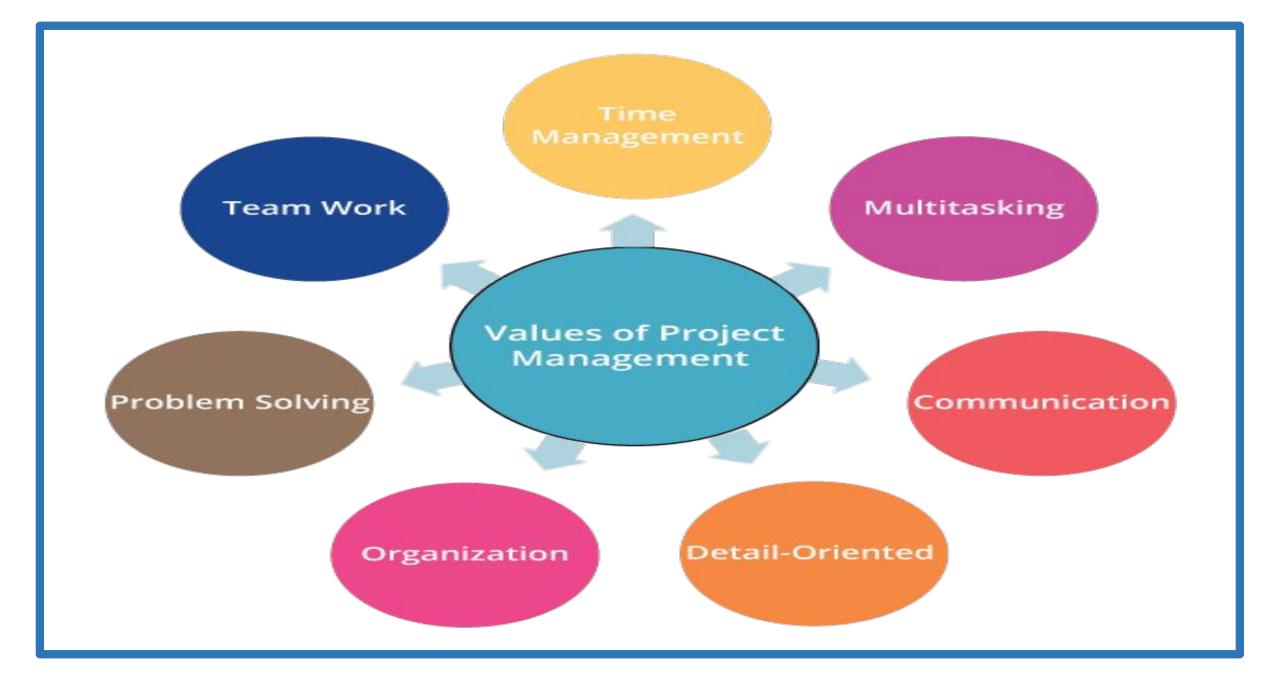
- 1. Flips the classroom, and drives the learning cycle with a meaningful goal (Online or Face-2-Face)
- 2. Creates positive learning dynamics (move from Teacher-Oriented Learning to Learner-Driven Learning)
- 3. Promotes existing Skills Sets and Develops new skills (Research, Content Creation, Curation, 4Cs)
- 4. Incorporates the concept of *Montage* into the learning process (Design, Chunking, and Storyboarding)
- 5. Deals with personal Learning Preferences (Respect the preferences learners bring to the table)
- 6. Deals with Differentiated Learning (Not just about language levels Diversity, Social Capital, and Inclusion)
- 7. Takes advantage of Experential Learning (Life experiences, Know-how, and Skills Set brought to the table)
- 8. Keeps learners focused and Results-oriented (Keep all eyes on the goal of the Learning Cycle)
- 9. Lead learners to Self-directed Learning (Learners taking responsibility for their own learning results)
- **10.** Puts life into the course book (Add some meaningful learning into the process)
- **11.** Gets away from Pre-determined Outcomes + Prescribed Information (Make <u>learning</u> REAL for them)
- **12.** Teaches learners (indirectly) how TBL and PBL works (Prepare learners for real life)
- **13.** Supports the slow change from *Instructivism* to *Constructivism* (Learners become the creators)

21st Century Skills

Metro 4Cs Rubric Performance Areas







I ask questions. I notice...

I reflect, revise, rethink, and evaluate.

REFLECT

DISCUSS

I discuss, share, report, and think. Despite its complexity, inquiry-based learning can be easier on teachers, partly because it transfers some responsibilities from teachers to students, but mostly because releasing authority engages students.

ASK

Inquiry-Based Learning

Inquiry-based learning is more than asking a student what they want to know. It's about triggering curiosity. And activating a student's curiosity is a far more important and complex goal than mere information delivery and rote learning.

CREATE

I create, try, experiment, draw, and explain.

INVESTIGATE

I investigate, plan, read, and

research on the internet.

Content

What are your strengths and challenges in terms of subject-area knowledge? (concepts, facts, theories, procedures in your discipline)

Pedagogy

What are your strengths and challenges in terms of teaching knowledge? (student construction of knowledge, assessment, differentiation, etc.)

ТСК

TPK

Technology

PCK

TPCK

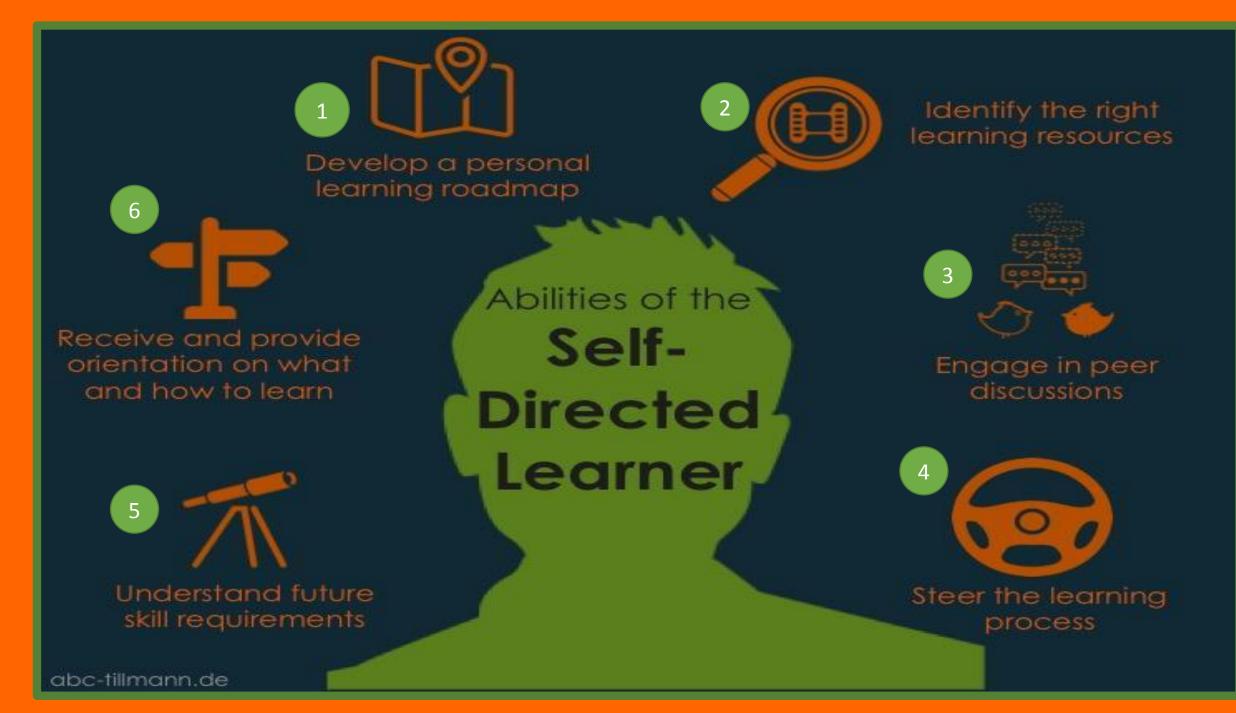
What are your strengths and challenges in terms of learning and adapting to digital technologies?

Ask yourself - What's my TPACK? – REFLECT, and find the answer.

Technology (APPS) needed to do TBL and PBL via Distance Learning



Even the best technology is worthless without content and methodology. Remember that before your next online class.



Cognitive Apprenticeship



This is what TBL and PBL is all about – and an RMM is that powerful and engaging tool teachers can use to steer any learning cycle Lead learners on a journey of adventure and discovery in their learning and self-development process. – and to become independent and self-directed.

Teaching Teachers how to drive a TBL and PBL Learning Cycle with Ready-made Mind Maps -Using a coursebook

Ready-made Mind Maps for the TBL and PBL Student Driven Classroom

(Integrated Meaningful Learning and Self-Directed Learning)

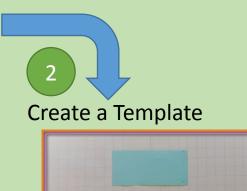
Five Characteristics of <u>Meaningful Learning</u> in a TBL or PBL Context:

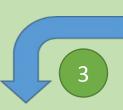
- **1.** Active Learning (Learner Oriented and Learner Driven)
- 2. Collaborative Learning (Learner-2-Learner)
- **3.** Constructive Learning (Product Creation leads to Content Creation by the Learner)
- 4. Authentic Learning (Realia and Current- Something the learner can use NOW and in the future)
- 5. Goal-Directed Learning (A clear plan to focus on and attainable goals within a pre-given timeframe)

Teaching Teachers how to create an RMM for TBL and PBL

Coursebook



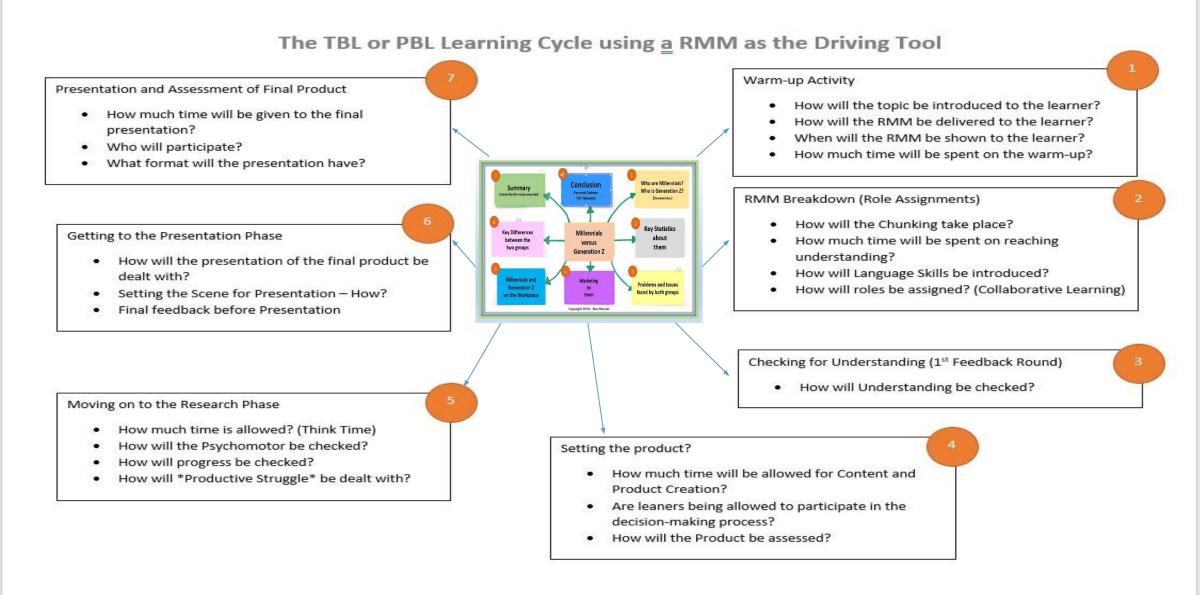






- 1. Design Prototype
- 2. Brainstorm Ideas
- 3. Create engaging questions
- 4. Integrate Feedback Loops





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TBL and PBL Learning Cycle Clock

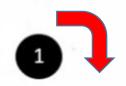
- Product Development Phase begins
- Creation of Product Idea (Brainstorming)
- Coaching the group about product development
- Setting boundaries about product
- Setting new roles for presentation of product
- Reviewing assessment guidelines
- Setting appointments for presentation (GoogleDoc)



- Product Presentation
- Assessment and Feedback
- Possible repeat of product presentation (???)

TBL / PBL Roadmap

- Group forming and Role Assignments
- Teamwork goes into action
- Research and curation phase (Learner)
- Checking responsibility of each group and individual
- Formative Feedback Loops begin (Teacher + Learner Discussions)
- Social Media interventions by teacher
- Controlling timeframes (Time Management)



- Creating the Learning Environment
- Introduction to the Learning Cycle
- Open class discussions / Group Discussions
- Setting Communication Formats and Rules
- Checking for the right Technology Balance
- Setting the Learning Cycle Timeframes
- Presenting assessment guidelines



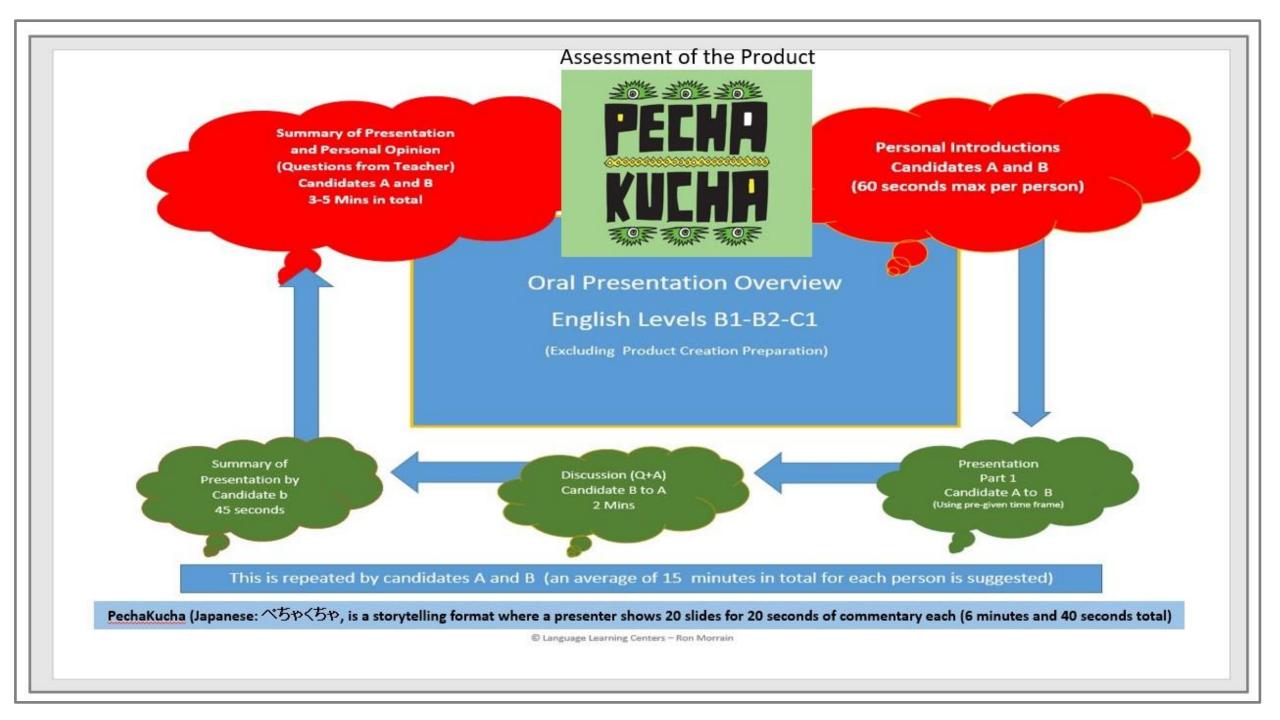
360 ° TBL / PBL Learning Cycle Lesson Plan Overview Learning Objectives and Outcomes

LEARNING SEGMENT (TASK DESCRIPTION and OUTLINE)				MATERIALS + RESOURCES	
• Lesson Name or Title:					NEEDED FOR SEGMENT
Time Needed for Segment	+·				
 Requisite background necessary for the lesson plan 					
State, step-by-step, how you are going t activate prior knowledge? If you are us					
with a review? How will you tie the less					LEARNING ENVIRONMENT (ROOM SET-UP)
					LEARNING PROCEDURES INDIVIUAL PAIRS (TWO) GROUP(S) TEAM(S) VIRTUAL OR CLASSROOM HOMEWORK LONG / SHORT TERM TASK
Remember to take a fifteen m	ninute BREAK in t	the middle of a learning s	egment that is more than 90	minutes	
LEARNING OBJECTIVES (Stem * Verb)	POTENTIAL PROBLEMS + PITFALLS (THE WHAT IF., + CONTINGENCY PLAN)		METHODOLOGY(IES) ACTIVE OR PASSIVE OR INTERACTIVE COMMUNICATIVE TBL OR PBL LEARNING STYLES MULTIPLE INTELLIGENCES 		LEARNER EVALUATION(S) • ORAL FEEDBACK • WRITTEN FEEDBACK • ORAL TEST OR EXAM • WRITTEN TEST OR EXAM
Reflection Notes: The Lesson (It) Reflection Notes: T		and a second		otes: The Trainer /Teacher (Me)	

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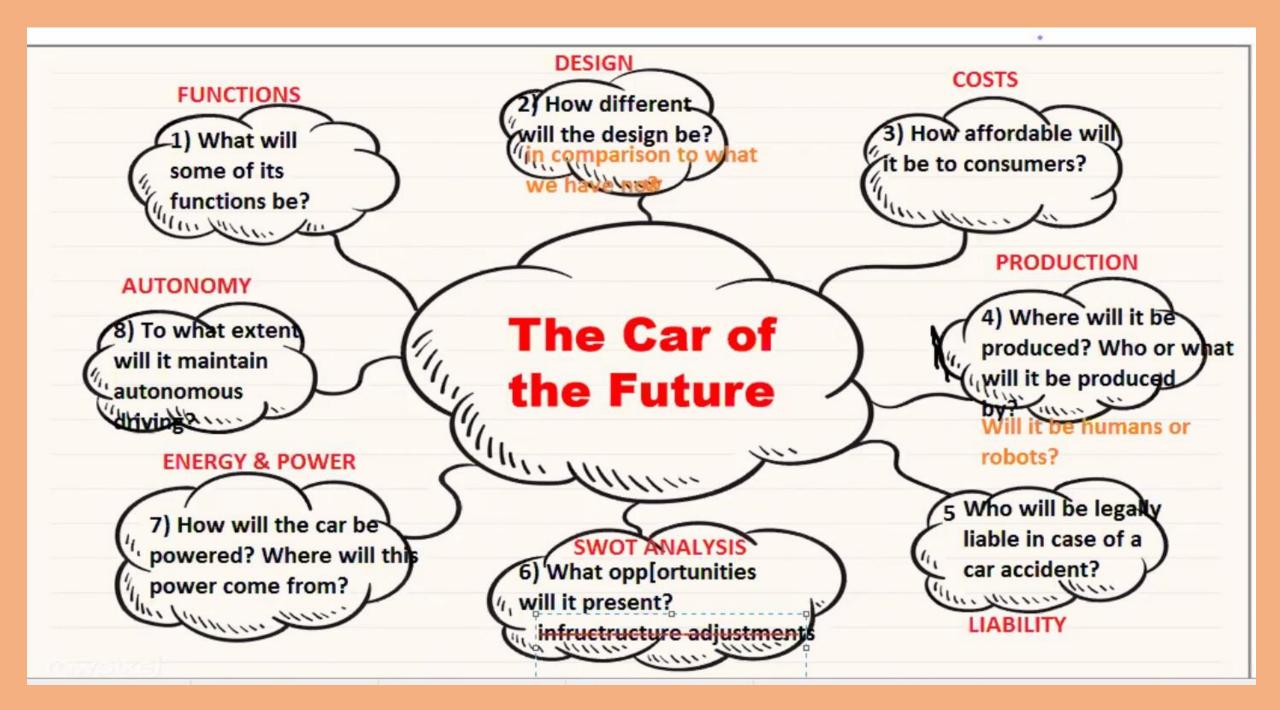


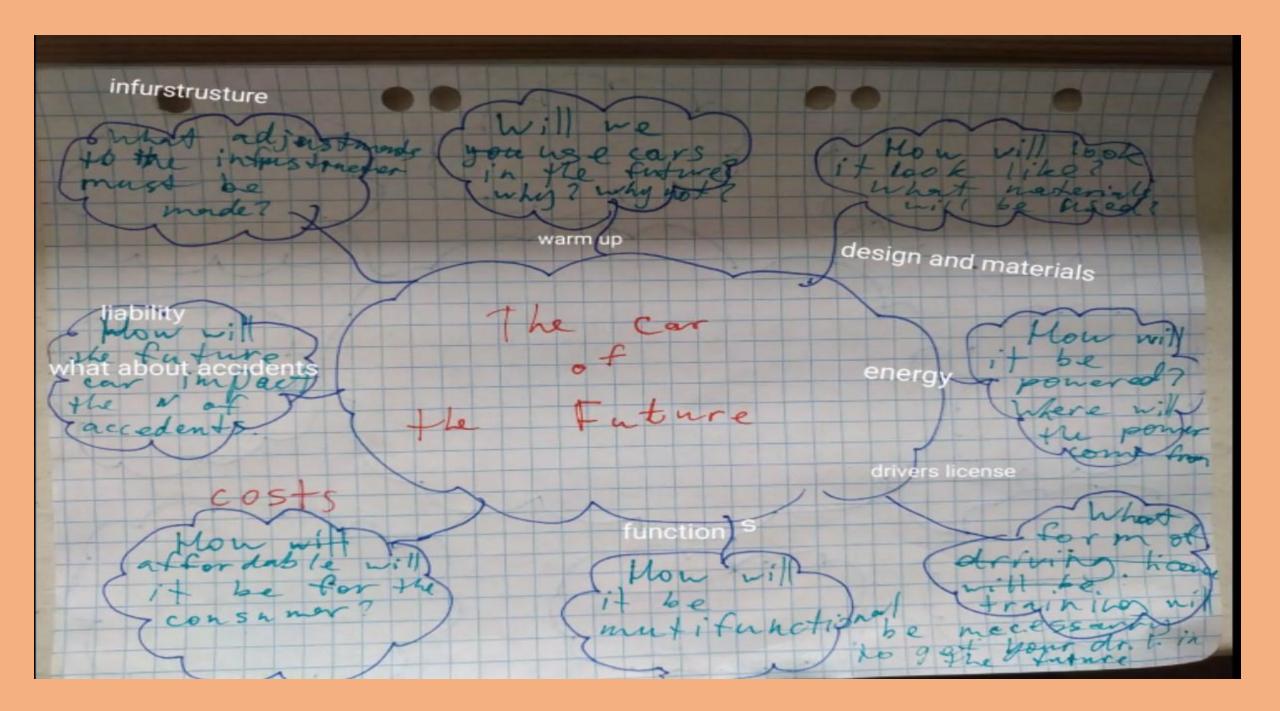
What is a *product*? (Learners as Content Creators – not Teachers or the Textbook) Who chooses the product? (Voice and Choice = Learner Agency and Efficacy) NOTE: Reversed Design is extremely important when creating a TBL or PBL Learning Cycle - and when choosing a TBL or PBL product.

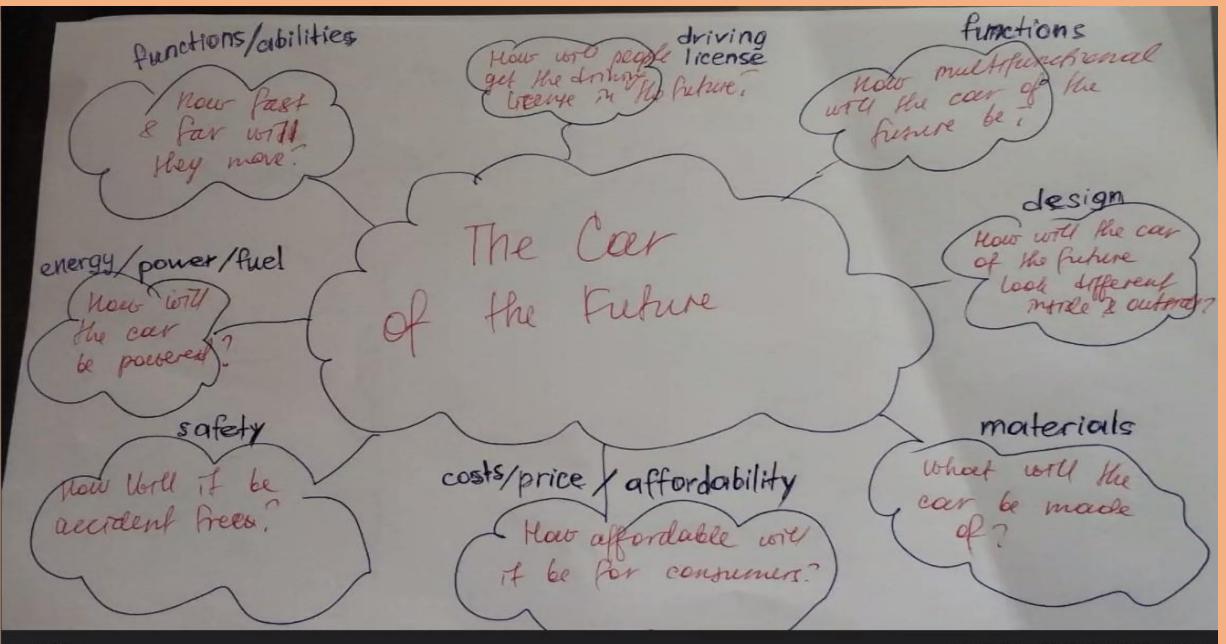


Teaching Learners to work with Mind Maps for a TBL and PBL Learning Cycle - ASAP





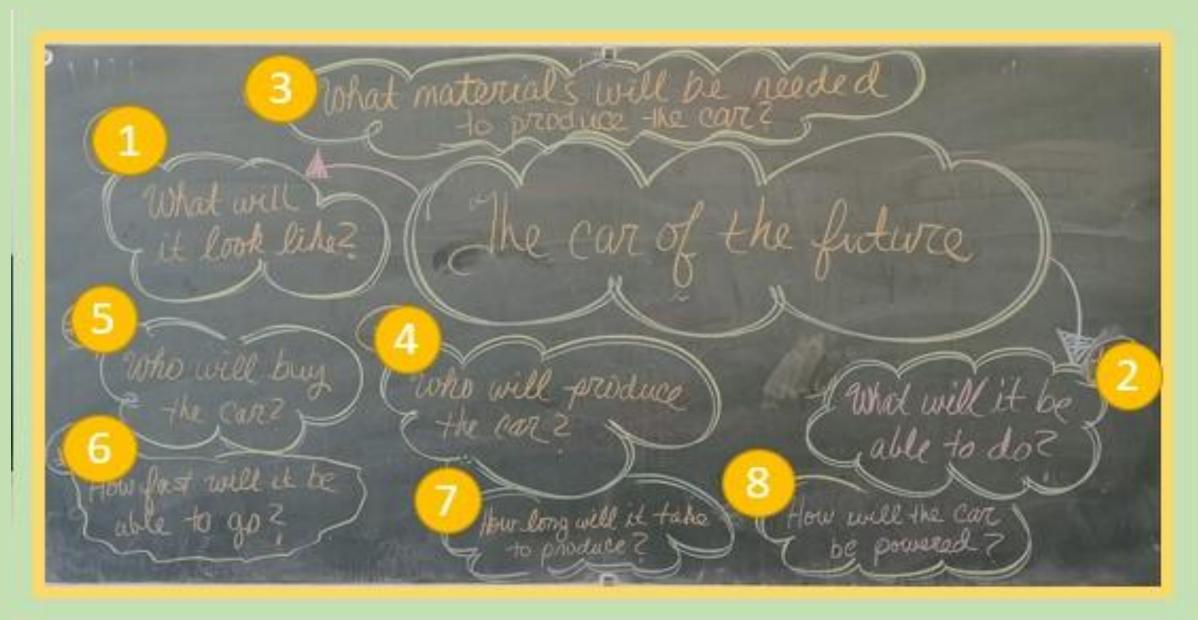




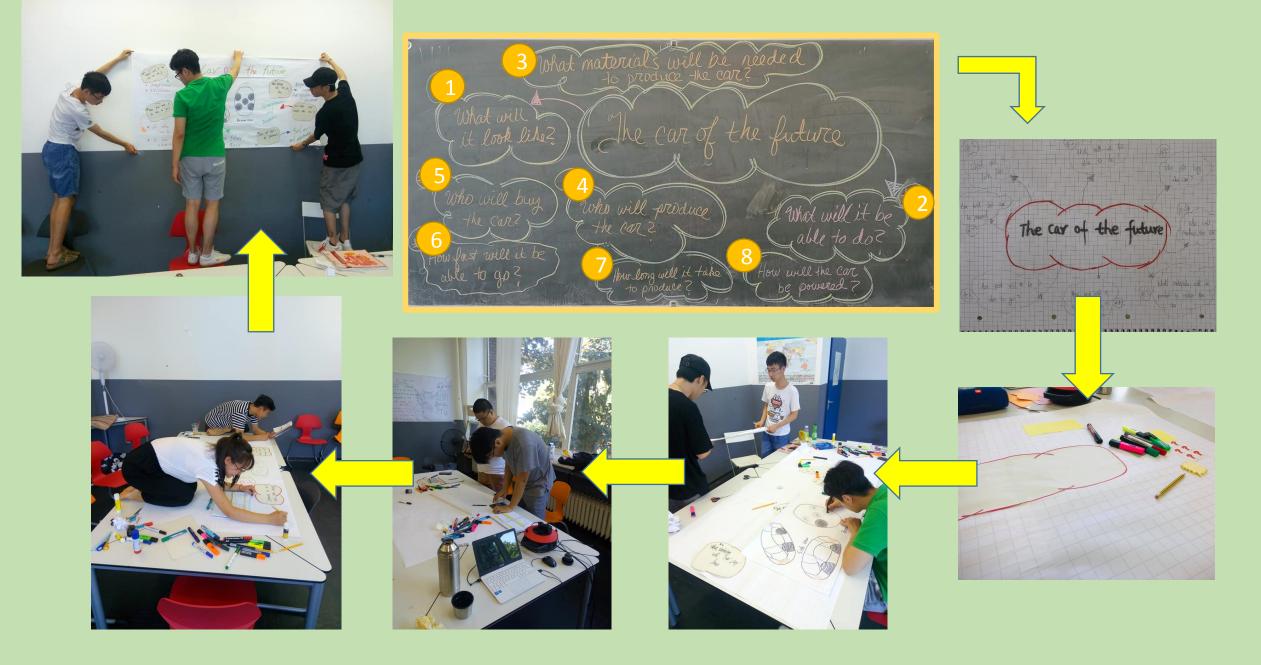


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The Car of the Future



Teaching Learners how to create a product for a TBL / PBL Learning Cycle using a Mind Map





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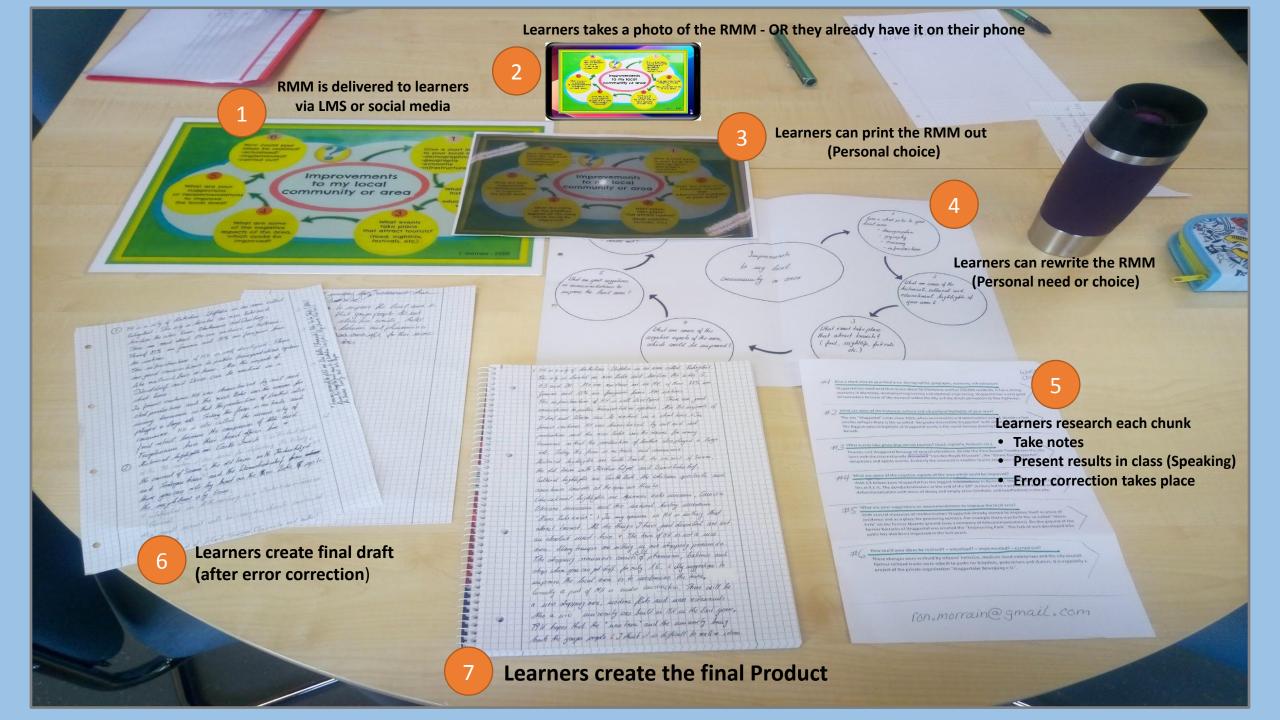
Driving a General English TBL or PBL Learning Cycle with

Ready-made Mind Maps

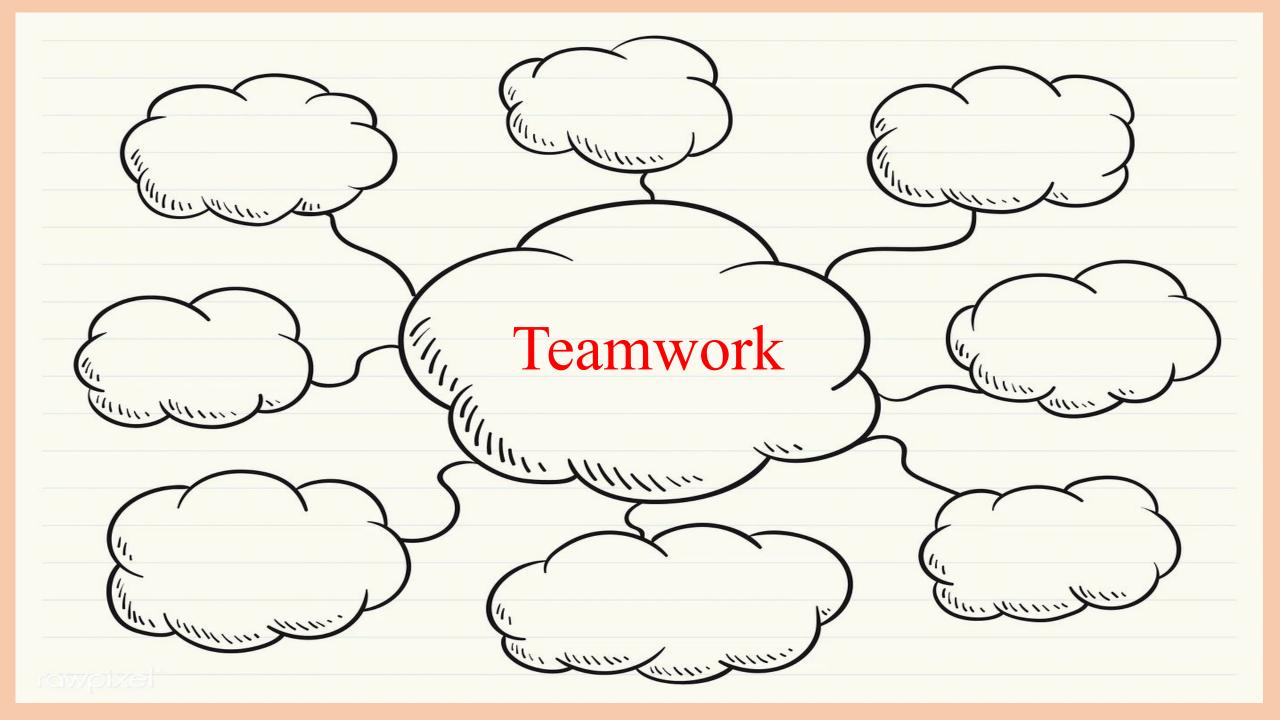
(Going beyond the coursebook)

Reversed Design Questions: 1) Will this be a TBL or a PBL Learning Cycle - 2) What's the product?

















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Ready Made Mind Maps for a Global Issues TBL or PBL Learning Cycle

- Developing Empathy and Critical Thinking
- Social Metacognition and Social Constructs

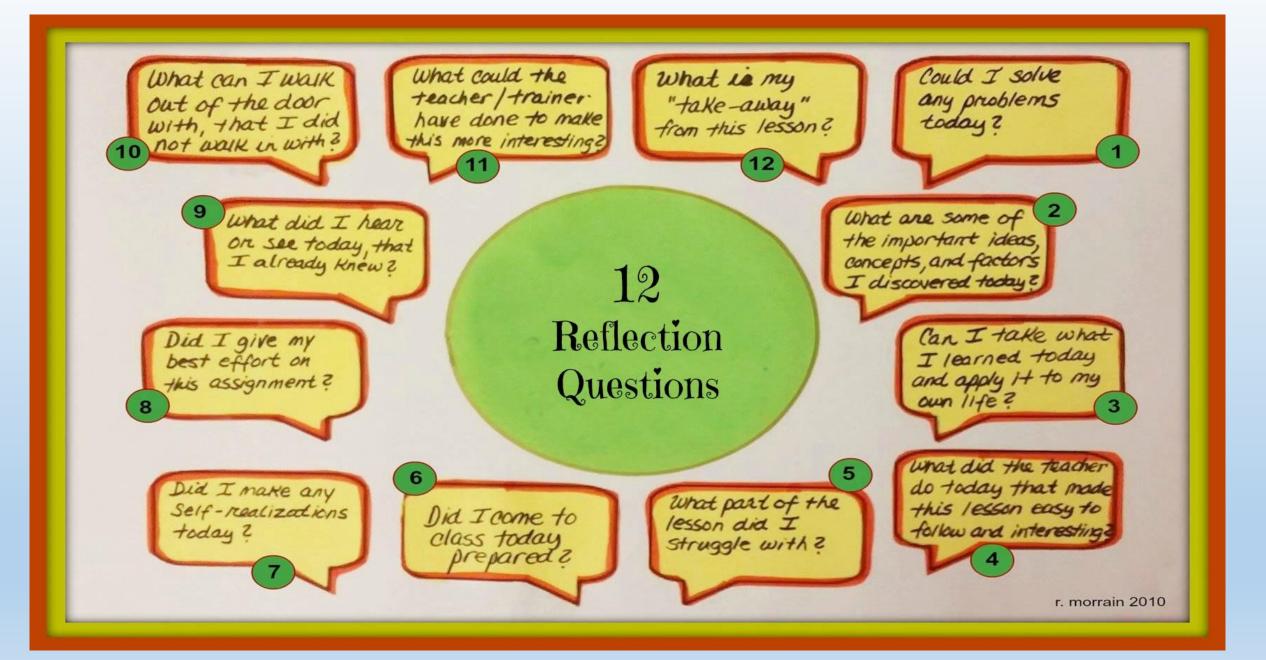


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Mind Maps for

Formative Feedback Loops during the TBL and PBL Learning Cycle (and for Reflection afterwards)





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Thank You Email: <u>ron.morrain@gmail.com</u>

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