

### Teachers as:

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

Learners as:

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

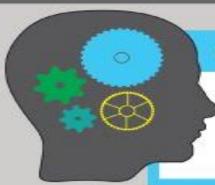


#### 13 Reasons why TBL and PBL works

- 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 learning 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)

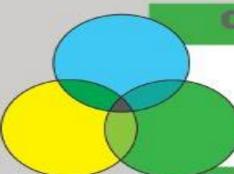
## 21st Century Skills

#### Metro 4Cs Rubric Performance Areas



#### **Critical Thinking**

- Information & Discovery
- · Interpretation & Analysis
- · Reasoning
- · Constructing Arguments
- · Problem Solving
- · Systems Thinking



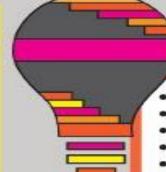
#### Collaboration

- Leadership & Initiative
- Cooperation
- Flexibility
- · Responsibility & Productivity
- · Collaborate Using Digital Media
- Responsiveness & Constructive Feedback



#### Communication

- · Effective Listening
- Delivering Oral Presentations
- · Communicate Using Digital Media
- Engaging in Conversations
   & Discussions
- Communicating in Diverse Environments



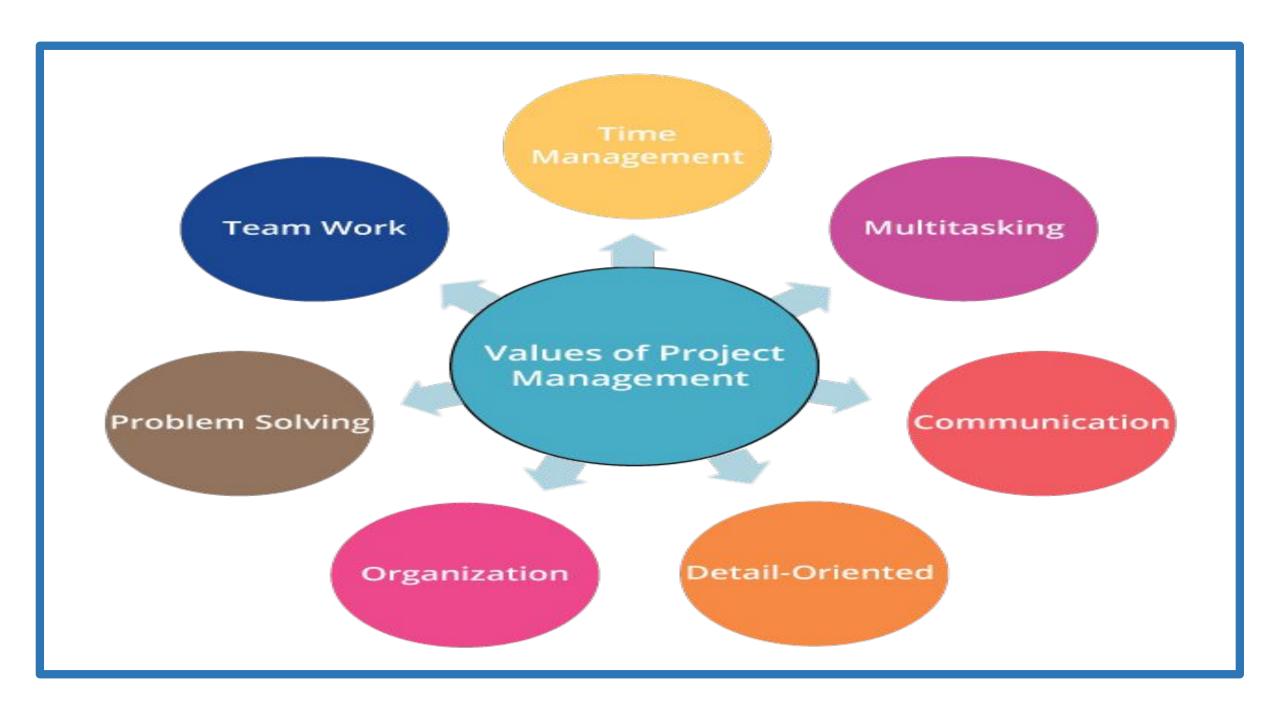
#### Creativity

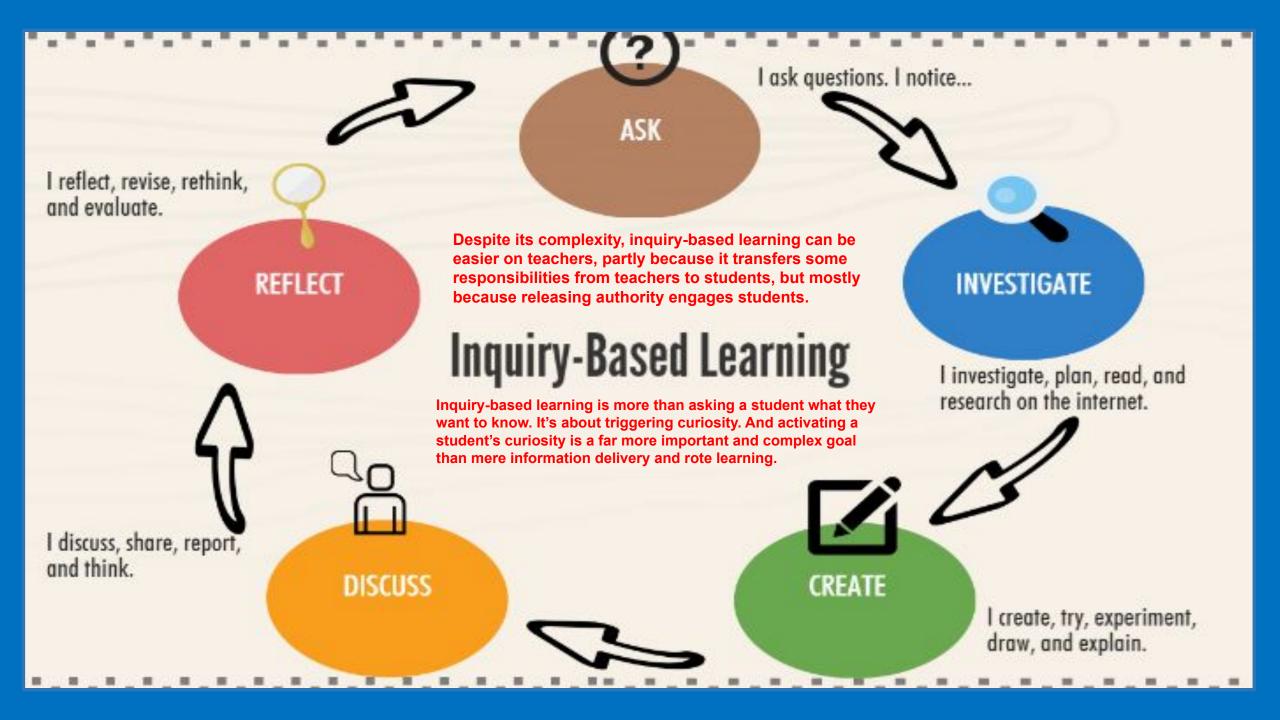
- Idea Generation
- Idea Design & Refinement
- Openness & Courage to Explore
- · Work Creatively with Others
- Creative Production & Innovation

#### Writing to:

- Inform
- Support an Argument With Claims
- Engage and Entertain







#### Content

What are your strengths and challenges in terms of subject-area knowledge?

(concepts, facts, theories, procedures in your discipline)

PCK

**TPCK** 

Pedagogy

What are your strengths and challenges in terms of teaching knowledge?

(student construction of knowledge, assessment, differentiation, etc.)

**TPK** 

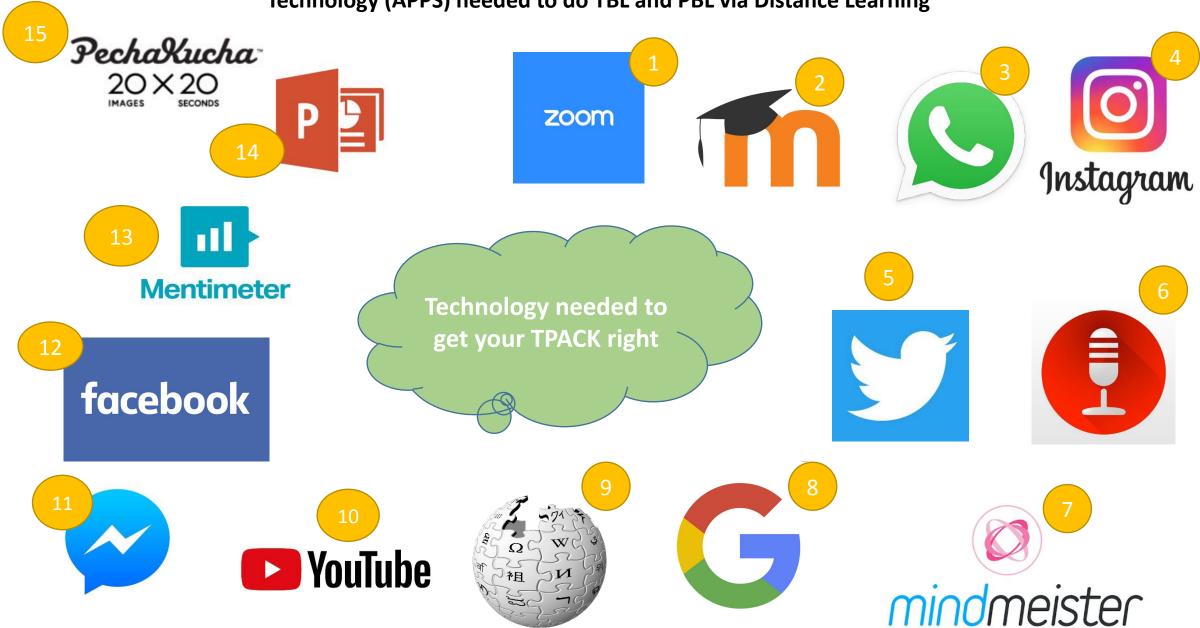
TCK

#### Technology

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.



Develop a personal learning roadmap



Identify the right learning resources



Receive and provide orientation on what and how to learn Self-Directed Learner



Engage in peer discussions



Understand future skill requirements



Steer the learning process

abc-tillmann.de

#### 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)

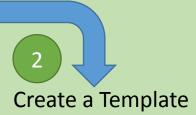
#### Five Characteristics of <u>Meaningful Learning</u> in a TBL or PBL Context:

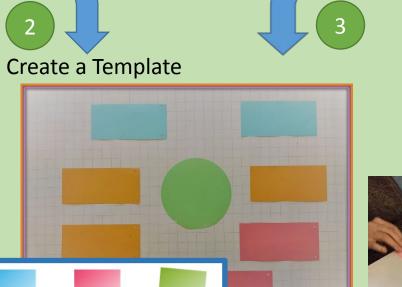
- 1. Active Learning (Learner Oriented and Learner Driven)
- 2. Collaborative Learning (Learner-2-Learner)
- 3. Constructive Learning (Product Creation leads to Content Creation by the Learner)
- 4. Authentic Learning (Realia and Current-Something the learner can use NOW and in the future)
- 5. Goal-Directed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

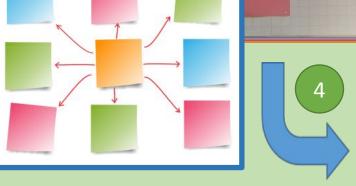
#### **Teaching Teachers how to create an RMM for TBL and PBL**

**Moderation Kit** 



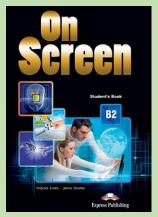






- Design Prototype
- **Brainstorm Ideas**
- Create engaging questions
- Integrate Feedback Loops







#### The TBL or PBL Learning Cycle using a RMM as the Driving Tool

#### Presentation and Assessment of Final Product

- · How much time will be given to the final presentation?
- · Who will participate?
- What format will the presentation have?

#### Getting to the Presentation Phase

- · How will the presentation of the final product be dealt with?
- Setting the Scene for Presentation How?
- Final feedback before Presentation

#### Moving on to the Research Phase

- How much time is allowed? (Think Time)
- How will the Psychomotor be checked?
- How will progress be checked?
- How will \*Productive Struggle\* be dealt with?

Who are Millennials? Who is Generation Z? Key Statistics

Key Differences Generation Z Problems and Issues n the Workplan

#### Warm-up Activity

- How will the topic be introduced to the learner?
- How will the RMM be delivered to the learner?
- When will the RMM be shown to the learner?
- How much time will be spent on the warm-up?

#### RMM Breakdown (Role Assignments)

- How will the Chunking take place?
- How much time will be spent on reaching understanding?
- How will Language Skills be introduced?
- How will roles be assigned? (Collaborative Learning)

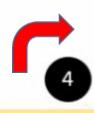
#### Checking for Understanding (1st Feedback Round)

How will Understanding be checked?

#### Setting the product?

- How much time will be allowed for Content and Product Creation?
- · Are leaners being allowed to participate in the decision-making process?
- How will the Product be assessed?

#### **TBL and PBL Learning Cycle Clock**



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



- 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)



- · 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

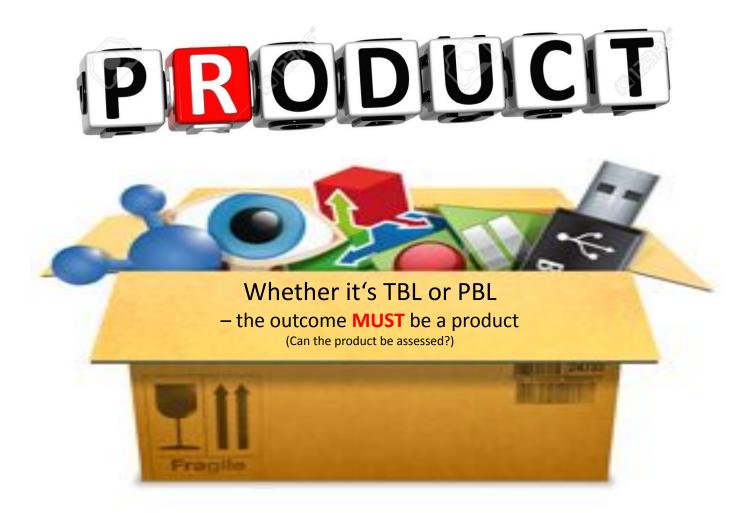


- . Group forming and Role Assignments
- Teamwork goes into action
- Research and curation phase (Learner)
- . Checking responsibility of each group and individual
- Formative Feedback Loops begin (Teacher + Learner Discussions)
- Social Media interventions by teacher
- Controlling timeframes (Time Management)



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

Remember to take a fifteen minute BREAK in the middle of a learning segment that is more than 90 minutes    LEARNING OBJECTIVES   (Stem * Verb )	Lesson Name or Title:     Time Needed for Segment:     Requisite background need  State, step-by-step, how you are going to activate prior knowledge? If you are using the state of th		to introduce the lesson? How will you now will you hand them out? Will you clo	(ROOM SET-UP)  LEARNING PROCEDURES INDIVIUAL PAIRS (TWO)
LEARNING STYLES     WRITTEN TEST OR EXAM     WRITTEN TEST OR EXAM	LEARNING OBJECTIVES	POTENTIAL PROBLEMS + PITFALLS	METHODOLOGY(IES)  ACTIVE OR PASSIVE OR INTERACTIVE COMMUNICATIVE	TEAM(S)     VIRTUAL OR CLASSROOM     HOMEWORK     LONG / SHORT TERM TASK   LEARNER EVALUATION(S)     ORAL FEEDBACK
Reflection Notes: The Lesson (It)  Reflection Notes: The Learner (Them)  Reflection Notes: The Trainer /Teacher (Me)	Reflection Notes: The Lesson (	It) Reflection Notes: T	LEARNING STYLES     MULTIPLE INTELLIGENCES	WRITTEN TEST OR EXAM



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.

#### Assessment of the Product **圣息天圣息天 Summary of Presentation Personal Introductions** and Personal Opinion Candidates A and B (Questions from Teacher) Candidates A and B (60 seconds max per person) 3-5 Mins in total ZOF ZOF ZOF **Oral Presentation Overview** English Levels B1-B2-C1 (Excluding Product Creation Preparation) Summary of Presentation Discussion (Q+A) Part 1 Presentation by Candidate B to A Candidate A to B Candidate b (Using pre-given time frame) 2 Mins 45 seconds

This is repeated by candidates A and B (an average of 15 minutes in total for each person is suggested)

PechaKucha (Japanese: べちゃくちゃ, is a storytelling format where a presenter shows 20 slides for 20 seconds of commentary each (6 minutes and 40 seconds total)

C Language Learning Centers - Ron Morrain

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



#### **FUNCTIONS**

some of its functions be?

#### DESIGN

Will the design be?

#### COSTS

3) How affordable will it be to consumers?

#### **AUTONOMY**

8) To what extent will it maintain autonomous

## The Car of the Future

#### **PRODUCTION**

4) Where will it be produced? Who or what will it be produced

Will it be numans or robots?

#### **ENERGY & POWER**

7) How will the car be powered? Where will this power come from?

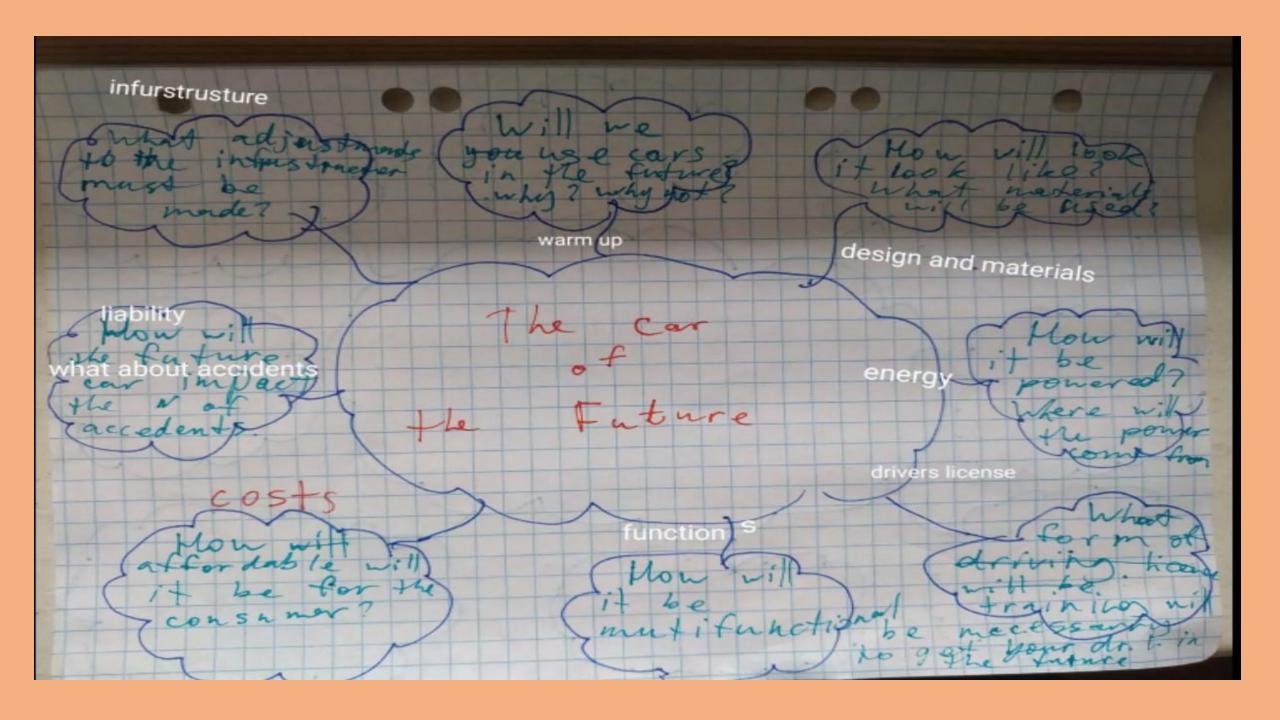
#### **SWOT ANALYSIS**

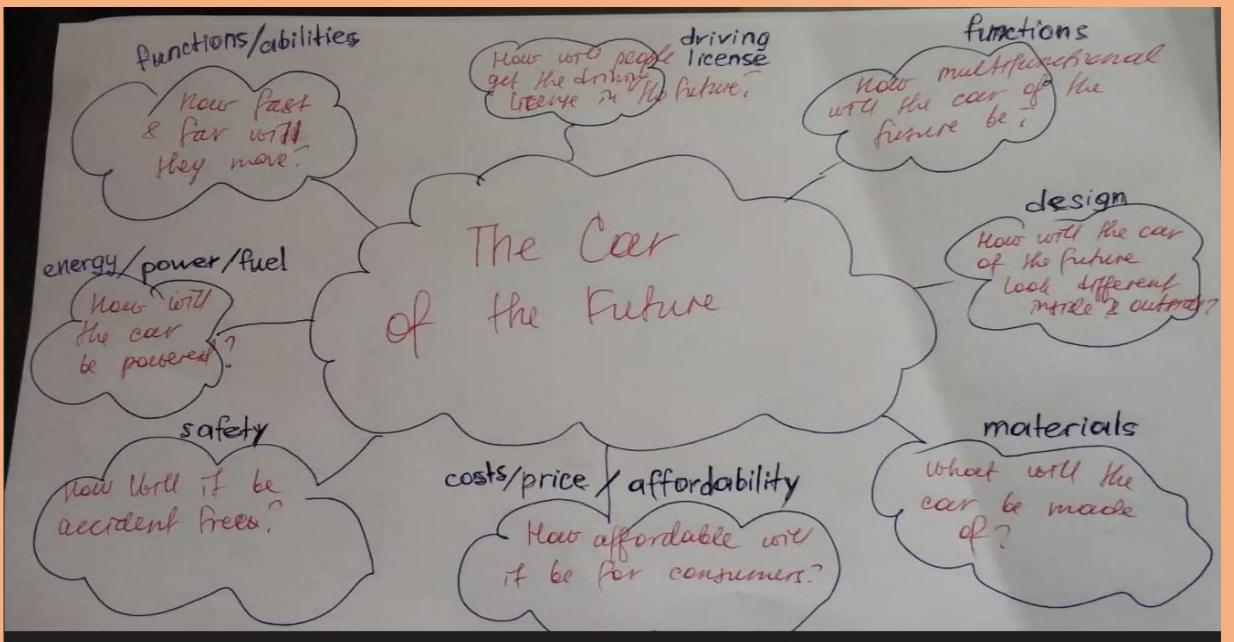
6) What opp[ortunities

infructructure adjustment

Jiable in case of a car accident?

LIABILITY





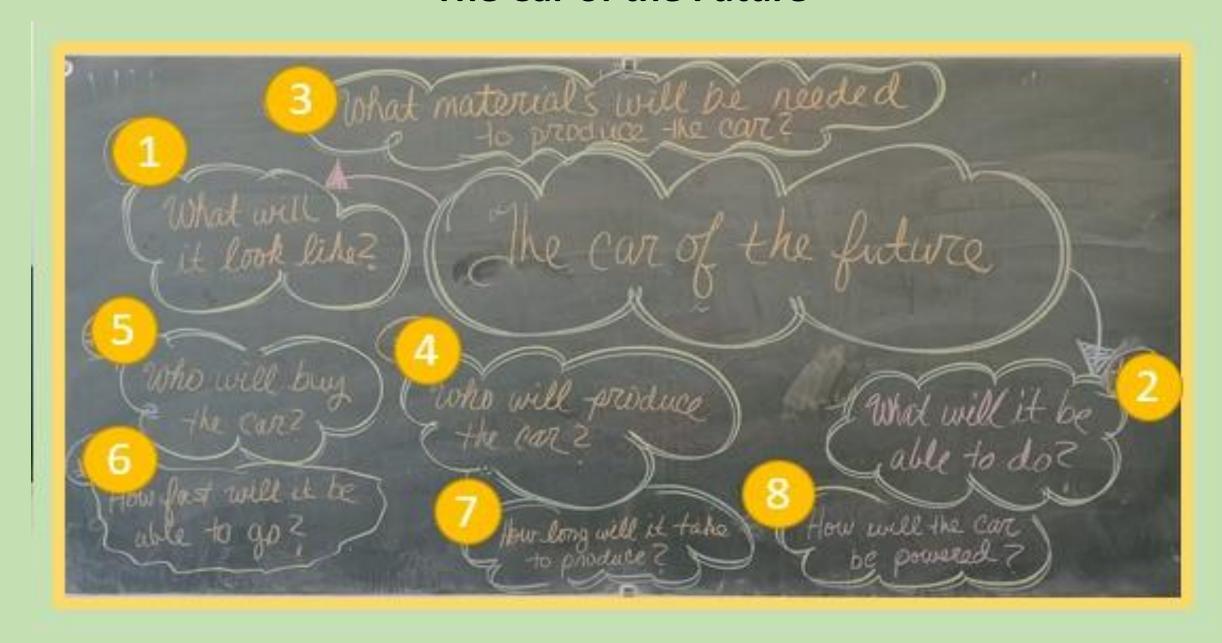


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#### The Car of the Future



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





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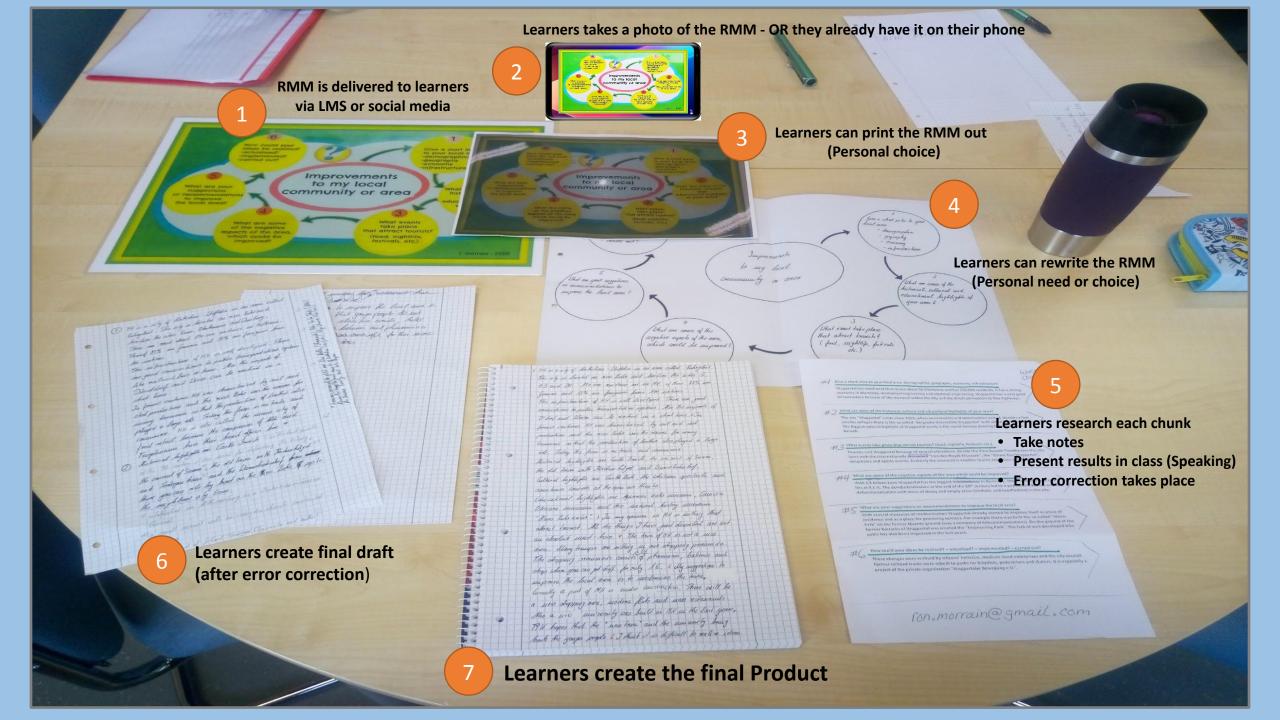
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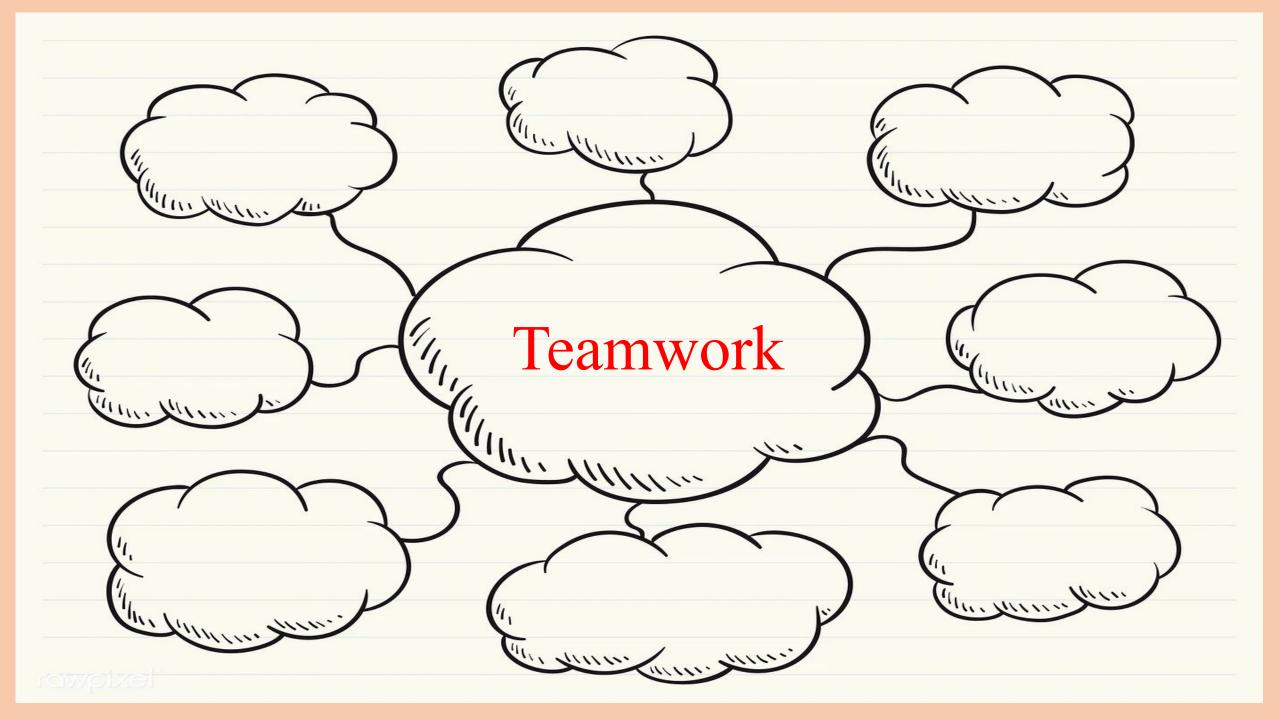
# Driving a General English TBL or PBL Learning Cycle with Ready-made Mind Maps

(Going beyond the coursebook)

#### Reversed Design Questions: 1) Will this be a TBL or a PBL Learning Cycle - 2) What's the product? What? (Content) 6 Why? (Need + Meaningful) **How? (Method or Approach)** How could your Give a short intro ideas be realised? to your local area: -actualised? -demographics -implemented? -geography -carried out? -economy -infrastructure **Improvements** to my local What are your What are some of the community or area suggestions historical, cultural, or recommendations and to improve educational highlights the local area? of your area? 3 What events What are some take place of the negative that attract tourists? aspects of the area, (food, nightlife, which could be festivals, etc.) improved? r. morrain - 2009















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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)



Out of the door with, that I did not walk in with?

What could the teacher / trainer have done to make this more interesting?

What is my "take-away" from this lesson?

Could I solve any problems today?

1

9 What did I hear on see today, that I already knew?

Did I give my best effort on this assignment?

8

12
Reflection
Questions

What are some of 2
the important ideas,
concepts, and factors
I discovered today?

Can I take what I learned today and apply it to my own life?

Did I make any Self-realizations today?

Did I come to class today prepared? What part of the lesson dia I struggle with ?

What did the teacher do today that made this lesson easy to follow and interesting?

4

r. morrain 2010

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#### Thank You

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