SYLLABUS FORM

Workshop Title: (*limit to 4 words***)**   *The Learning Game* book study

Instructor(s)   **Lindsey Brewer & Lori Keleher**

Workshop Description:

How did we conclude that the best way to prepare kids for the future is to cluster them into classrooms by age and grade, forcing them to learn the same things, at the same time and pace, seven hours a day, five days a week, for twelve years? We trust the school system to prepare our kids for the future. We get excited when they get good grades, or disappointed if they don't. But we rarely stop to question whether school is teaching our children the right things in the right way. Kids could get good at playing the game of school, but are they really learning?

Teacher-turned-edupreneur Ana Lorena Fábrega, known by her students as Ms. Fab, invites us to rethink education. In *The Learning Game*, she reveals how traditional schooling has gone wrong, and proposes a series of actionable strategies to help kids learn.

- What if we guide kids to think for themselves?

- Should we encourage kids to take risks and tackle projects of their own?

- How do we help kids learn to love learning?

Answering these questions and many more, THE LEARNING GAME will arm you with practical tools to design a new approach to learning—one that leaves behind the game of school and prepares your kids for the game of life.

(from the back of the book(

Workshop Objectives *(What should participants know or be able to do upon completion of this workshop?)*

Upon completing this book study, you will be able to…

*identify strategies that teach your students to think for themselves as they tackle projects of their own.

*increase your students' love of learning as you decrease their fear of failure.

*define true gamification and design authentic learning experiences for students.

Evaluation Criteria: *(Include brief description of required assignments and evaluation methodology***.)**

Participants will be required to read the book, take 5 quizzes, watch 4 videos, and make 9 blog posts. Grades will be determined by quiz scores and post quality. Quizzes will count for 50% of the final grade; blog posts, the other 50%.

Assignment List:

Read *I Was A Teacher…* and *School* Chapters 1 - 5 (pages xiii - 66) Complete Quiz 1: https://www.quia.com/quiz/8427804.html

Respond to Blog Post #1:   Imagine you just won Teacher of the Year for not just the 1st time but the 3rd time in a row, like John Taylor Gatto. What would you talk about with a national platform in regard to education?

Watch *The US School System Was Designed to Create Factory Workers* | Jeff Sandefer: https://www.youtube.com/watch?v=VpXoHPxQ9rY

Respond To Blog Post #2 : The US Education System was created to prepare the masses for their future job as a factory worker. Is public education still preparing the masses for the most common future job, which is a retail sale representatives? What kind of jobs do you believe you are currently preparing your students for? Do you believe schools need to evolve in this area? What would that look like?

Read *How Kids Learn* Chapters 6 - 10 (pages 67-114) Complete Quiz 2: https://www.quia.com/quiz/8430028.html

Respond to Blog Post #3: Ana Lorena Fabrega talks about story-driven learning. Do you currently use story-driven learning? If so, explain and give specific examples. If not, consider a topic you currently teach with which you could try out the idea of story- driven learning. Take a little time to research. Share your plans here.

View TED Talk *Stop Studying. Start Learning* | Justin Sung https://www.youtube.com/watch?v=TQXMl4GycD0

Respond to Blog Post #4: Quote your favorite line from this Justin Sung's TED Talk. What does this mean to you? How will you apply this idea in your professional life?

Read *The Power of Games* Chapters 11 & 12 (pages 115-146) Complete Quiz 3: https://www.quia.com/quiz/8430144.html

Respond to Blog Post #5**:** Think about the games you currently incorporate into your classes. Do these primarily fall into the category of gamification or pointification? Describe a game you could incorporate into your classes that would be true gamification.

View TED *The Super Mario Effect - Tricking Your Brain into Learning More* | Mark Robert https://www.youtube.com/watch?v=9vJRopau0g0

Respond to Blog Post #6 The Super Mario Effect What is one thing you can do to begin to root the fear of failure out of your school?

Read *Raising Successful Kids* Chapter 13 - 17 (pages 147-204)

Complete Quiz 4 https://www.quia.com/quiz/8430150.html\

Respond to Blog Post #7 How do you approach character development in your school? What do you do to help your students become more antifragile? How do you teach courage, temperance, justice, and wisdom?

View TED Talk. *Why I teach my children to fail* | Jim Harshaw https://www.youtube.com/watch?v=J9zjMTtf4o0

Respond to Blog Post #8 Let's create a collection of failure stories! Share one from you own life or from that of someone famous.

Read The Model Parent, Design Your Learning Game & Resources Chapters 18 & 19 (pages 205-264).

Complete Quiz 5 https://www.quia.com/quiz/8430159.html

Respond to Blog Post #9 Can we give students more opportunities for elastic thinking? Can we go as far as to "flip the school on its head" (pg 233) and still do the job we are hired to do and evaluated on?