From Socrates to STEAM

Student Agency
Impacts the Future

Please complete the survey at the following URL:
tinyurl.com/idge2020
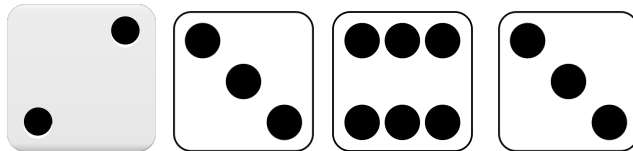
Link to this Presentation:

tinyurl.com/S2S2020

A Survey...and A Game

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Possible Solutions

➔ $\dfrac{6+(3+3)}{2}$

➔ $(6/2 \times 3) - 3$

➔ $(6 \times 2) - (3 + 3)$

➔ $2(3^2 - 6)$

➔ $\{(6 \times 2) - 3\} - 3$

Survey? **tinyurl.com/idge2020**

Who are You?

If you haven't taken the survey yet:
https://tinyurl.com/idge2020

- ★ Teachers/DTLs
  - ○ Elementary
  - ○ Secondary
  - ○ Post secondary
- ★ Admin/Coaches
- ★ Parents
- ★ Students
- ★ Others?

Connie Brown, GT Resource Teacher

- Resource teacher for Jeffco Gifted Talented Programming

- Supports students' ALPs, goals, and entry into the GT program

- 31 years as a classroom teacher (26 in Jeffco), former GT Center teacher

- BA, University of Colorado at Boulder

- MA, Lesley College, Cambridge, MA

- Local, National, and International Speaker

Does Agency Matter?

Player Agency

1) The player has control over his/her avatar's choices in the game

2) Those choices have consequences to the outcome of the game and

3) The player has enough information to anticipate those choices and consequences.

Student Agency

1) The student has control over significant choices in his studies

2) Those choices have consequences in the real world and

3) The student has enough information to anticipate and/or explore those choices and consequences.

Agency and Education:

Why does student agency matter?

From Socrates to STEAM...

Science

Technology

Engineering

Art

Math

STEAM Education is an approach to learning that uses Science, Technology, Engineering, the Arts and Mathematics as access points for guiding student inquiry, dialogue, and critical thinking.

Problem-Based Learning is a student-centered pedagogy in which students learn about a subject through the experience of solving an open-ended **problem** found in relevant, engaging material.

Further Study: Agency

Maungaraki School

Edutopia

Dr. D. Smith

A.Snyder

Agency: The capacity for an individual to act independently and to make their own free choices.

Structure: The factors of influence that determine or limit agency

Games:
Choice in character
Choice in pathways
Choice to gain/use/lose 'powers'

Education:
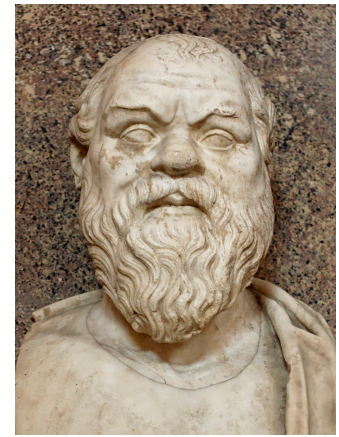Choice in *topics and studies*
Choice in *product*
Choice in *process*
Choice in *assessment style*

Contributions	Father of Western Philosophy
Take-Away	Empower students to seek skills AND personal truth
The Tool	Depth & Complexity CB's Planning Template

Socrates

Born: c 470 BC
Died: 399 BC

Knowledge + Virtue = Actualized Potential (Happiness)

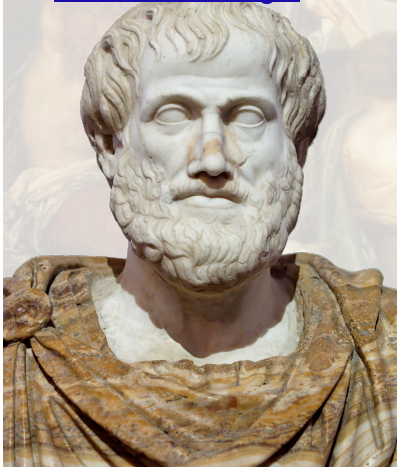The Father of Western Philosophy

Aristotle

Born: June 19, 384 BC,

Died: March 7, 322 BC,

More Biography

What Made Aristotle so Great?

Understanding Rhetoric

Fallacies in Logic

|	
Contributions	Balance Body & Mind Balance of Appeals Respect Logic
Take-Away	Establish common knowledge in order to have meaningful discussions Utilize logic & strategy
The Tool	The Unit presentation template

Anne Sullivan
Born: April 14, 1866
Died: October 20, 1936

The Take-Away

When we start with the familiar and personally meaningful, learning occurs more quickly and lasts longer

The Tool: The Opener/Notecatcher DCF Jigsaw Template
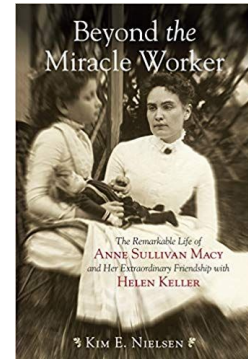
Jaime Escalante

Born: December 31, 1930

Died: March 30, 2010

LouAnne Johnson

Born: April 29, 1958

The Tool: The Project Notebook; CoMentor.org

The Take-Away:

Connect with every student--know their name, know their story. By helping them learn the value of hard work and teaching them to be competent in advanced skills, you will give them confidence to be successful in their lives.

The Take-Away:

Like Escalante, Johnson made intentional connections with every student. She insisted on teaching difficult material and encouraged students to believe in themselves.

Hanan Al Hroub

Born: March 6, 1972

Biography

Play to Learn

Twitter

Photo by user:Tarek - Own work, CC BY-SA 3.0, https://commons.wikimedia.org/w/index.php?curid=26033

The Take-Away:
    Incorporate as much play as possible into classes
    Compete against teacher or clock--never against classmates

The Tool(s):
    The Intro Game
    The Diamond Problem
    Review Games Students Love

How much agency do we need?

Probably more than we offer now...

[Survey Results](#)

As you go back to your classrooms, remember what matters most!

Link to this Presentation:
tinyurl.com/S2S2020

The Tools

CBs DCF Opener/Notecatcher

The Project Notebook

Unit Planning template

Diamond Problems

The Intro Game

The Unit Slide Show Template

Other Student Resources and Opportunities

CoMentor.org

Retired Teachers

Mentored Pathways

Colorado Technology Student Association

GT2 Summit--Growing Up Gifted "Un-Conference"
(April 25--Jeffco Ed Center)

Game Theory

Player Agency (consider in terms of your classwork!)

Education: Agency

How much Agency do games need?

The Illusion of Choice