IBSC Action Learning

VIRTUAL LEARNING ENVIRONMENTS

LINDA GIBSON-LANGFORD – TEAM LEADER

KAREN YAGER & ANDREW WEEDING – KNOX GRAMMAR

JEFF ADAMS – CRESCENT SCHOOL

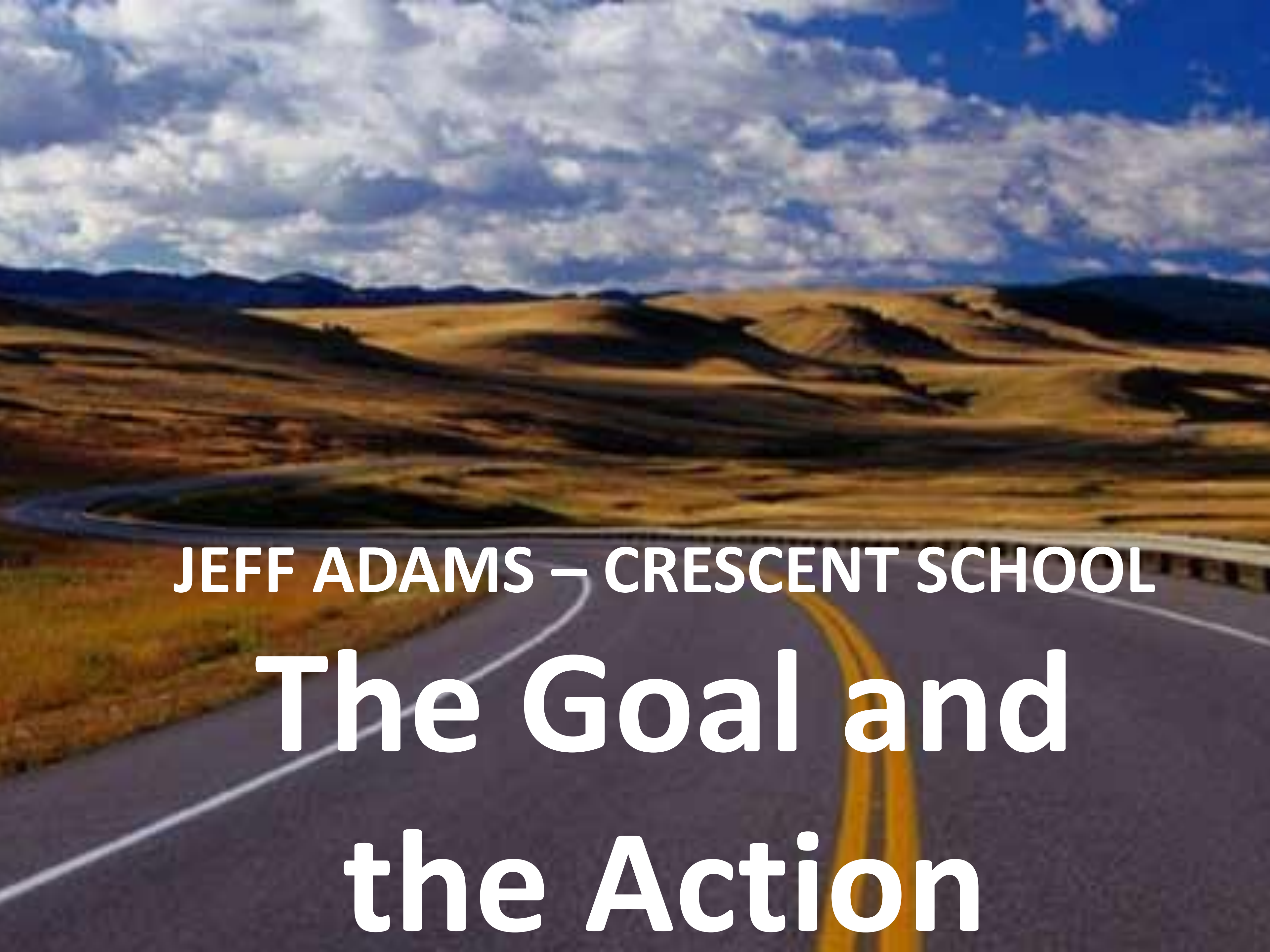
JOHN THORNBURG – ST JOHN’S NORTH WEST MILITARY ACADEMY

Whose learning?

'validating and authorising them to represent their own ideas, opinions, knowledge and experiences throughout education in order to improve our schools' (Fletcher 2005).

‘If we teach today’s students as we taught yesterday’s, we rob them of tomorrow’ John Dewey,

1859-1952.



JEFF ADAMS – CRESCENT SCHOOL

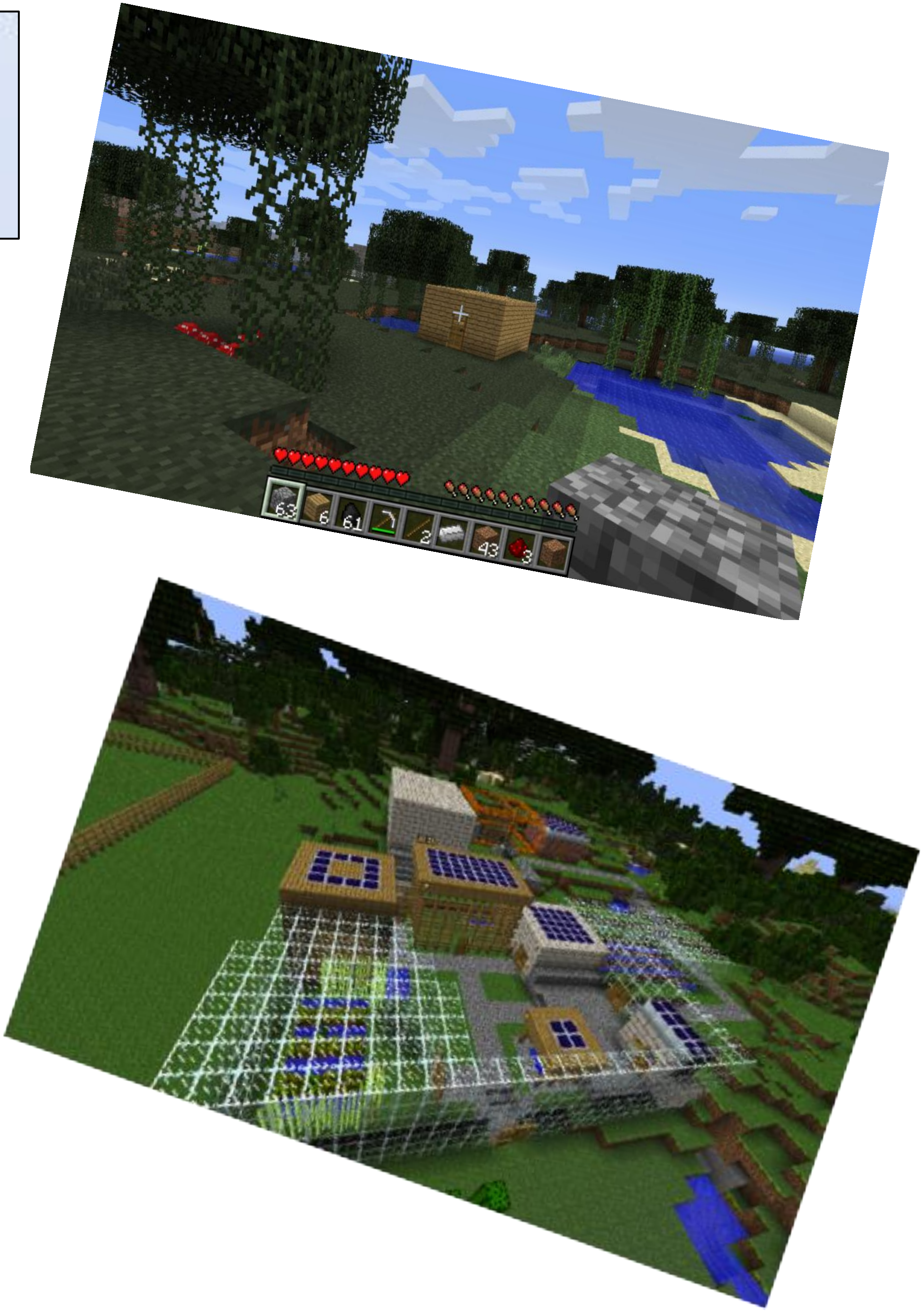
The Goal and the Action

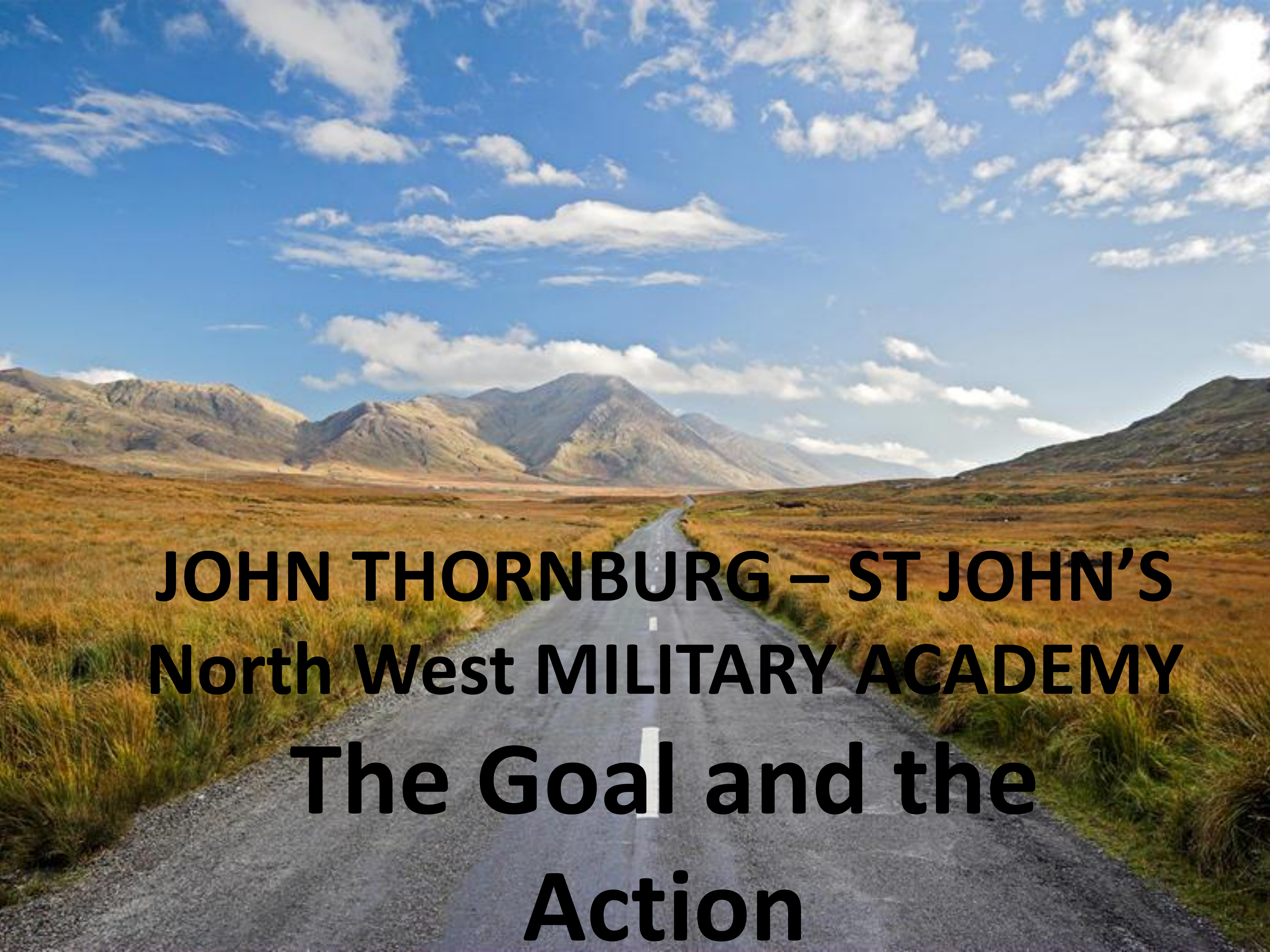
The Goal

- The effect that game-based learning has on engagement and performance
- *"the cutting edge is realising the potential of games for learning by building good games into learning systems…"* (Gee, 2005).

Action

- Seven year 7 Science/Geography classes – 80 students
- Summative task student designed
- Develop a digital sustainable city or world in any medium
- Model, reports and reflection assessed
- Data: Pre and post surveys, interviews and observations





JOHN THORNBURG – ST JOHN’S
North West MILITARY ACADEMY

The Goal and the Action

The Goal

- The effect of an online learning component on the relationship with his teacher.
- Focus on self-directed learning to engage the boys and develop autonomy

Action

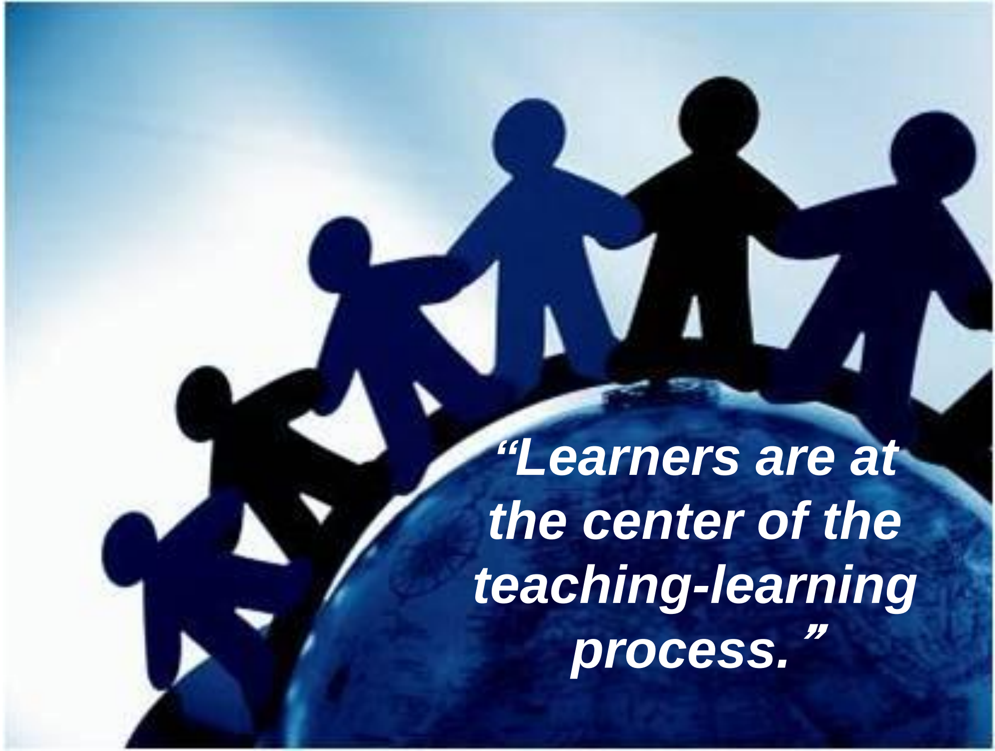
- Biology class – 12 boys
- Flipped learning model: learning resources online
- Discussion questions and activities linked directly to online learning resources

KAREN YAGER & ANDREW WEEDING – KNOX GRAMMAR

The Goal and the Action

Goal

- Whether online gaming had the potential to increase boys' engagement and foster creativity
- Creative and critical thinking, along with problem solving and risk-taking to become central to our pedagogy.
- *'development of a culture that values originality, active learning and invention'* essential for 21st century learning (Craft 2005**)**.



"Learners are at the center of the teaching-learning process."

Action

- 254 Year 8 boys in teams of three developing a low energy, sustainable city using *Minecraft*
- Inter-disciplinary task
- Data: Pre and post surveys, interviews and observations
- Deadlines and challenges
- Flip Learning model
- City design and a report

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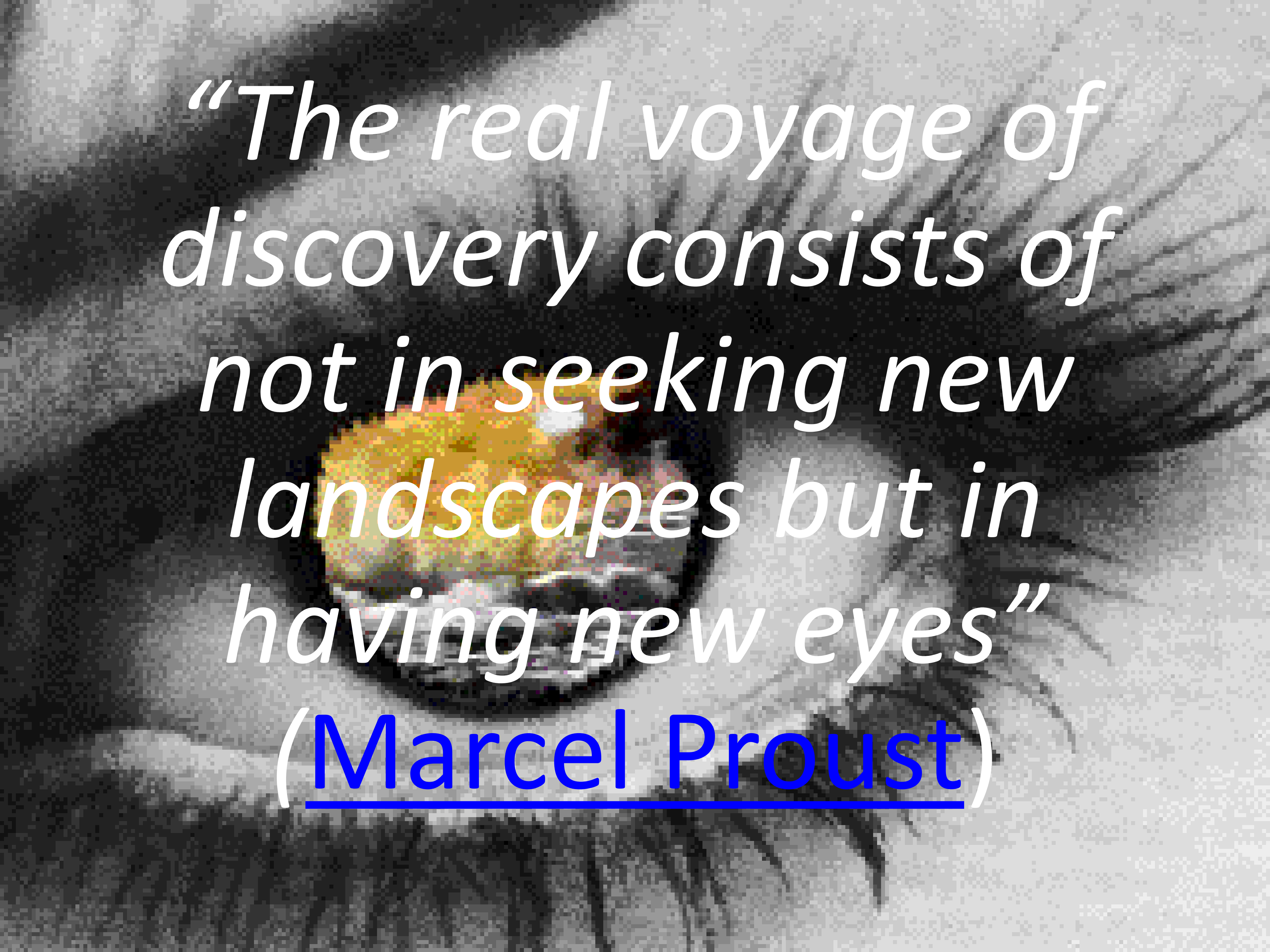
Why online gaming?

- *“Games offer a context for problem-solving with immediate feedback, and often involve social interaction that can reinforce lessons learned”* (2009, Salen)
- *"video games can stimulate learning of facts and skills such as strategic thinking, creativity, cooperation and innovative thinking, which are important skills in the information society”* (2009, Dutch Government report)."



“The real voyage of discovery consists of not in seeking new landscapes but in having new eyes”

(Marcel Proust)