Wind Chimes & Steel Footings: National Insights for Compelling Blended Learning Architectural Plans

A Presentation for the Colorado Blended and Online Learning Flipped Conference

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Today's Conversation Outline

- Brief Intro of John & TLA
- II. Blended learning trends from across America
- III. Competency-based progression: the chief difference-maker in blended learning
- IV. Measuring BL's impact, holistically
- V. Key elements of the next generation blended learning educator competencies

Trends & Insights from Across America

- 1. E-rate reform. \$2.5 billion being made available for connectivity.
- 2. Districts are becoming much more sophisticated in BL.
- 3. Boards and community members are becoming more involved.
- 4. BL shows resilience. Super & COOs departures but BL continues.
- 5. New roles, titles, and job descriptions are emerging.
- 6. Lots of additional implementation guides, blogs, orgs in the space.
- 7. Competency-based progression is emerging as a key component.
- 8. Districts are now seeing the opportunity to rethink measurement.

Competency-based Progression: the chief difference-maker in BL

(from CompetencyWorks & iNACOL)

- 1. Students advance upon mastery.
- 2. Competencies include explicit, measureable, transferable learning objectives that empower students.
- 3. Assessment is meaningful and positive.
- 4. Students receive timely, differentiated support based on their individual learning needs.
- Learning outcomes emphasize competencies that include application and creation of knowledge, along with the development of important skills & dispositions (non-cogs).
- 1. Competency's next steps in CO.

Measuring BL's Impact, Holistically

Framing – Why, Why, Why?

- How do we traditionally measure student achievement?
- Are historical approaches to measurement still sufficient?
- Might this be the right moment to shift what, and how, we measure?
- Why is it important to measure the elements we're proposing?
- How would this connect with PARC?
- Common district surveys vs. tools that produce valid & reliable results.

TLA's Measurement Tool

- How was thetool developed?
- The Logic Model: Inputs, Activities, Outputs, <u>OUTCOMES</u>, <u>IMPACTS</u>

The Mechanics

- Who?
- How?
- When?
- Next Steps (including how we might deploy this)?

Unique Elements of this Measurement Tool

- Solicits input from students, teachers and parents.
- Designed to produce valid and reliable results.
- Collects student-level demographic information.
- Invites reflections on school culture.
- Asks students to provide feedback on their teachers.
- Gathers data about the technology used (by teachers and students) including devices and software.
- Measures student's non-cognitive skills: grit, optimism, school work & interpersonal self-control, gratitude, social intelligence, curiosity, zest, and self-confidence.
- Measures teacher job satisfaction (Q12).

BL Measurement Logic Model's Definition of Terms

- Inputs: The context, resources, and local circumstances that affect implementation (and, ideally, program design).
- Activities: What the program is i.e. what is it that you "do" when you implement BL?
- Outputs: Counts of things affected by the program, # of students, # of teachers trained, # of schools implementing.
- Outcomes: Near-term expected effects of your activities.
- Impacts: Long-term goals/anticipated changes your activities aim to achieve.

TLA's BL Measurement Tool's Logic Model

	43 DE IVIC
Students2 Teachers2 Technology2	Implement BLIn? classrooms? (Flipped; Station? Rotation; Flex; A? La Carte; Or? Enriched Virtual)?
Parents? Districts?	Anchor student progression with competency-based performance measures
	Right The Student- to-device Tatio 2
	Deliver2 appropriate2web2 access3speed2
	Make Informed 2 software It hoices 2
	Conduct student- level, deacher-led data driven decision analysis.
	Support students transitioning Into BLE nvironments 2
	Conduct®weekly® student®oal® planning
	Provide delevant, delevant

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#BLEtlassrooms
#BL3tudents2
#BLateachers2
#Istudents Iswith I?
24/7@accessm
(device/2
broadband) 2
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More differentiated 2
personalized Instruction 2
Improvedstudentattitudes2
towards dearning 2
Greater student engagement 2
More dynamic classroom 2
learning experiences ?
More I argeted I eacher support I
for@ach@tudent@
Improved@technology-to-
student@ngagement@
Improved dechnology-to-
teacher@engagement@
Improved@parent@awareness@bf?
student@progress2
Better student deacher 2
experiences In BL environs ?
(compared 1 to 1 traditional 2
classrooms)2
Improved 3chool climate 2
Reduced@isk@bf@academic@
failuredesp.forthigh-riskgrps.)
Greater deacher understanding D
of students' attitudes down ards 2
learning@and@technology@
Increased@inderstanding@by2
students@bout@heir@ttitudes@
towardsItech I& Itearning I
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Improved? academic@mastery@ (via@competencybased@progression) 2 Improved@noncognitive student ? skills:@rit,2 optimism, school 2 work2&? interpersonal selfcontrol, gratitude, 2 social intelligence, 2 curiousity, 2 est, 2 self-confid nce2 Improvedstudent? well-being? Improved@teacher@ jobsatisfaction? (employee? engagement) 2

Blended Learning Educator Competencies

(from Beth Rabbitt @ TLA, iNACOL & Michigan Virtual University)

- Iterative development process – informed by research, practice, experts.
- Intended as starting point to help define the challenge and organize resources and supports.
- Focused on most critical competencies for success, building on foundation of great teaching.



Mindsets

New Vision for teaching and learning

- 1. Shift from teacher-led to student-centered.
- Collaborate with various stakeholders.
- 3. Create flexible, personalized, data-driven environment.
- 4. Model growth orientation.
- 5. Entrepreneurial spirit, creativity, imagination, drive.

Orientation toward change and improvement

- Embrace change and model for others.
- 2. Change in response to students' needs.
- 3. Embrace uncertainty & ambiguity.
- 4. Model and encourage others to be independent, self-directed learners.
- 5. Demonstrate self-renewal, innovation, vitality in teaching profession.

Qualities

Grit

- 1. Persevere toward ambitious educational and professional goals.
- 2. Maintain and model persistence, optimism and confidence to resolve issues.

Transparency

- 1. Openly and frequently share successes, failures and challenges.
- 2. Look objectively at results both positive and negative, and help others in this process.

Collaboration

- 1. Balance individual initiative with teamwork.
- 2. Proactively seek to learn from and with others.

Adaptive Skills

Reflection

- 1. What's working/what's not working & identify plan of action.
- 2. Collaboratively, transparently, and proactively seek feedback for continuous improvement.
- 3. Apply lessons and takeaways about their own experiences as learners.

Continuous Improvement and Innovation

- 1. Engage in problem solving through continuous planning, designing, testing, evaluation, and re-calibration of teaching methods.
- 2. Use technology creatively and purposefully to work effectively and efficiently.
- **3. Communication**Connect learners to sources of information beyond the classroom teacher and textbook.
- 4. Establish and maintain open communication channels, online and in person, with students, educators, and other stakeholders to support student learning.

Technical Skills

Data Practices

- 1. Use qualitative and quantitative data.
- 2. Assess student progress against standards, goals and outcomes.
- 3. Use multiple sources of data.
- 4. Enable student ownership of data.
- 5. Evaluate technologies, tools and instructional strategies for effectiveness.

Instructional Strategies

- 1. Provide content based resources.
- 2. Provide resources to demonstrate mastery.
- 3. Create customized learning pathways.
- 4. Individualize content and strategies.
- 5. Create pedagogical approaches aligned to content and online collaboration.
- 6. Design and deliver valid and reliable assessments, projects and assignments.

Instructional Tools

- 1. Use learning management system and/or other online collaborative tools.
- 2. Demonstrate skill in evaluating and selecting effective materials, tools, etc.
- 3. Provide assistive technologies to facilitate learning.

Questions, Comments, Discussion