Lessons Learned from (Co-Lab)orating across Schools

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AI Co-Lab

OVERVIEW TIMELINE FOR N & M

- 10-15 min overview - slides 1-11
- 20-25 min explore
- 10-15 debrief

What is Co-Lab?

AI Co-Lab Mission

** Also please peruse our
Guiding Values and Best Practices

We believe **teachers need hands-on exploration** with AI tools in order to leverage AI for **pedagogically sound** teaching and learning. This Co-Lab provides space for collaboration as teachers explore how to interrogate the **power**, the **potential**, and the **pitfalls** of AI use in our classrooms.

Both timely and applicable, this style of professional development **centers classroom educators** and **empowers teachers to learn and act**. This group generates solidarity among its members as they take findings back to their respective schools.

AI Co-Lab

A Typical Co-Lab Cycle

Step 0: Badass educator designs a guided exploration with context and specific prompts to try

Step 1: Recorded Zoom - Introduce the Exploration

Step 2: Over 2 weeks, Independently - Do the work!

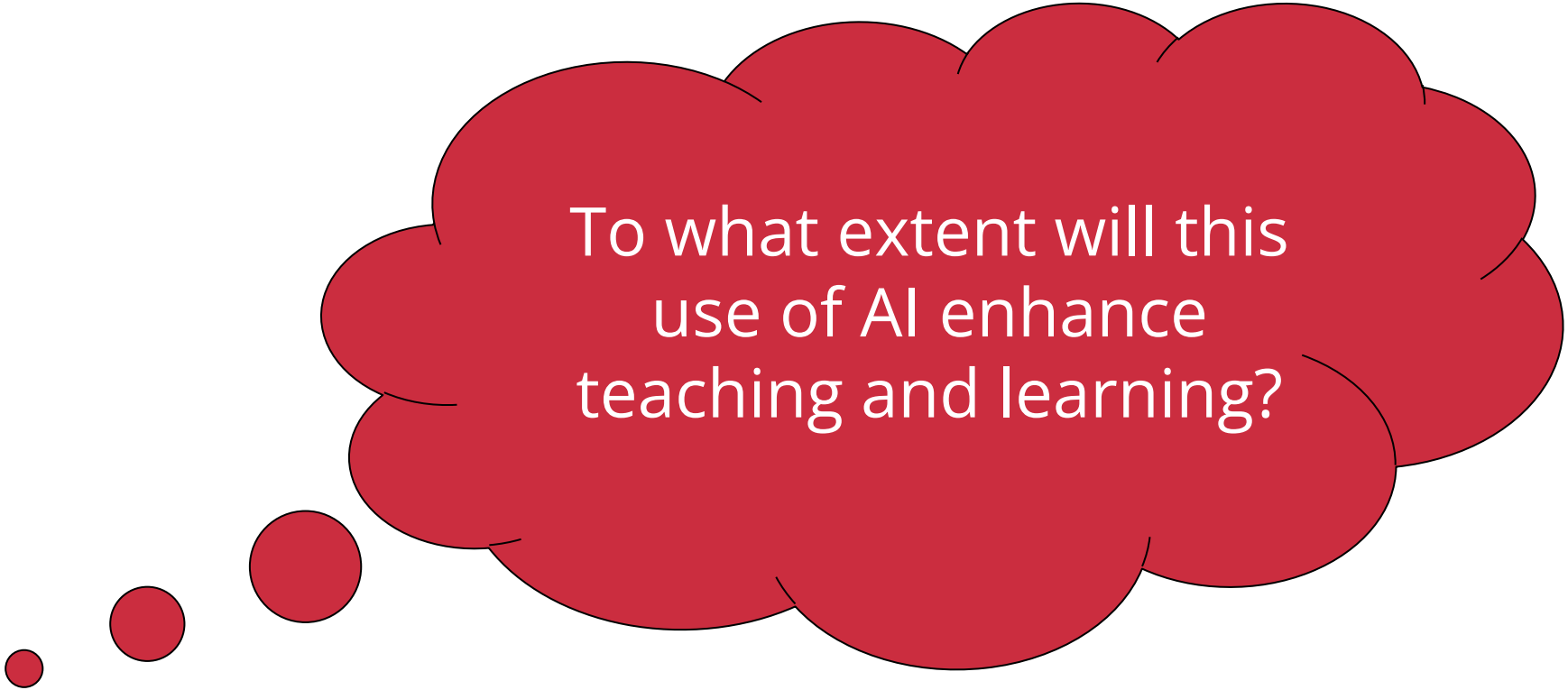
Step 3: Zoom Call to (CO-LAB)orate

(Ned's fav) Co-Lab exploration Prompt Example

You're a talented and creative instructional designer with a deep knowledge of game-based learning. Please help me, a [level] [subject] teacher design a game for one of my academic units by asking me a series of questions based on the steps below like: 1) student motivation, 2) learning objectives, 3) game structure, 4) game mechanics, 5) accessibility & differentiation, 6) creativity, and 7) assessment & feedback. I want the game to be engaging, inclusive, creative and aligned with my goals. Start by asking what motivates my students, and then walk me step-by-step through a structured process to build the game using clear options, examples, and suggestions. At the end, summarize the game idea and suggest any helpful tools or templates I can use to implement it.

STEP 1: Student Motivation (What skill or concept are students mastering?)
STEP 2: Learning Objective & Content Fit (What skill or concept are students mastering?)
STEP 3: Game Type & Structure (What kind of experience are you building?)
STEP 4: Game Mechanics (What are the rules, actions, and incentives?)
STEP 5: Accessibility & Differentiation (Can every student participate and grow?)
STEP 6: Creative Frame / Story World (If your students were characters in a story, who would they be and what would they be trying to do?)
STEP 7: Feedback & Assessment (How will students and you track learning?)

Guiding Question



You just keep coming back + *stepping up!*

Sept: AI for Lesson Design Nate Green (Sidwell) + Nick Zufelt (Andover)

Oct: AI as Tutor/AI as Student Nick Zufelt (Andover) + Rachel Sopko (Kent)

Nov: AI for Metacognition Seth Battis (Groton) + Sarah DuBeau-Farley (Thayer)

Jan: AI for Differentiation/Personalization Kelly Enright (VMS) + Ryan Farrington (Tabor)

Feb: Discipline-Specific Explorations (I) 10-person team led by M. Russo Rodríguez (SM)

Mar: AI for Feedback Nick Zufelt (Andover) + Rob Gamble (St. Andrew's Episcopal School)

April: AI for Research Nate Green (Sidwell) + Melissa Poole (St. Paul's School)

May: AI for Engagement Josh Lake (Pomfret) and Steve Armandt (Sidwell)

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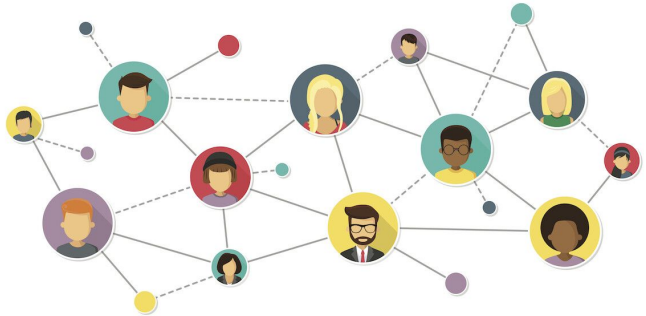
Why is this different from other PD?

“Co-Lab is the best kind of PD: practical, collaborative, interestingly engaging a novel tool, and supportive.

Whether AI revolutionizes the classroom, genuine engagement with other seasoned teachers always will.”

Why? (*Maureen and Ned's take-aways*)

- Collective discussion → best ideas
- Solidarity + Accountability = pushes us to do more than just "scratch the surface"
- Network of people "in the trenches"



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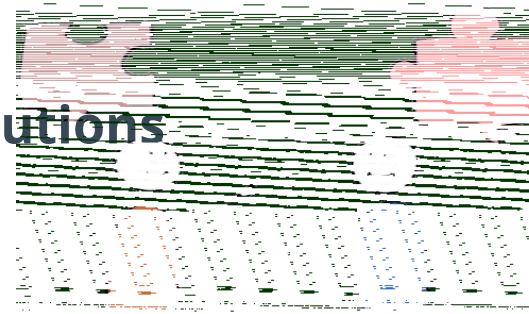
Who? What ? *When? WHY?*

13+ explorations since Sept 2024

Designed by 25+ educators in collaboration

- Most of us never met before Co-Lab!



350+ participants from over 110+ different institutions

- Yes. We can't believe that either. But here we are.

Leadership team hails from 25+ different schools

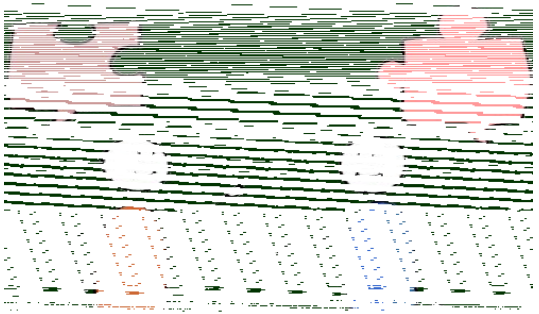
- In leadership roles and designing explorations

IN OUR *FREE TIME*!!!!!!!!!!!!!!!! (REALLY!)

Show, Don’t Tell - Let’s Go to (CO) Lab!

Worktime for 25 minutes on either AI for Differentiation or AI for Engagement

Be prepared to share some Ahas and AI Fails



Activity Overview

Differentiation

Personalization

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Reflecting on the Exploration

Discussion Focus: What did you learn in your exploration and in reviewing the submissions from other Co-Laborators?

"Aha" Moment - What from this exploration could you do tomorrow with your students?

AI Fail - What limitations or challenges did you come across?

Fav AI Moment - Which prompt was more useful to you and why?

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Exploration Applications

Discussion Focus: What foundational knowledge might teachers need to effectively use the Differentiation and Personalization Prompt?

AI Literacy - What might teachers or students need to **know about AI** (e.g understanding AI, AI skills, etc.) to effectively engage with AI in this way?

Content - What might teachers need to consider when using AI for **differentiation and personalization** in order to use AI effectively in this way?

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Examples of Co-Lab Norms

Be Co-LAB-orative!

- Share airtime
- Ask for clarification
- Practice active listening

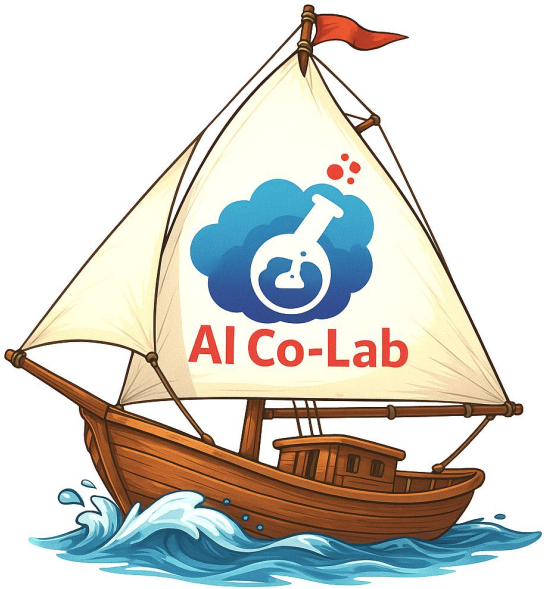
Engage in the process

- Complete the exploration
- Center teaching and learning in your discussion

Commit to curiosity

- Create space to grapple with complex questions & know none of us have all the answers!

S[AI]L with us this Summer



Co-Lab Summer AI Learning Program

June 18 - Intro to SAIL Call - 3pm ET

July 10 - Teacher Focus Collaboration Call

July 31 - Student Focus Collaboration Call

Sign-up with a cohort from your school!

Melissa Battis (*Greenhill*),
Diana Curtis (*Webb*)

Where to find us this summer!

Loomis AI Symposium (6/3) - Ron Spalletta (St. Mark's) Rachel Sopko (Kent), Ned Heckman (LC), Melissa Poole (SPS), Steve Armandt (Sidwell)

St. Louis MICDS - STLinSTL Co-Lab Presentation (6/5) - Josh Lake

Pomfret School - 5 Day AI Summer Grauer Institute (6/16) - Josh Lake

SAES Festival of Edu (10/4) Nate, Rob Gamble (SAES)

SAIS (10/20) - Diana Curtis and Miller Callaway (Webb)

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