ISTELive 23

Book Study as Gamified Professional Learning

Tuesday, June 27, 2023

ISTELive 23

Dr. Ruth Okoye

@moreruckus2
Virginia

ISTELive 23

Karen Streeter

@HowlingMonkey2
Virginia

This session is brought to you by:

TeachersFirst

- Classroom Resources
- Professional Learning
- MySciLife

Resources for Today's Session

Complete the form with your name & email for access to the slide deck and a few extras that we'd love to share with you.

https://bit.ly/3NcSCjJ

Book Study Purpose

TECH IMPLEMENTATION

The purpose of the study is to increase educator capacity to implement technology integrated strategies.

CONTENT FOCUS

We change the content focus depending on the text chosen.

CONVERSATION

Online conversation makes this a flexible offering allowing educators to join in when they can.

We center the study around conversation that is both academic and professional.

Book Study Conversation Formula

1 ACADEMIC

How we learn concepts and acquire new vocabulary. We can use sentence stems if necessary. Helps us understand the content.

2 PROFESSIONAL

Drawing on prior knowledge we offer one another constructive feedback using evidence and/or reflection to help one another grow.

3 TOGETHER

This allows us to test ideas and solutions, identify effective practices, and develop actionable knowledge for moving our practice forward. The combined approach prepares us to take on new things a little faster. Which helps implementation.

- Accountability
- Growth
- Synthesis
- Feedback
- Community

Professional Conversation

Feedback

FEEDBACK
THREE TYPES

Helping participants understand that there are three types of feedback is central to the study. What we need to grow is feedback as coaching not appreciation. Also an understanding that coaching is not the same as evaluation.

FEEDBACK AS COACHING

What we need to help each other with is fine tuning our skills, increase knowledge and get a better understanding. this helps us all grow.

Why Gamify a Book Study?

1 ENGAGEMENT

Gamification can energize something that is usually seen as a boring task. It can keep participants better engaged.
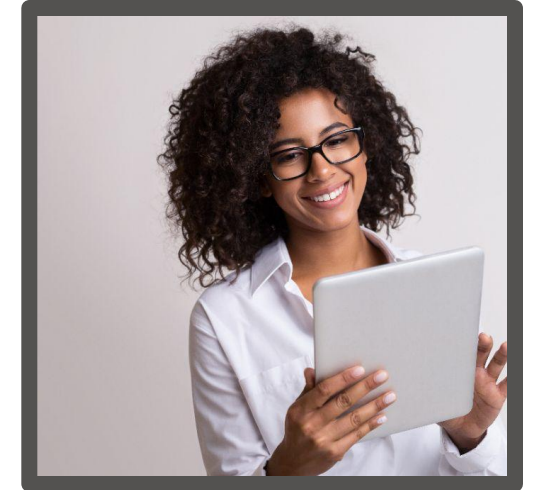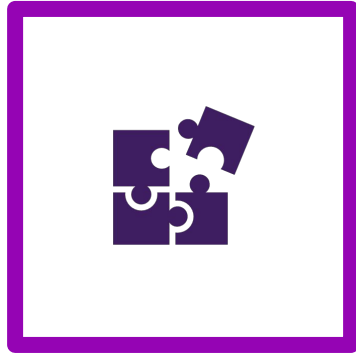
2 CHOICE

Gamifying the book club gives participants choice. It allows them to choose how much effort they want to put towards understanding the content.
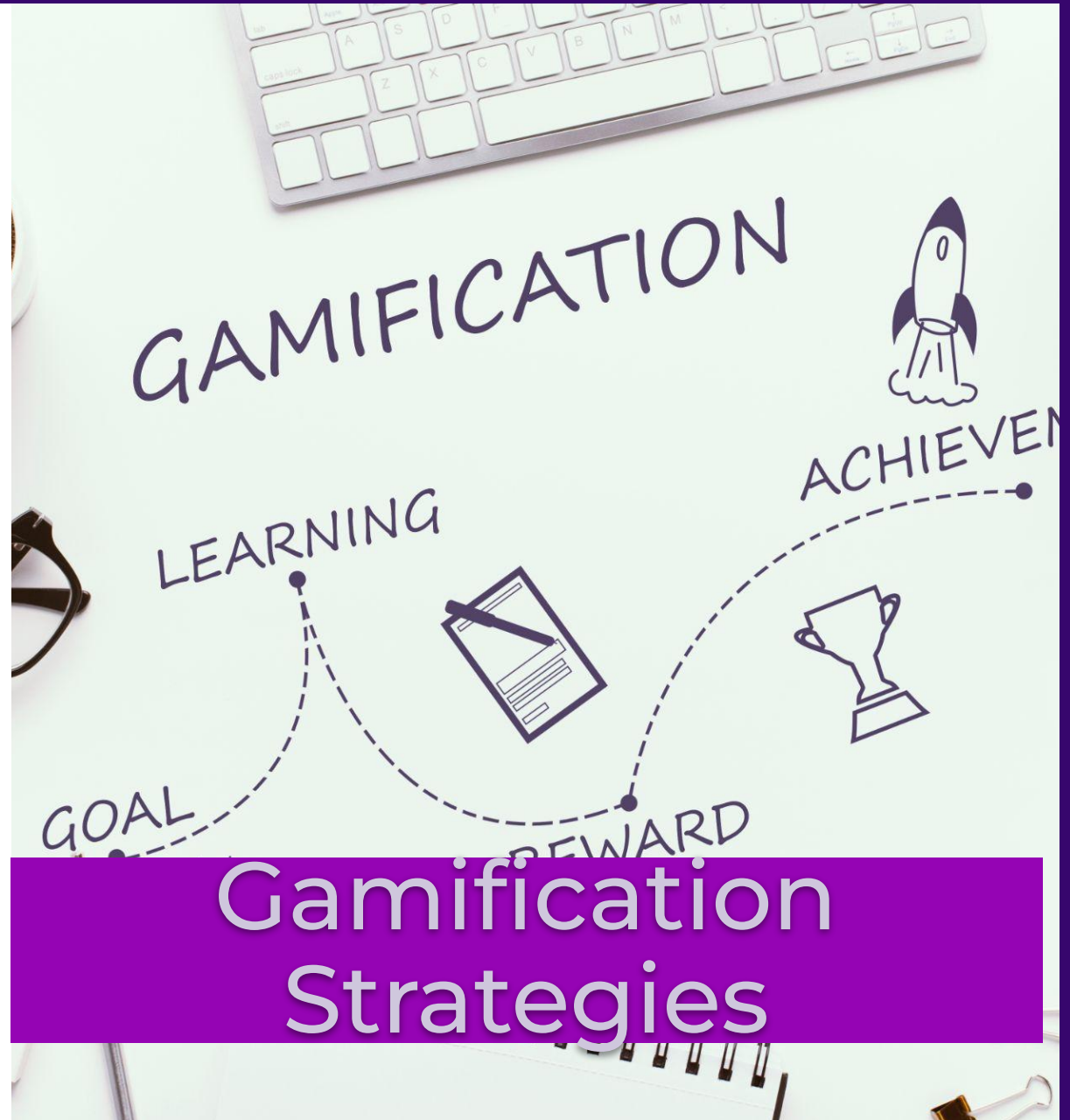
3 COMMUNITY

When you have more participants engaged and participating with enthusiasm, it builds a sense of community. The "we can do this" thought and feeling is catching. It becomes how the community functions.

- Points
- Badges
- Challenges
- Pop-Ups

Gamification Strategies

Required Items

- Higher Point Level
- Discussion
- "Read it" Challenge

Weekly Participation

READ

DISCUSS

REFLECT (Challenge)

APPLY (Badge)

Pop-ups for points: Randomly scheduled check-ins with a tech coach. Usually focused on a particular tool or strategy mentioned in the text.

Getting CEU Credit

- All required activities completed

- Minimum point threshold reached

- Attended opening and closing meetings

Q & A

Thank you for joining us!

Resources for Today's Session

Complete the form with your name & email for access to the slide deck and a few extras that we'd love to share with you.

https://bit.ly/3NcSCjJ