# Minds On Learning

By Jake Whiddon



# Who are you?



## Who am I?





Learner Autonomy

/dzeik 'widən/

China, Thailand, Cambodia, Japan, Korea, Myanmar







**15** 



## What are we doing today?



The 4 Pillars

Active "Minds On"

Educational Apps



# But first.....let's play a game







How **engaging** was the activity?

How much **thinking** was needed?

Was there any **meaningful** learning?

Was there any **social interaction**?







## Dr Kathy Hirsh Pasek

# What are the 4 Pillars of the Science of Learning?



A\_ti\_e Lear\_in\_ M\_\_n\_\_gf\_l Learning

Eng\_\_\_\_ment in the L\_\_\_ning Pro\_\_\_\_

S\_\_\_al Int\_\_\_ction



Active Learning Meaningful Learning

Engagement in the Learning Process



Active Learning Active learning means that the learner plays an active "minds-on" role in knowledge building activity.

Engagement in the Learning Process



**Engagement** means the ability to **stay on task** without distraction. Engagement is reinforced by **extrinsic and intrinsic motivation,** meaningful feedback, and with few unimportant interruptions that do not enhance the overall learning experience.

Engagement in the Learning Process



#### Engagement

Does the activity keep the student on task?

What percentage of adults can text and drive

effectively without experiencing cognitive

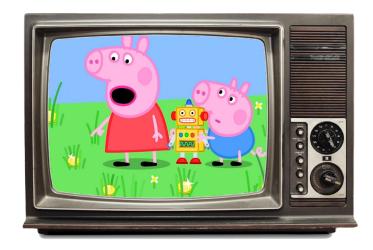
overload?





## Engagement is about keeping student on task

Distraction is the enemy of engagement





In educational apps...

## we avoid distractions and keep learners on task though short motivating activities











## A balancing act between active & engagement





Active Learning Meaningful Learning

Meaningful learning allows the learner to connect new material to existing knowledge and experiences while having a purpose to apply what they have learned.



## **Meaningful Learning**

"People who learn to **extract the key ideas** from new material and organize them into a **mental model** and **connect that model to prior knowledge** show an advantage in learning complex mastery" Brown 2014

In other words.....connect personally to the learning!



#### **Meaningful Learning**

**Rote Learning** leads to a shallow understanding of new language

Setting contexts
Personalizing
Opinion questions
Relevant topics
Culturally specific



Active Learning Meaningful Learning

Social interaction allows the learner to interact with others, in high-quality ways, around the learning experience to apply knowledge and gain meaning.



#### **Social Interaction**

Nine month-old infants **succeeded in learning** only when this task included the presentation of a face looking at the stimuli to be learned and a voice saying,

#### "Hi, baby, look at this!"

They failed at the same task without this support

(Wu, Gopnik, Richardson, & Kirkham, 2011).





#### **Social Interaction**



According to **Vygotsky** the **social dialogs** preschoolers engage in are **crucial** for advancing their **cognitive development.** 





#### **Social Interaction**

In fact, when social interaction was established in an electronic format (i.e., via Skype or a similar live video chat program),

children **learned equally well** from a real person and a "digitally live" on-screen interaction (Roseberry et al., 2014).





Active Learning Meaningful Learning

Engagement in the Learning Process



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Engagement in the Learning Process



cat

d\_g

r\_\_b\_t

hare

z\_b\_\_

h\_rs\_

ch\_p\_zee bonobo



cat dog

C

cat

d\_g

rabbit hare

rse

r\_\_b\_t

hare

zebra horse

aaba

z\_b\_\_

h\_rs\_

chimpanzee bonobo

ch\_\_p\_\_zee

bonobo



If adults are presented with a word pair in which one of the words has a few letters missing and are asked to generate the full word, they will remember the pair better than if they passively read it

(Hirshman & Bjork, 1988)





Another study examined college students who were instructed to learn material with the expectation of teaching it to another student.

(Benware & Deci, 1984)

Having to teach puts students in a more active, minds-on mind-set for learning the material.

"subjects who learned in order to teach were more intrinsically motivated, had higher conceptual learning scores, and... were more actively engaged...than subjects who earned in order to be examined"





When 5- to 6-year-old children **actively** manipulated an object while hearing a new label and then heard that label again, motor areas of their brains were more likely to be activated upon subsequent viewing compared with when they were only allowed to passively watch an experimenter manipulate an object (James & Swain, 2011).





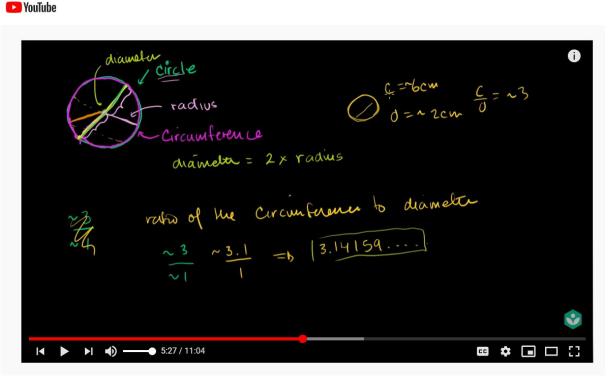
Drawing the chemical reactions after the experiment

Students who drew outperformed those who only did the experiment





Students who stop, start, rewind, and repeat videos do better than those who just watched the video passively





#### Active learning also benefits vocabulary learning.

When 3-year-old children **figured out** the referent of a novel label through a **process of elimination**, they **showed better retention** of that label than children who were explicitly and directly told the label (Zosh, Brinster 2013)







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#### **Minds Off**

Minds On

Using a video **CLIL** 

Peer teaching

Drawing new words

TBL

Taking notes
Doing a puzzle



Flashcard Drills

Tapping on a tablet

A gap fill

Minds Off

Peer teaching

Doing a puzzle

Minds On

Tapping on a tablet

**Flashcard Drills** 

A gap fill

Using a video

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Taking notes

CLIL TBL



#### In Apps

Are they just swiping or tapping?

**Minds On** learning implies the activities require a level of thinking or intellectual manipulation

Tapping something continuously is "Minds off"

Moving a piece of a puzzle would be "Minds on"



#### One more thing to add.....





#### **Scaffolded Exploration**

"Scaffolding is a pedagogical structure that helps guide children to accomplish a task that would not be able to accomplish by themselves"

Wood, Bruner, & Ross, 1976

**Direct instruction** appears to do better than just **free play** 

And..... **Guided Discovery** with an adult results in better learning overall



#### **Scaffolded Exploration**

For certain types of apps, external scaffolding can transform children's experience from relatively haphazard poking and swiping to a guided exploration of age-appropriate content.



## So....let's look at some apps





	Active	Engagement	Meaningful	Social	Scaffolding
High					
Med					
Low					



#### **Toca Hair Salon**



	Active	Engaging	Meaningful	Social	Scaffolding
High					
Med					
Low					



#### **Toca Hair Salon**



	Active	Engaging	Meaningful	Social	Scaffolding
High					
Med					
Low					



### **Phonics App**



	Active	Engaging	Meaningful	Social	Scaffolding
High					
Med					
Low					





	Active	Engaging	Meaningful	Social	Scaffolding
High					
Med					
Low					







	Active	Engaging	Meaningful	Social	Scaffolding
High					
Med					
Low					





#### **Kids Coding**

	Active	Engaging	Meaningful	Social	Scaffolding
High					
Med					
Low					





# All of this applies to our classrooms too! studycat

#### Who can remember?



Active Learning Meaningful Learning

Engagement in the Learning Process

Social Interaction





# Is it possible to future-proof education for young learners?

Thursday 27th August
1pm - UK 8pm - HK 8am - NY

studycat.com/forum/summitfutureproof/



**Dr. Adam Black** Data Expert



**Dr. Katarina Gospic**Neuroscientist



Carl Wantenaar ELT Publisher



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