Barriers in the Curriculum: Teachers as Designers

Webinar November 26th 2018

Introducing the Presenters



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Options for Today



Options for Perception:

Large Projection

Website

http://bit.ly/UDLBarriers



Options for Action and Expression:

Raise a hand, write in the chat, tweet #CASTPL or #udlchat

Stand, Sit, Walk, Stretch



Tools Needed for Expert Learning:

Fidgets, Post-its, note taking device.









Goals:

Strengthen the concept that the barrier is in the curriculum or environment.

Practice Journey Mapping as a tool for identifying barriers.

Distinguish different roles of the teacher.

Your Own Context

What is most exciting in your classroom right now?

What are you most concerned about in your classroom?



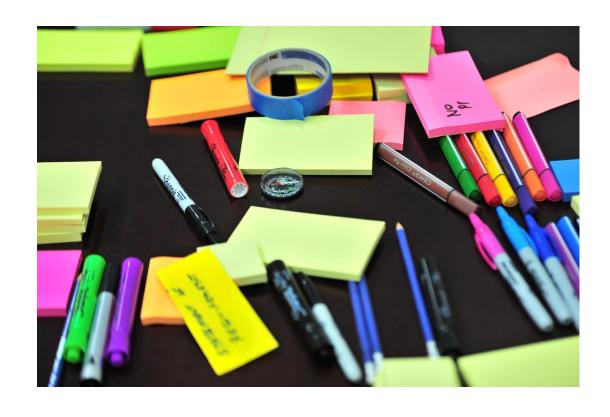






Your Goal

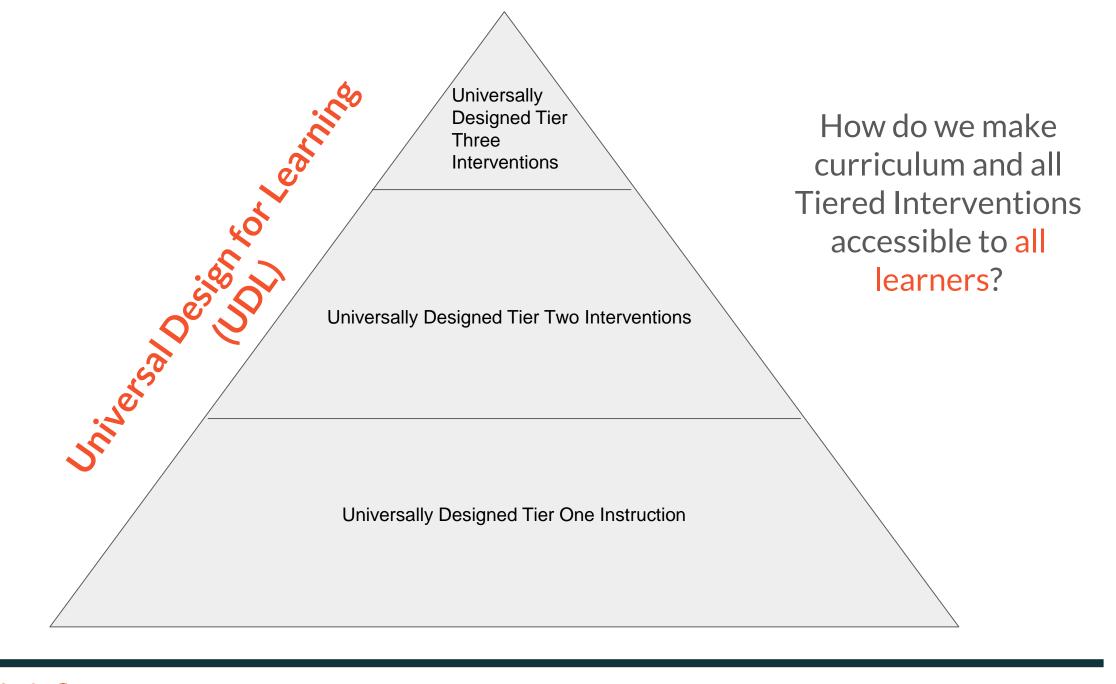
What's your goal for your classroom today?









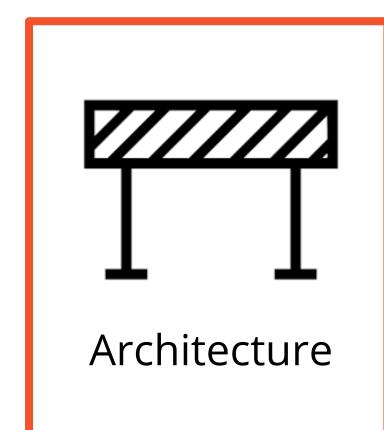








Review The UDL Core Concepts



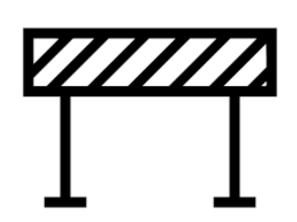






Guidelines

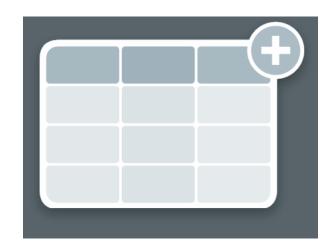
Review: The UDL Core Concepts



The Barrier is in the Environment

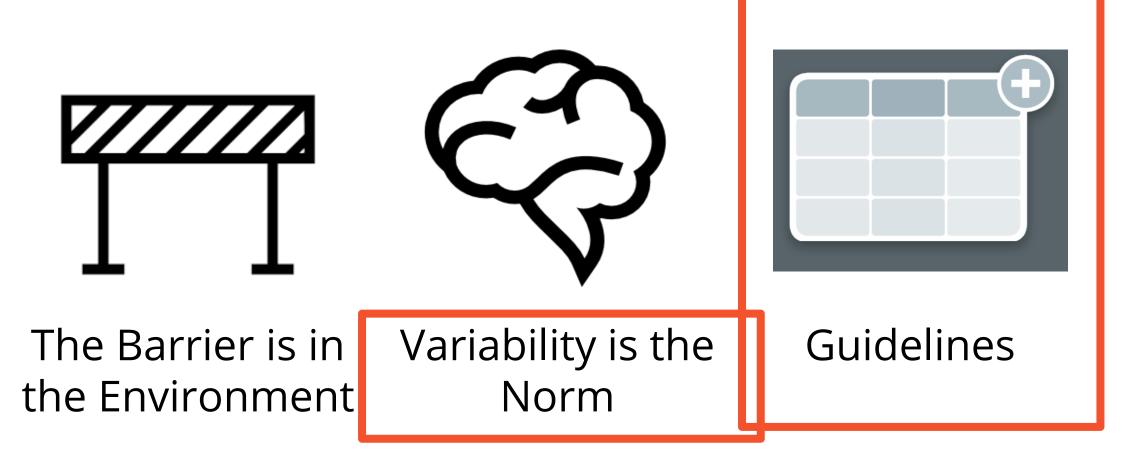


Neuroscience

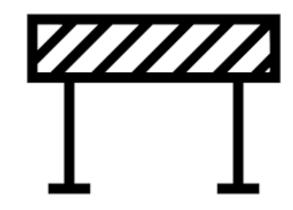


Guidelines

The UDL Core Concepts



The UDL Core Concepts



The Barrier is in the Environment



Variability is the Norm



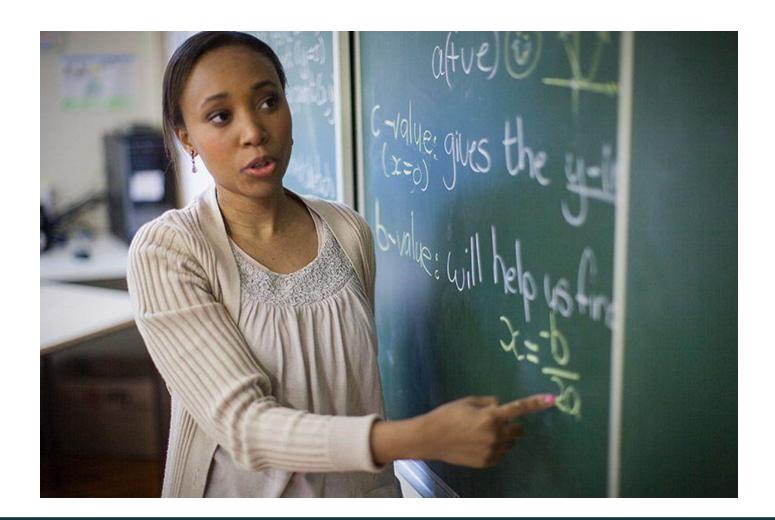
The Goal is Expert Learning

Design thinking

Design Thinking Video

http://bit.ly/IDEODesignThinking

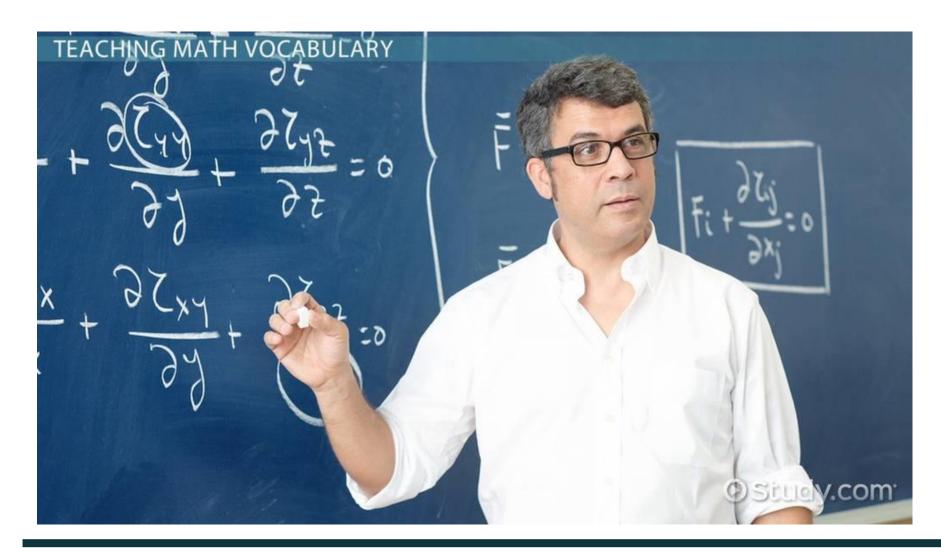
"[Design is about] creating better versions of the future"

















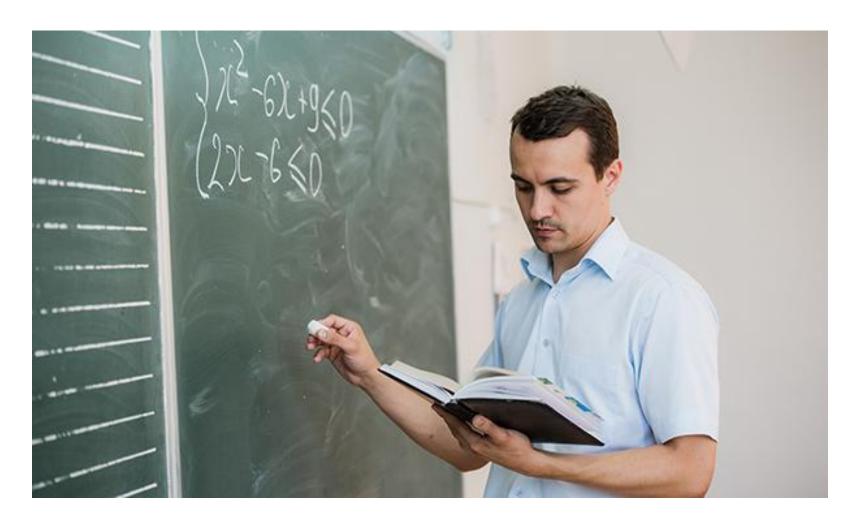




















Teachers around the world













Teachers around the world



















The Myth



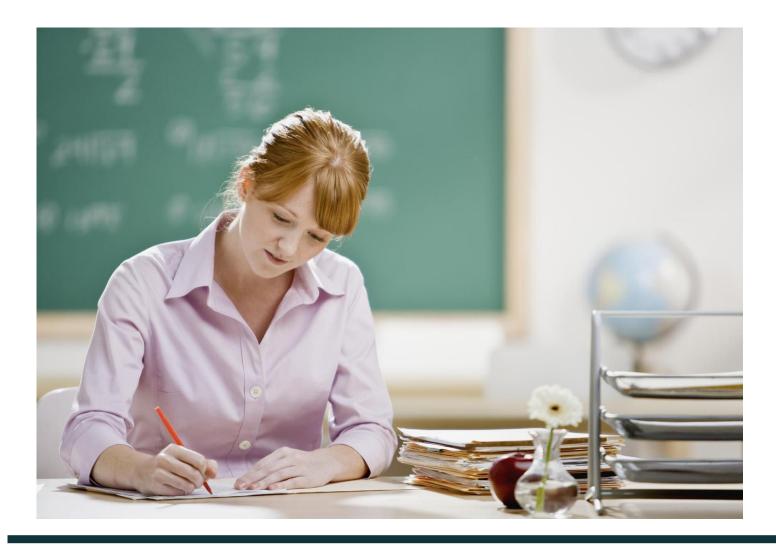








Images of teachers - Planning



Images of teachers - Collaborating









Images of teachers - Grading







Three roles of the teacher

- Instructor
- Coach
- Designer

Teacher as Instructor

- Give Information
- Give directions
- Provide context
- Manage classroom



Teacher as Coach

- Inspire
- Motivate
- Monitor
- Give feedback
- Redirect









Teachers on design thinking...

Design Thinking For Educators

http://bit.ly/DesignThinkingforEd

Teacher as Designer is...

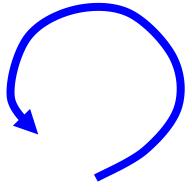
- Goal directed
- Intentional



- Guided by principles and research
- Always brainstorming new ideas



- Proactive
- Flexible
- Learner centered
- Guided by empathy and understanding of learner experience
- **Iterative**
- Reflective
- Always seeking feedback
- Engaged in an ongoing improvement



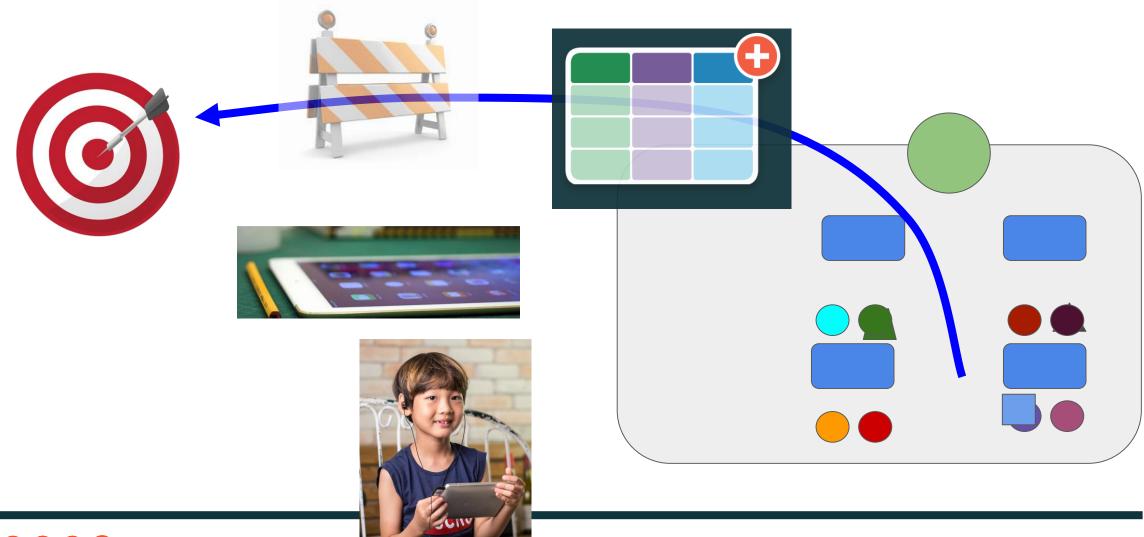








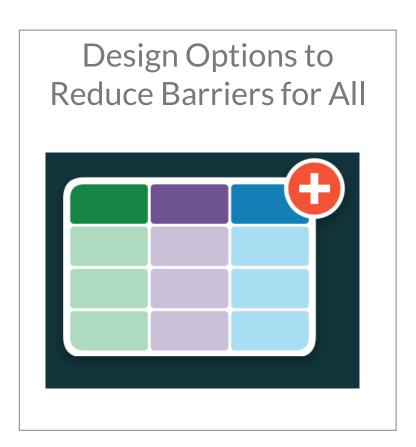
Teacher as Designer thinking...



UDL: The Process

Set Clear, Rigorous, Relevant Goals



















Car Design

Curriculum Design

Car Curriculum / Learning environment

Driver Learner

Driving experience Learning experience

Car designer Teacher as designer

Destination Learning goal

Route Means / instructional method / options

Deer in the road Unpredictable learning environment

Driver's Ed Classroom Instructor Teacher as instructor

Driver's Ed Car Instructor Teacher as coach













Designing classrooms and cars





Where do we focus our attention?

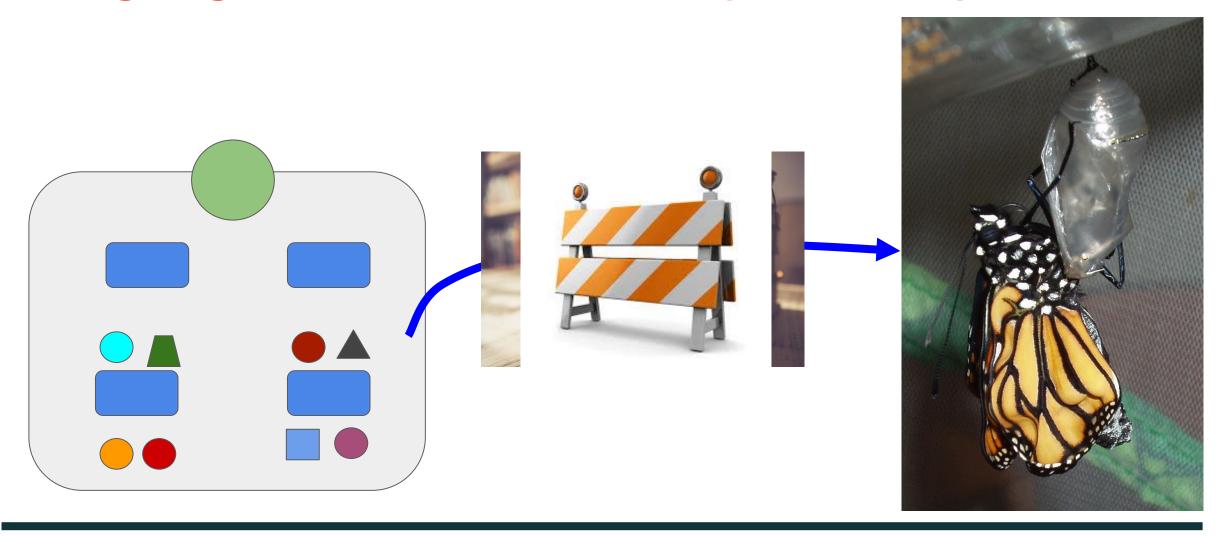








Designing a lesson about butterfly metamorphosis





Designing a lesson about butterfly metamorphosis









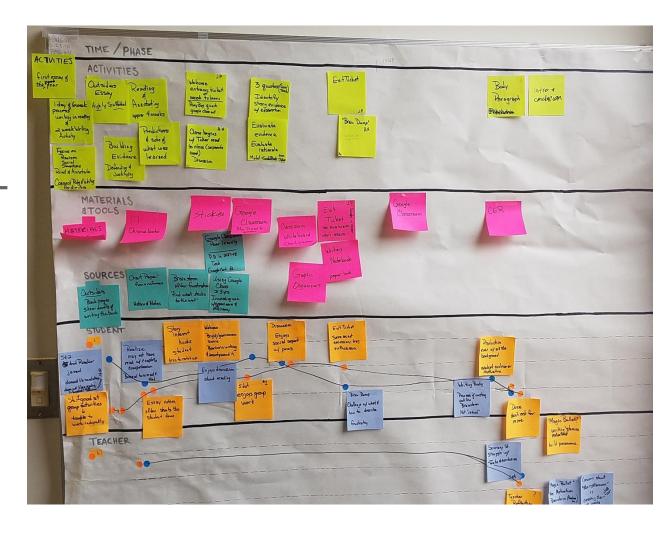




Journey Mapping

Journey Mapping Instructions
http://bit.ly/JourneyMappingUDL

Journey Mapping Template
http://bit.ly/JourneyMapTemplate



Three Phases of UDL

Setting Clear, Rigorous Goals





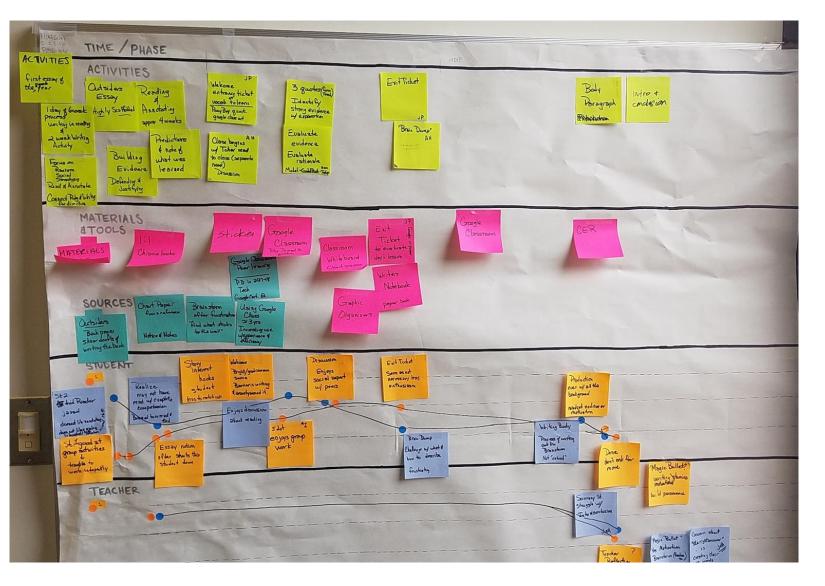








Journey Mapping - What is it?



Visual experience map

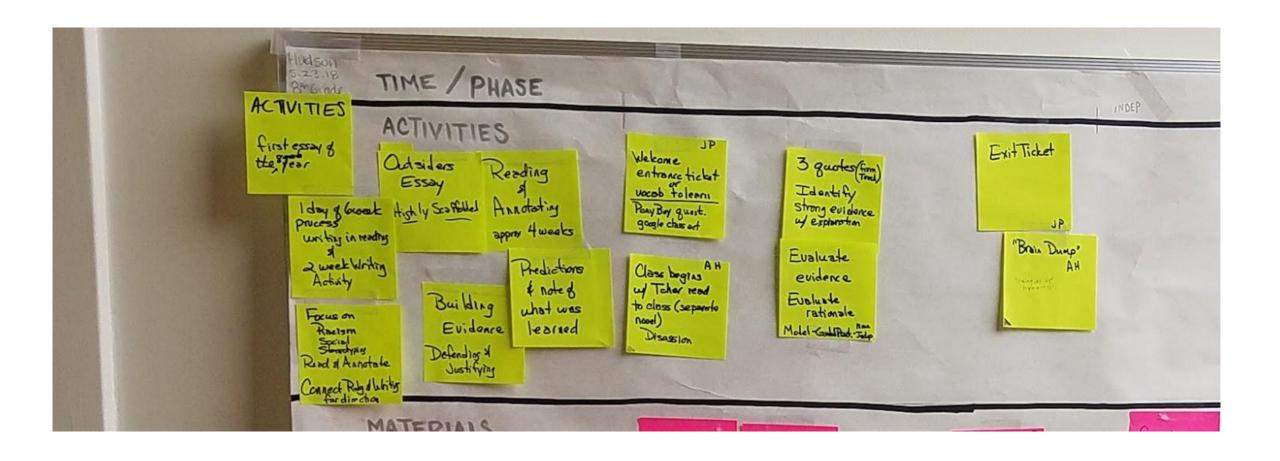
2 Ways to Use It

- Proactively
- Retrospectively

Journey Mapping - What is it?

Create a detailed map activities

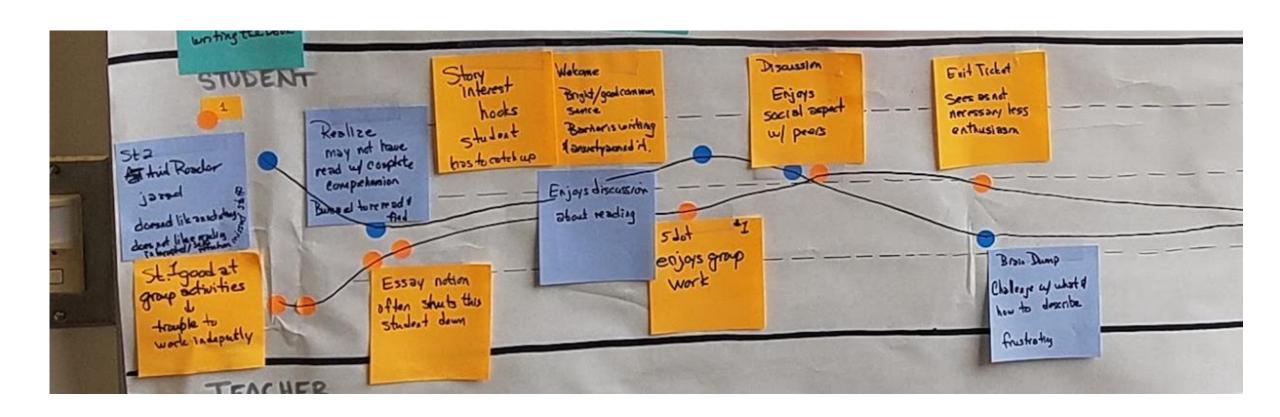
Activities - What's happening



Journey Mapping - What is it?

- Create a map of activities
- Put yourself in the user's shoes
- Anticipate or record the emotional experience of users

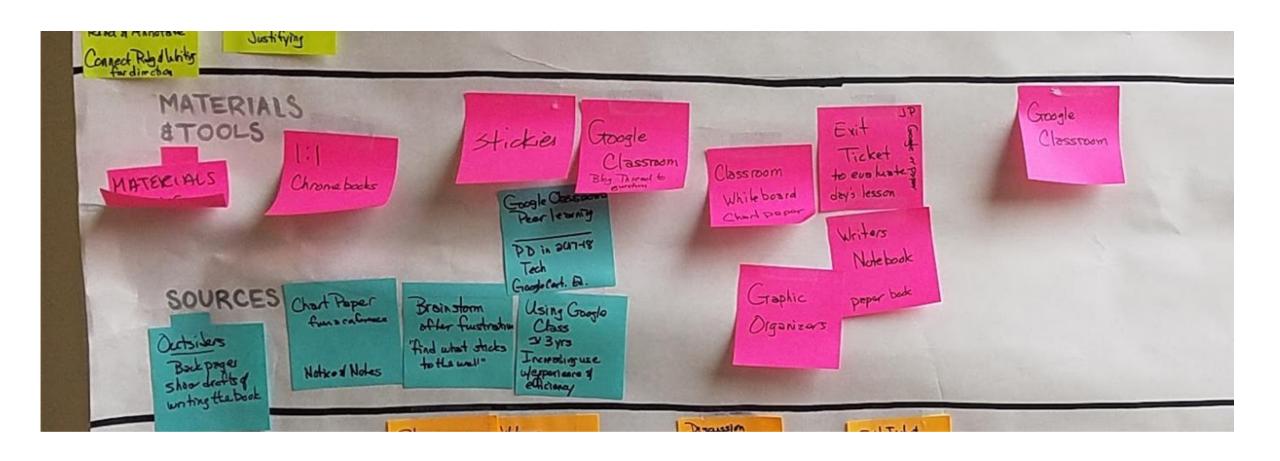
Emotion map



Journey Mapping Purpose

- Put yourself in the user's shoes
- Create a map of a user's experience
- Anticipate or record the emotional experience of users
- Anticipate barriers
- Add layers as needed

Materials - what does one need



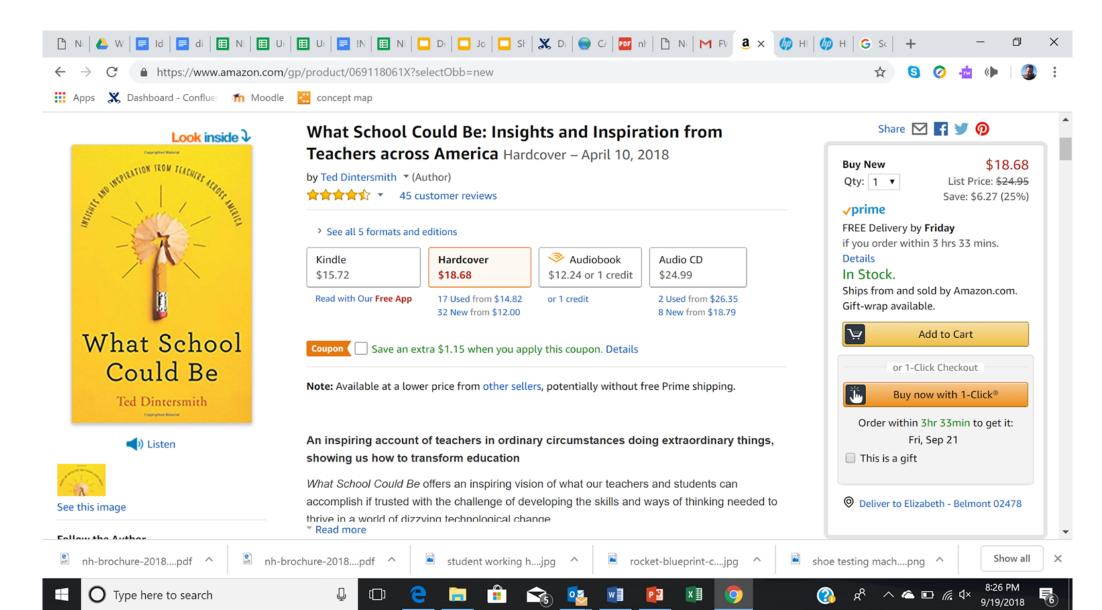
Teacher emotion map



Journey Mapping - where did this come from?

- Design world software design to the design of packaging
- The Designer's Goals
 - Everything is intentional
 - Centered around the user experience
- A few examples of the results

Amazon



<u>User Experience</u>

- FREE Delivery
- Prices looks like a bargain
- Buy now with 1-Click

Buy New

Qty: 1 ▼

\$18.68

List Price: \$24.95

Save: \$6.27 (25%)

√prime

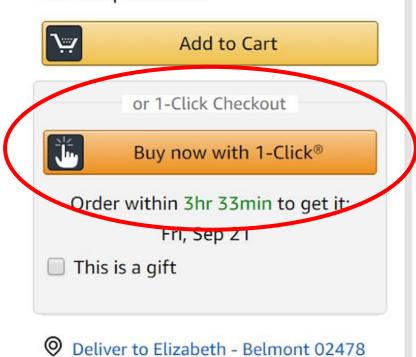
FREE Delivery by Friday

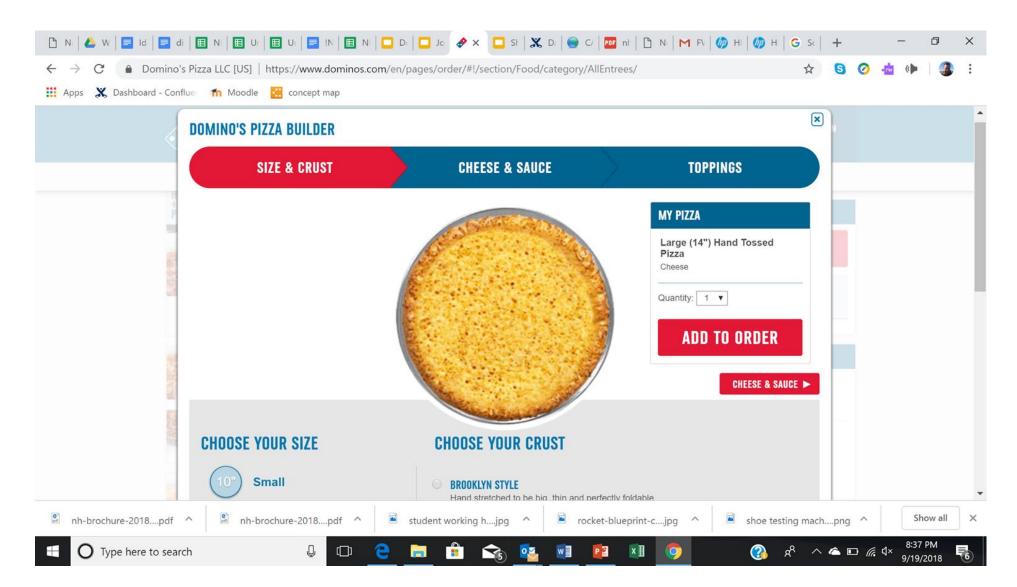
if you order within 3 hrs 33 mins.

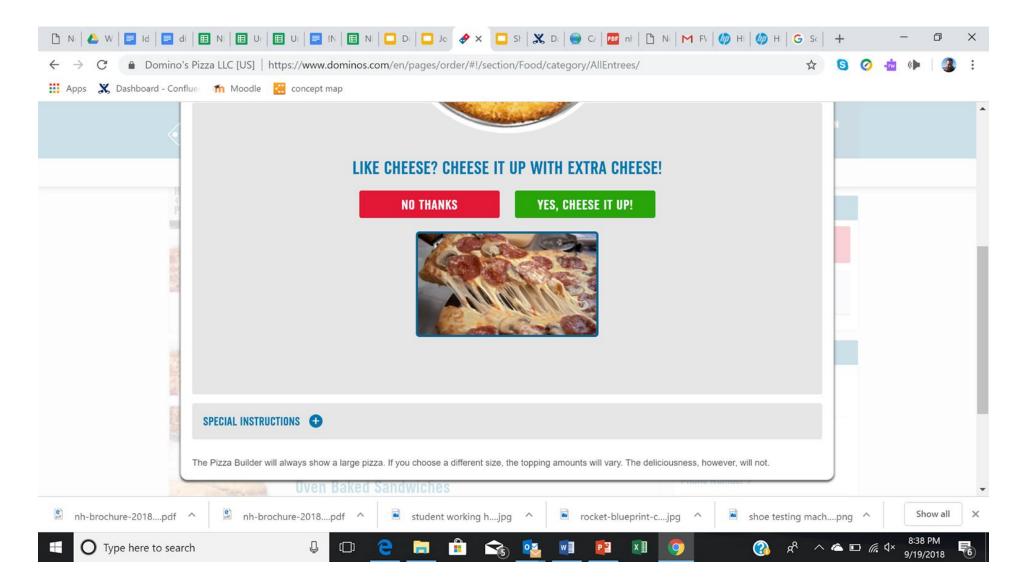
Details

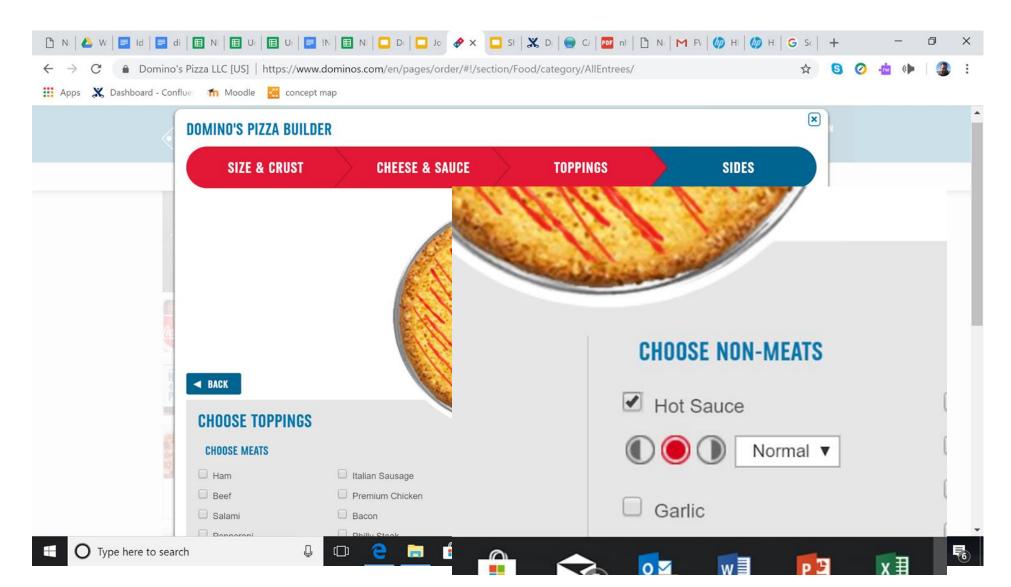
In Stock.

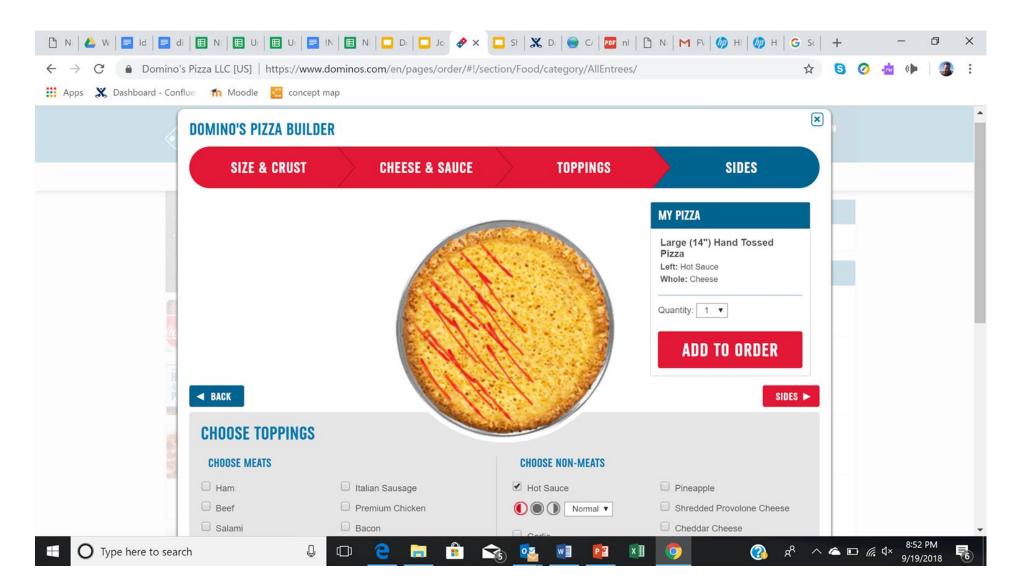
Ships from and sold by Amazon.com. Gift-wrap available.

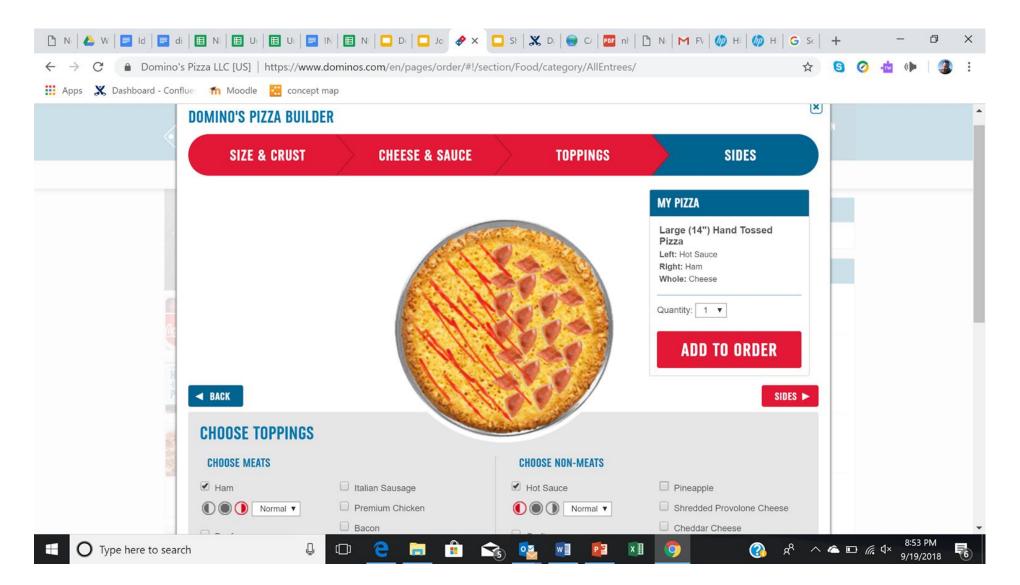


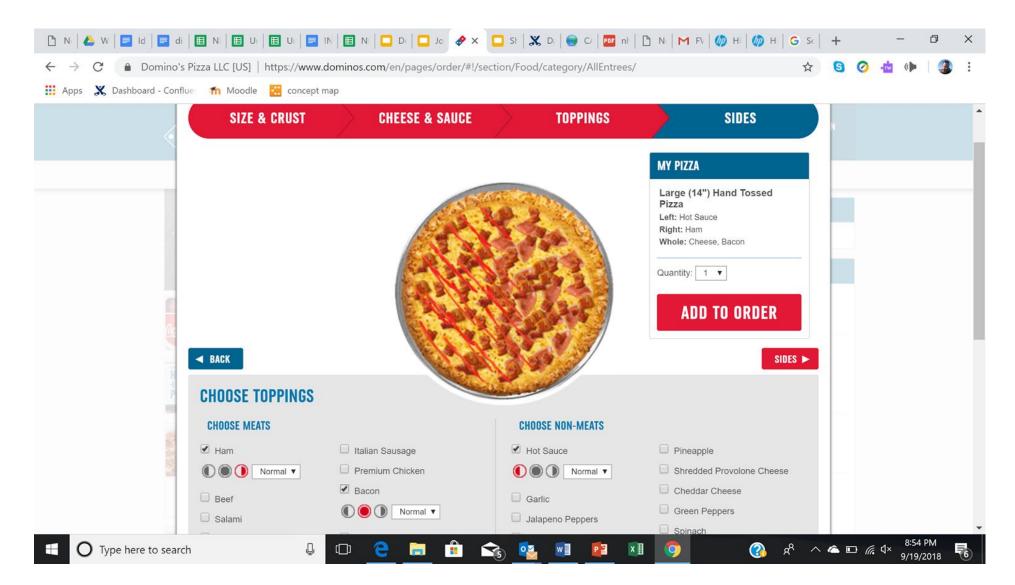


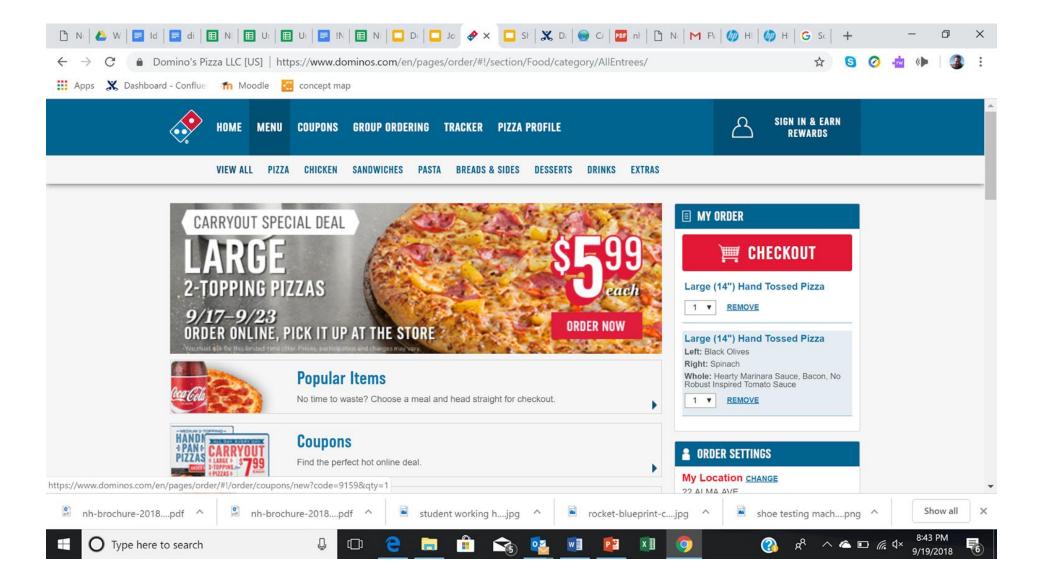


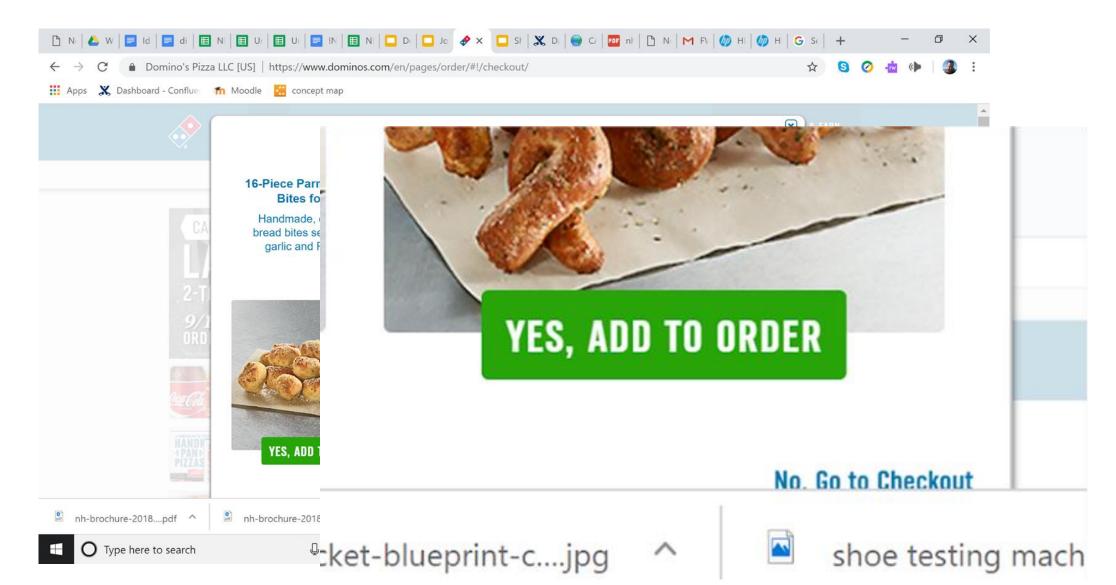


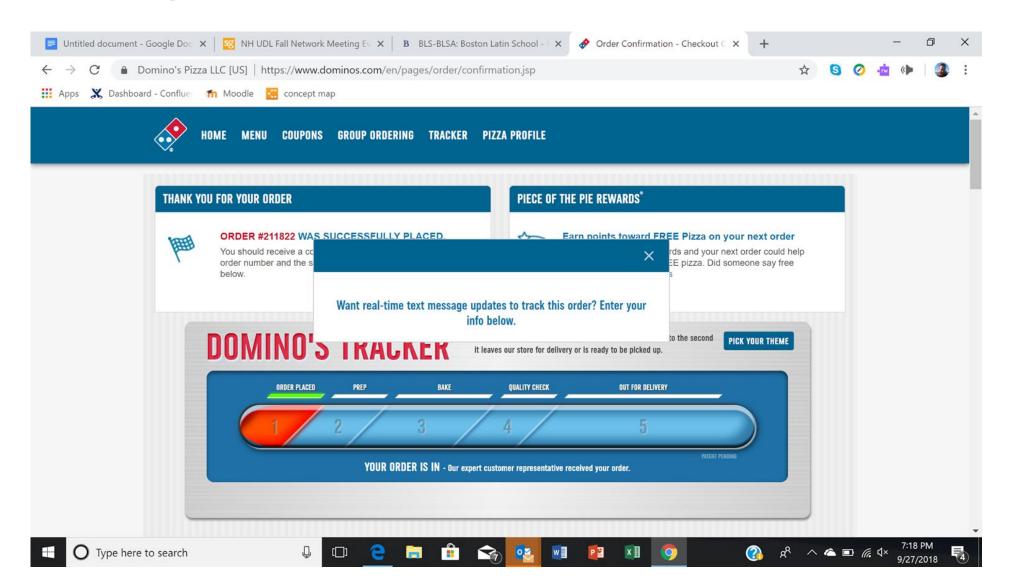






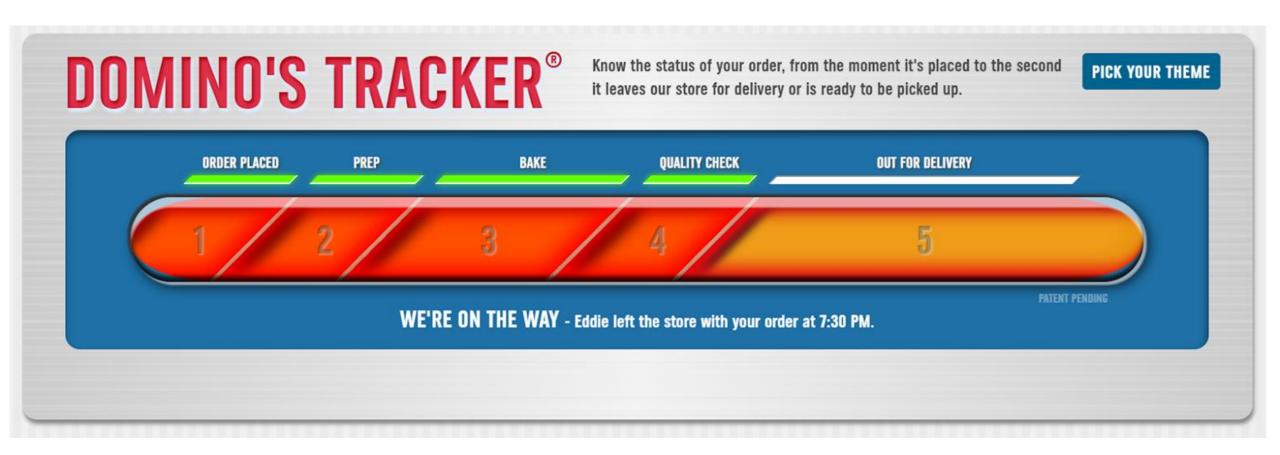














The experience of your new iPhone!



Teachers as Designers

- The Designer's Goals
 - Everything is intentional
 - Centered around the user experience
- Map an experience
- Anticipate barriers

- The Teacher's Goals
 - Everything is intentional
 - Centered around the learner
- Map a learning experience
- Anticipate barriers



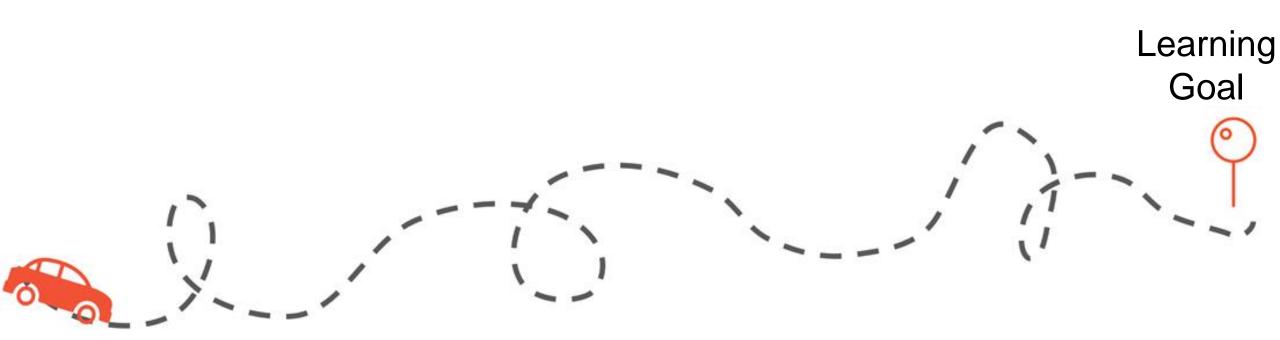
All learning is the interaction between the learner and the environment.

- David Rose

When would I use journey mapping?

- Testing out a new learning design idea
- Reflecting on a learning design
- Figuring out what might be difficult for a particular student or class

Sample Lesson to Journey Map



Experience Life as an Algebra Student

Systems of equations - Substitution Method

$$3x + 5y = 26$$
$$x - y = -2$$

Find the value of x and y

Experience Life as an Algebra Student

Systems of equations - Substitution Method

$$3x + 5y = 26$$
$$x - y = -2$$

Find the value of x and y

$$x - y = -2$$

$$+y + y$$

$$x = y - 2$$

Experience Life as an Algebra Student

$$x = y - 2$$

 $3x + 5y = 26$
 $3(y-2) + 5y = 26$
 $3y - 6 + 5y = 26$
 $+6 + 6$
 $8y = 32$
 8
 $y = 4$

Experience Life as an Algebra Student

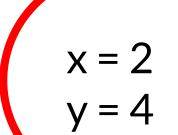
Systems of equations - Substitution Method

$$y = 4$$

$$x - y = -2$$

$$x - 4 = -2$$

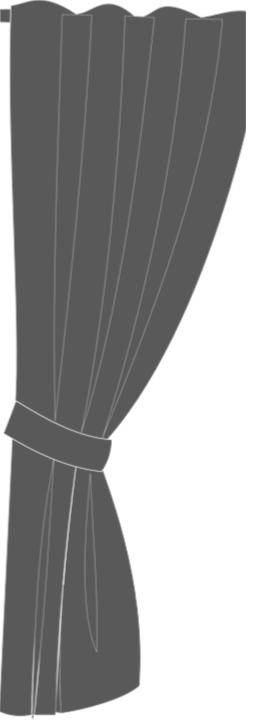
$$x = 2$$



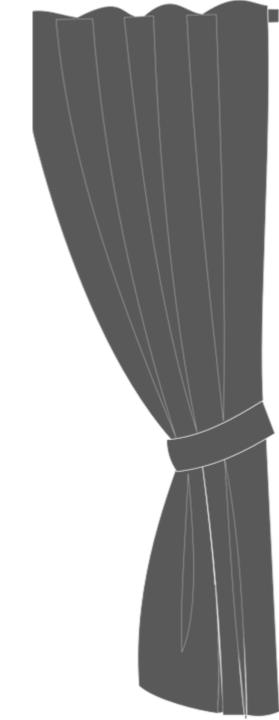
Do a problem on your own

$$4x + 6y = 40$$
$$x + y = 5$$

Find the value of x and y using the substitution method



End Scene



Let's Map

Start Here:

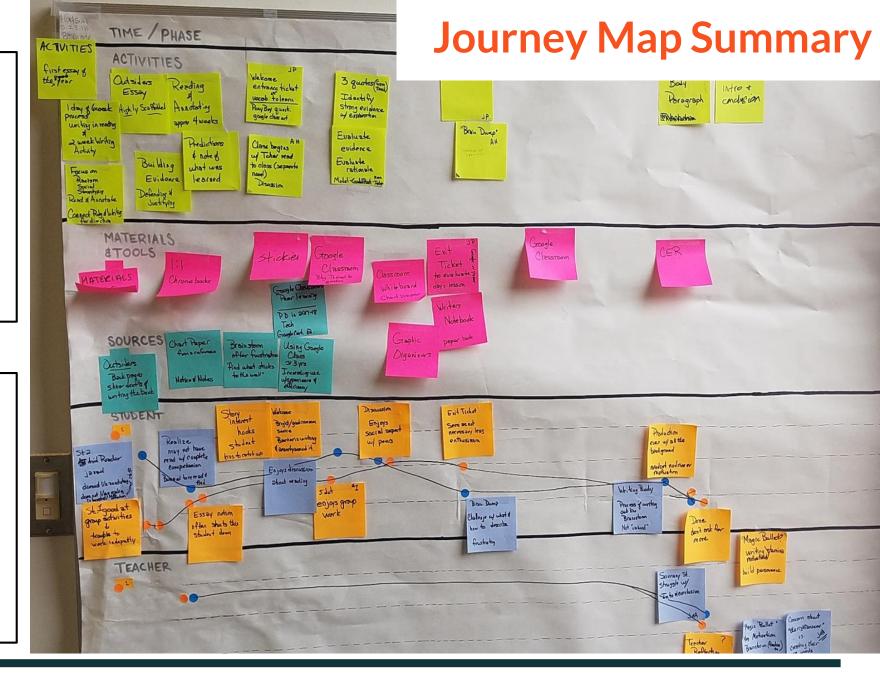
Activities: Describe in detail what happened. What did the teacher do what did the students do?

Materials: What materials were needed to accomplish above.

Then:

Emotion map: Identify high and low points as you anticipate or witnessed them. Interview students to get their perspective.

Other lanes: Additional lanes that illuminate answers to other questions.













Journey Mapping - Roles

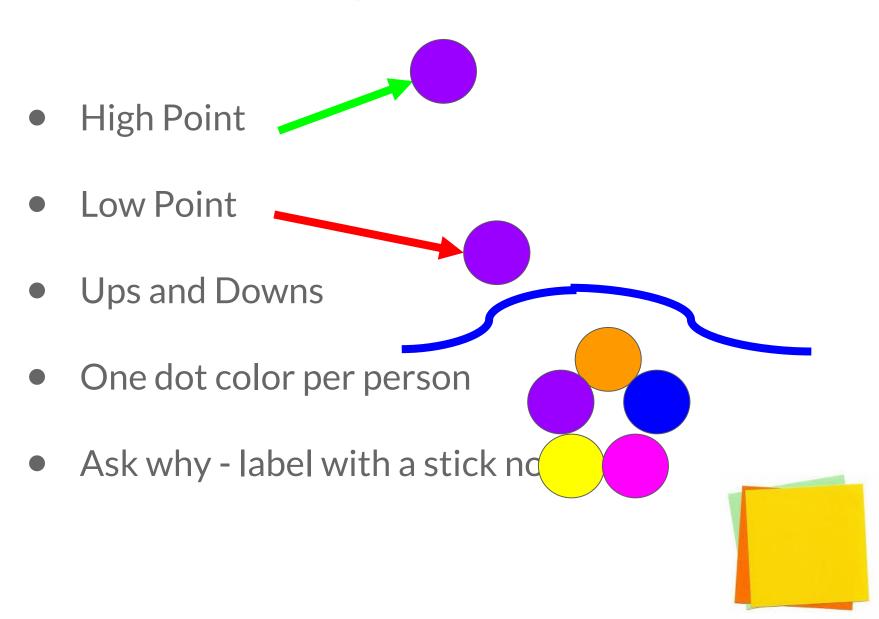
- Facilitator Guide the instructor to describe the learning design in detail
- Instructor Describe the learning design thinking of all of the details
- Sticky-note writer Concisely record what the instructor reports. One sticky note per idea. One color per lane.







Emotion Mapping - What was your experience?



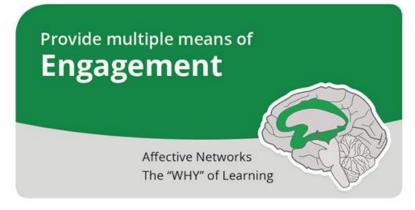
How would you use journey mapping?

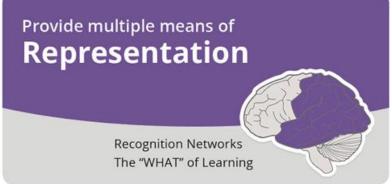
- Testing out a new learning design idea
- Reflecting on a learning design
- Coaching
- Coordinating co-teaching
- Identifying barriers for a particular student or class
- Integrating two curriculum ideas UDL and X
- Gathering feedback from students
- Making sure you have all the right materials
- Other ideas

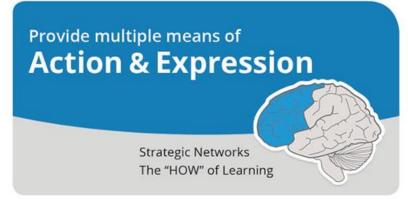
Journey Map Reflection

- How might this help the instructor see their lesson differently?
- How could s/he use this to identify barriers?
- How does this help the instructor think about their learning goal?

Universal Design for Learning Guidelines





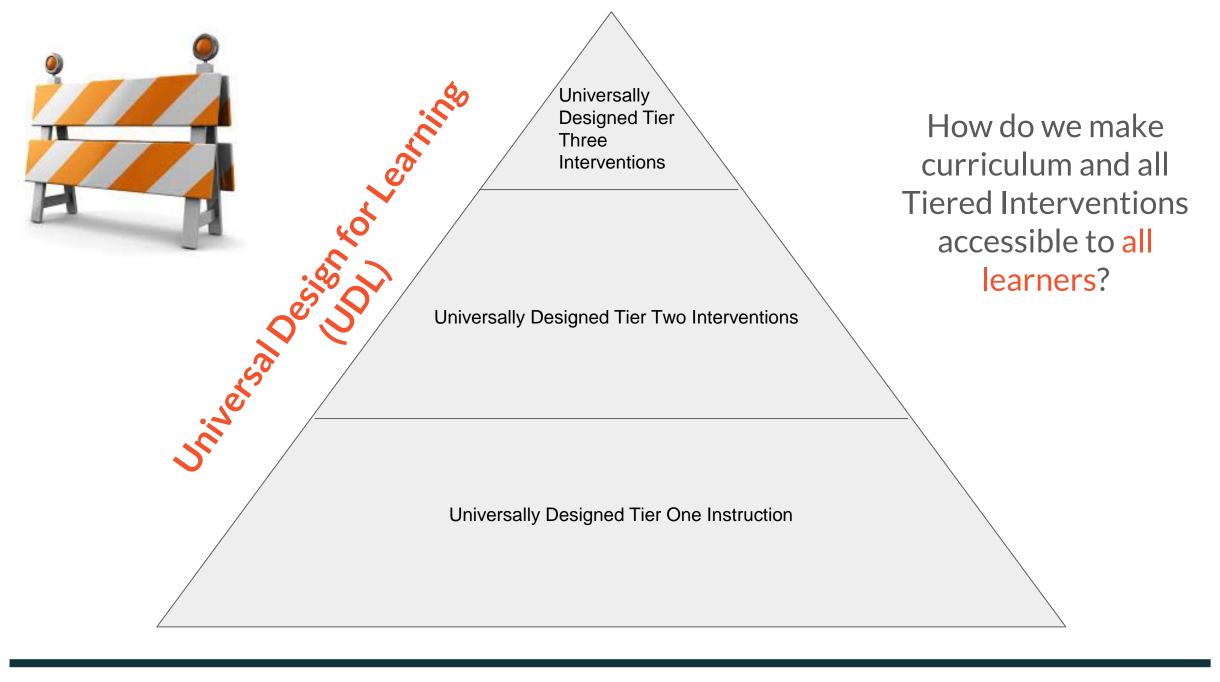














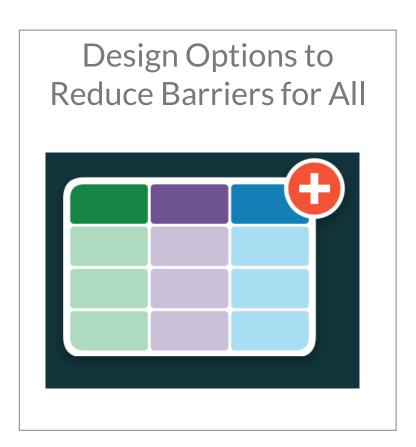




UDL: The Process

Set Clear, Rigorous, Relevant Goals







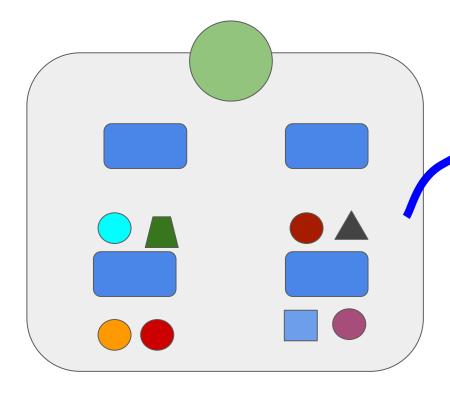




UDL Process









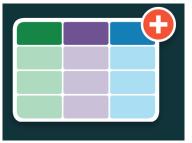








UDL Process













Thank you!