

Reflective Teaching

Creating a positive learning environment

Edmund Dudley

Here we go again!

The *Groundhog Day* factor







learning from experience

Reflective Teaching



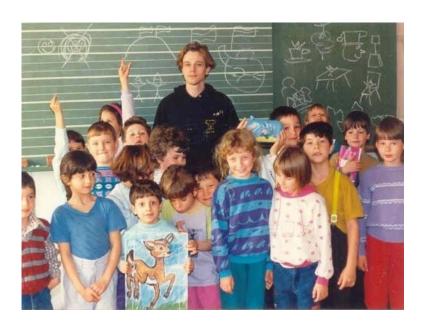
peer







There is a difference between *twenty years' experience* and one year's experience repeated twenty times...



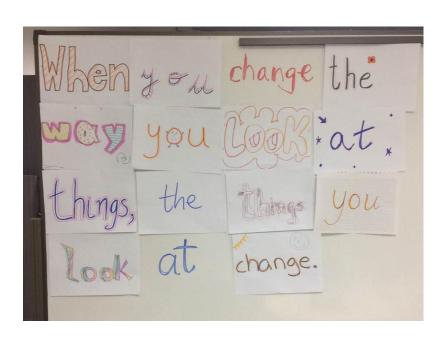


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Creating a positive learning environment



- Beyond language: motivation and validation
- Social skills, values and life skills
- Ideas to try out



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Who is he?





IQ



- Average person IQ of 100
- Extremely smart person IQ of 130+
- Albert Einstein IQ of 160
- Chris Langan IQ of 200



What does he do?



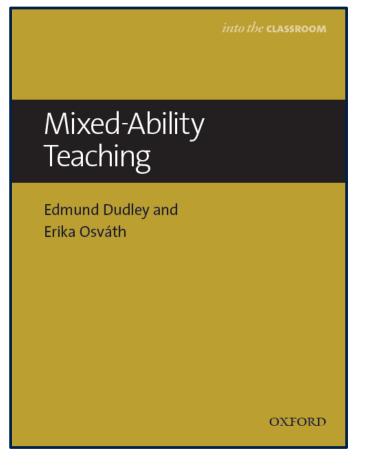


- Construction
- Farm-hand
- Ranch-hand
- Cowboy
- Firefighter
- Forest ranger
- Bouncer

- Teacher
- Lawyer
- Astronomer
- Army General
- Economist
- Professor
- Physicist



"It makes sense to think of the classroom as a miniature version of the world outside, in which success depends not only on gaining knowledge, but also on having social skills, values, and life skills."

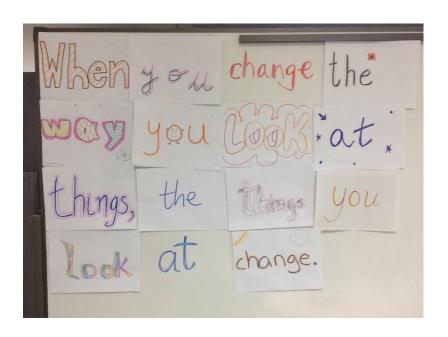


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Motivation



What do we mean by this?



In the classroom, motivated students...

Motivation



Motivated students have...

- a reason to join in
- a goal to achieve
- something to look forward to
- a sense of enjoyment



Validation



What do we mean by this?

Validated students have...



Validation



Validated students have...

- a sense of security
- a feeling of importance
- a sense of achievement
- the experience of success

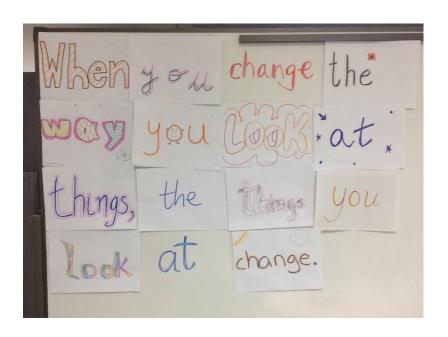


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A broader context for learning



"Students should never be allowed to fail at tasks until they have had a reasonable chance to succeed."

J Raffini

"The only way true self-esteem is built is by making people successful."

D Scheidecker and W Freeman



Social skills



- turn-taking
- team work
- fair play
- respecting others' opinons
- willingness to compromise



> reward attitudes as well as outcomes

Values



- What makes someone a good person?
- What are the qualities of a good classmate?



→ Discuss, describe, assign - together



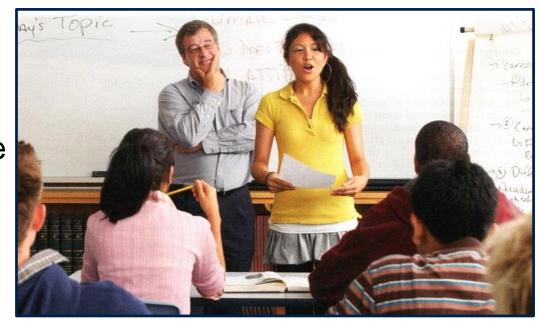


Thinking about:

- success outside school
- life challenges

Focusing on non-cognitive skills:

- not giving up
- being brave
- seeking advice
- getting help

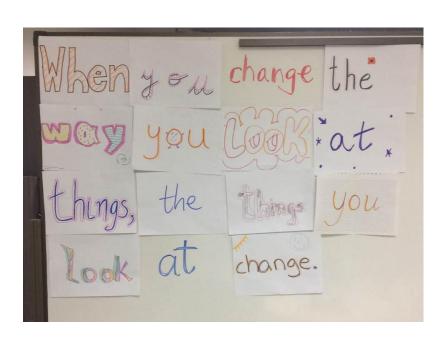


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Continuous motivation and validation







Choose a student to be *Dice Master*

- Present the group with two options
- Ask the Dice Master to help
- Dice Master rolls:

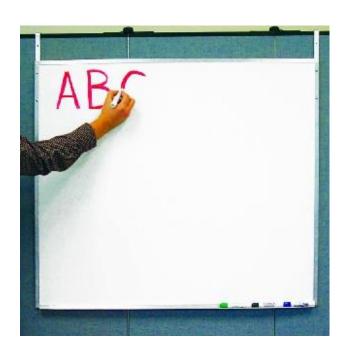
$$1,2 \text{ or } 3 = \text{Option A}$$

$$4,5 \text{ or } 6 = \text{Option B}$$



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Rewards and incenitves









Where would you write these words on the map?

- football
- music
- love
- beauty
- food

Now explain your choices.



English only - Any comments?









Mediated dialogue:

A: Asks questions in English

B: Answers the questions in Spanish

C: Interpreter

Topic:

When do you use Spanish in the English class?



A second look at the picture





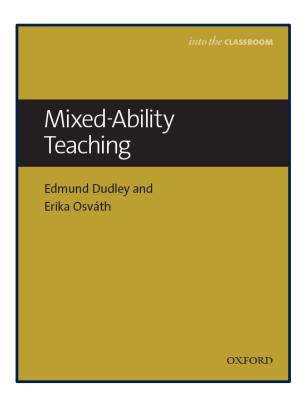
First to leave / Last to leave



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In this session

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