Making Space for Student Voice



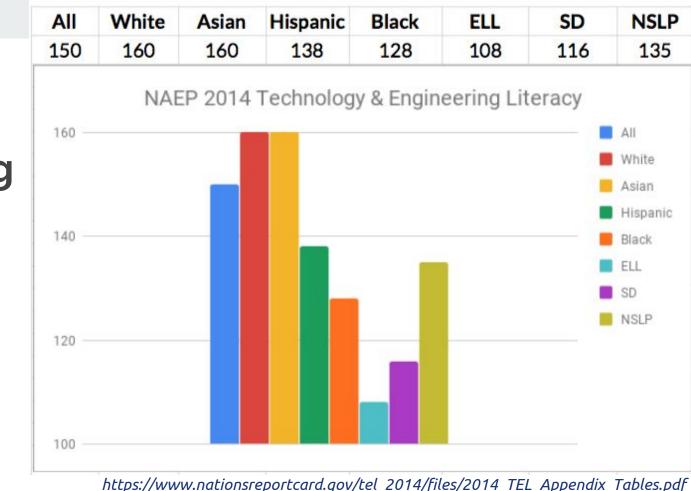
Sue Cusack & Jacy Edelman • Lesley STEAM Learning Lab Lesley University, July 2018

Making in an Education Content



Here is what we notice:

- Increase in students' ability to describe their thinking (metacognition)
- Increase in student engagement with a corresponding decrease in unwanted behavior
- Increase in student interpersonal & collaboration skills



Unpacking Equity & Access



The role of the teacher is to create the conditions for invention rather than provide ready-made knowledge. Seymour Papert (1928 - 2016)

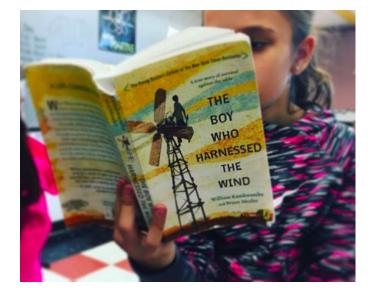
Critical Thinking





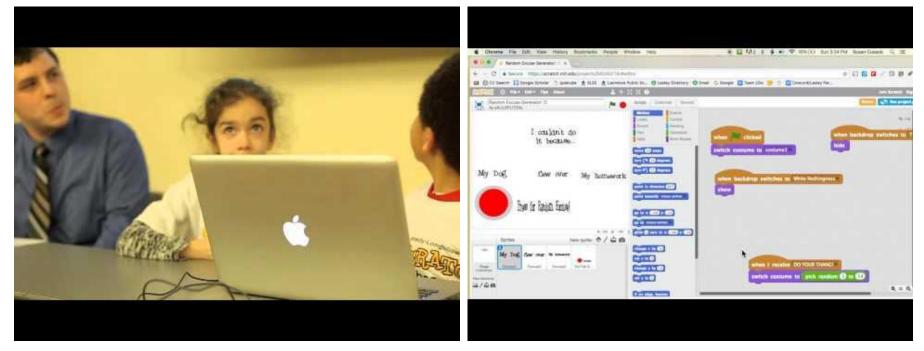
Wolves Stop Motion - 3rd Grade Research Project http://steam.lesley.edu/3-2-1-action/

Creativity





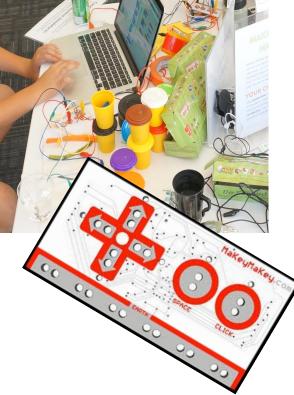
Identity



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Voice







Students can grasp high-level ideas but they will not develop the brain connections that allow them to do so if they are given low-level work and negative messages about their own potential.

Boaler & Foster, 2014

Lesley STEAM Guidelines



Let's Play: Learning as "Hard Fun"¹

Let's Think Out Loud: Learning as Social

Let's Ask the Room: Learning as a Network of Thinkers

¹Papert, 1980

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Let's Play

Mentor Text: <u>The Black Book of Colors</u> by Menena Cottin

Poetry in Action Using Stop Motion Animation

Technology Used:

- iPad or Android Tablet
- Stop Motion Studio Pro
- Remote Camera Clicker

https://beta.scratch.mit.edu

MaKey MaKey A New Access to Poetry

Technology Used:

- Computer
- <u>Scratch</u> (block-based programming)
- MaKey MaKey (external Interface)
- Custom touch points

Let's Share!



Share one thing with the room that surprised or delighted you.

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