MARIAN UNIVERSITY

Memorial Library

MUShare

Tools for Teaching Conference

2017

Aug 15th, 8:30 AM - 10:15 AM

Education 20/20: Visions of a New Learning World

Curt Bonk Ph.D. Indiana University - Bloomington

Follow this and additional works at: https://mushare.marian.edu/ffdc

Part of the Educational Psychology Commons, Instructional Media Design Commons, Online and Distance Education Commons, and the Scholarship of Teaching and Learning Commons

Bonk, Curt Ph.D., "Education 20/20: Visions of a New Learning World" (2017). *Tools for Teaching Conference*. 3. https://mushare.marian.edu/ffdc/2017/schedule/3

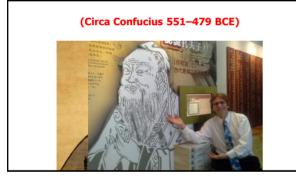
This Presentation is brought to you for free and open access by the Center for Teaching and Learning at MUShare. It has been accepted for inclusion in Tools for Teaching Conference by an authorized administrator of MUShare. For more information, please contact emandity@marian.edu.



Talk Overview

- 1. Education 20/20 and the Role of the Instructor
- 2. First and Last Principles of Instruction
- 3. Fifteen Education 20/20 Activities
- 4. Read Any Good Books Lately?
- 5. Megatrends of Learning: Engagement, Access, and Customization (30 ways that learning is changing...)
- 6. Overcoming Resistance







What happens to sleeping students?





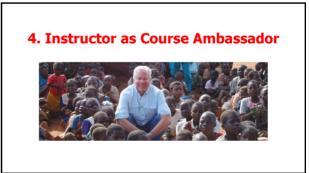














6. Instructor as Concierge



7. Instructor as Camping Trip Guide

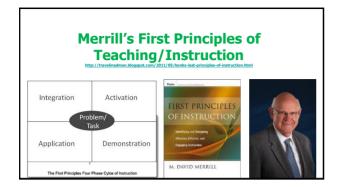


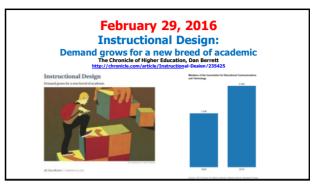
8. Instructor as Cultivator

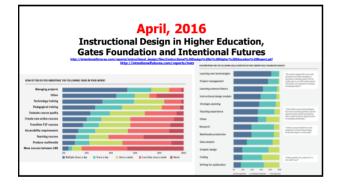


20 New Roles of the Instructor

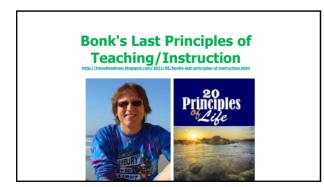






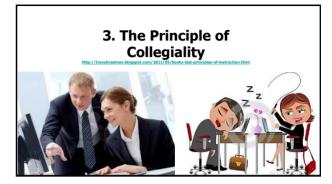




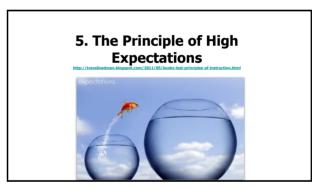


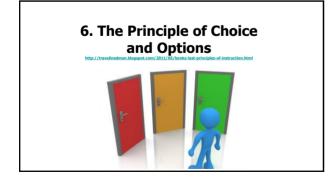


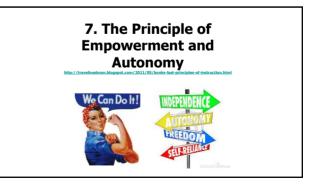


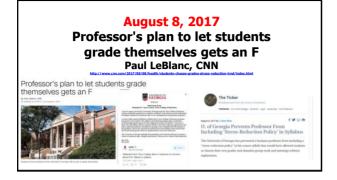


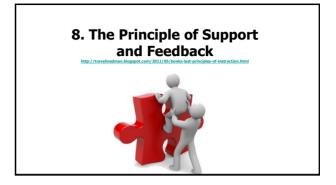




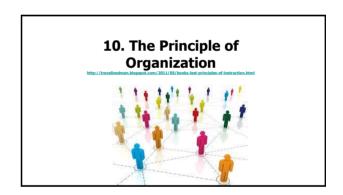


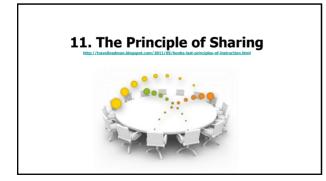








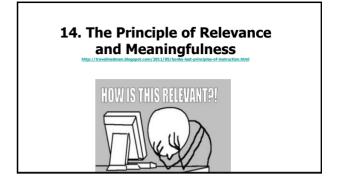




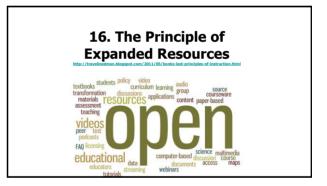
12. The Principle of Nontraditional Learning

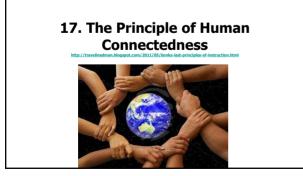






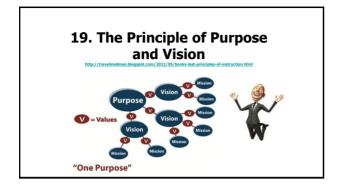
















	rning Activation System Templa an.blogspot.com/2011/05/bonks-last-principles-of-instruction.html
Flexibility	Support and Feedback Choice and Options Nontraditional Learning
Convenience	Spontaneity Passion and Inspiration
Collegialit	Sharing Trial and Error (i.e., it is ok to fai
High Expectations	s Purpose and Vision Expanded Resource Human Connectedness #20??
Empowermer	nt and Autonomy Cognitive Apprenticeship





1. Just in Time Teaching (online warm-up activities)

- Assign a problem before class.
- Evaluate solutions.
- Change class based on results.



2. Just-In-Time Syllabus

- Syllabus is created as a "shell" which is thematically organized and contains print, video, and web references as well as assignments. (Goals = critical thinking, collab, develop interests) e.g., To teach or expand the discussion of supply or elasticity, an instructor might add
 - new links in the Just-in-Time Syllabus to breaking news about rising gasoline prices.

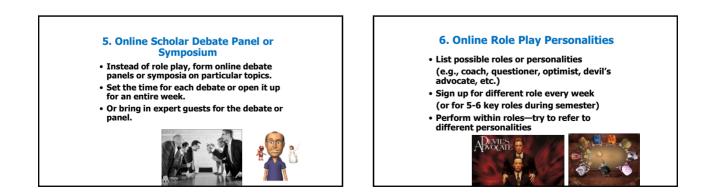


4. Reflection Papers: Job Application and Trend Papers

- Have students write papers about emerging trends in the field.
- Have them select topics from a list or suggest topics. Give sample papers.
- Perhaps have them present their trend and job applications papers to class.



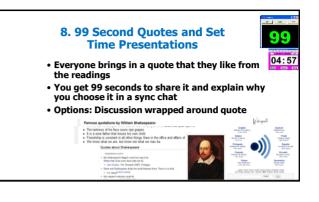
Contra Das



7. Poster Sessions and Gallery Tours

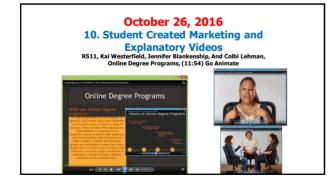
- Have students create something--flowchart, timeline, taxonomy, concept map.
- Have half of the students present for 15-20 minutes and then reverse roles.
- Post these in the course management system.
- Discuss, rate, evaluate, etc.

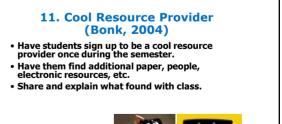














12. Volunteer Technology Demos (Bonk, 1996)

- Take students to a computer lab.
- Have students conduct a technology demonstration that relates to something from the class (replaces an assignment).
- Include handout
- Debrief



13. Best 3 Activity (Thiagi, personal conversation, 2003)

- After a lecture, have students decide on the best 3 ideas that they heard (perhaps comparing to a handout).
- Work with another who has 3 as well and decide on best 3 (or 4).
- Those pairs work with another dyad and decide on best 3 (or 4).
- Report back to class.



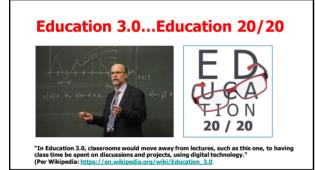
14. One Visual Exercises 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations Charts (L = Cost, L = Risk, M = Time) 15. Goals and Expectations (L = Cost, L = Risk, M = Time) 15. Goals and Expectations (L = Cost, L = Risk, M = Time) 15. Goals and Expectations (L = Cost, L = Risk, M = Time) 15. Goals and Expectations (L = Cost, L = Risk, M = Time) 15. Goals and Expectations (L = Cost, L = Risk, M = Time) 15. Goals and Expectations (L = Cost, L = Risk, M = Time) 15. Goals (L = Cost, L = Risk, M = Time) 15. Goals (L = Cost, L = Risk, M = Time) 15. Goals (L = Cost, L = Risk, M = Time) 15. Goals (L = Cost, L = Risk, M = Time) 15. Goals (L = Cost, L = Risk, M = Time) 15. Goals (L = Cost, L = Risk, M = Time) 15. Goals (L = Cost, L = Risk, M = Time)</l



11

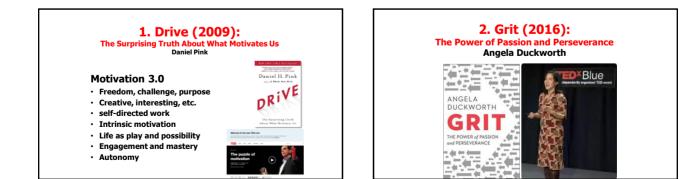




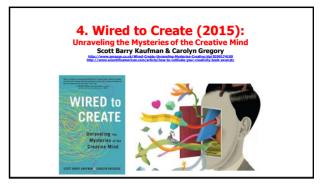


Poll: #1. Read any good books lately detailing this shift?















8. Creativity, Inc.

Ed Catmull, President of Pixar Animation and Disney Animation http://www.creativityincbook.com/

- Give a good idea to a mediocre team, and they will screw it up. But give a mediocre idea to a great team, and they will either fix it or come up with something better.
- If you don't strive to uncover what is unseen and understand its nature, you will be ill prepared to lead.
- It's not the manager's job to prevent risks. It's the manager's job to make it safe for others to take them.



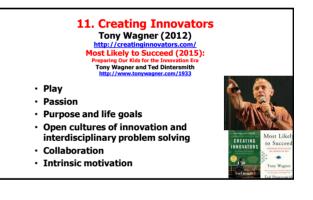
Makers:

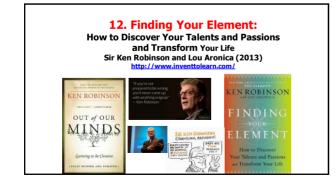
The New Industrial Revolution (DIY Culture) Chris Anderson (2012)

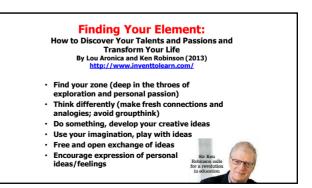
- People make products (and from home)
- Technology (e.g., 3-D printing) makes us all manufacturers
- Instant connections to potential customers
- ${\boldsymbol \cdot}~$ Hold up things you personally design
- Desktop fabrication
- Do-it-yourself (DIY) industry











This is a new age of learning and instruction...!



