JOSH RATLIFF, PROFESSIONAL LEARNING SPECIALIST

### EdTech Best Practices

### **Two Mindsets**

#### **Fixed Mindset**

- 1. There are just some things I'll never be good at.
- 2. When others do better than me, I feel threatened.
- 3. When I show others I'm smart or talented, I feel successful.
- 4. I feel good when I can do something others cannot.
- 5. You shouldn't have to try to be smart you just are or you aren't.

#### **Growth Mindset**

- 1. When I make a mistake, I try to learn from it.
- 2. I enjoy getting out of my comfort zone.
- 3. I feel inspired by the success of others.
- 4. It's possible to change how intelligent you are.
- 5. I enjoy taking on a new challenge or task with which I am unfamiliar.



Teaching is a practice, not a perfection

August



## Flipgrid

I'm a valued member of the learning community

November

## Office 365



## We love a challenge!

### December

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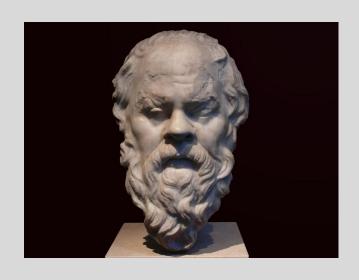
We choose to go to the moon. We choose to go to the moon in this decade and do the other things, not because they are easy, but because they are hard...

But why, some say, the moon? Why choose this as our goal? And they may well ask why climb the highest mountain? Why, 35 years ago, fly the Atlantic? Why does Rice play Texas?

We choose to go to the moon. We choose to go to the moon in this decade and do the other things, not because they are easy, but because they are hard, because that goal will serve to organize and measure the best of our energies and skills, because that challenge is one that we are willing to accept, one we are unwilling to postpone, and one which we intend to win, and the others, too.

A goal without a plan is just a wish.

February



"What is the best way to get to the top of Mt.
Olympus?"

"By making sure every step you take is in the right direction."

## SAMR

#### Redefinition

Technology allows for completely new learning opportunities

#### Modification

Technology allows for significant task redesign

#### Augmentation

Technology is used as a direct substitute with functional Improvement

#### Substitution

Technology is used as a direct substitute with no functional change

## TRANSFORMATION

ENHANCEMENT

TECHNOLOGY IS A DIRECT REPLACEMENT WITH WITH NO FUNCTIONAL CHANGE.

### SUBSTITUTION

TECHNOLOGY IS A DIRECT SUBSTITUTION BUT ADDS FUNCTIONAL IMPROVEMENT.

### AUGMENTATION

### TECHNOLOGY ALLOWS FOR SIGNIFICANT TASK REDESIGN.

### MODIFICATION

TECHNOLOGY ALLOWS FOR BRAND-NEW LEARNING EXPERIENCES, NOT POSSIBLE BEFORE.

### REDEFINITION

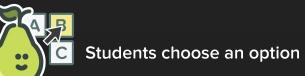
The following slides present examples of classroom activities.

Read each example and determine what level of SAMR the activity is and why?

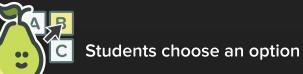
Half of the students in a class watch a captivating instructional video while the teacher works directly with the other half of students to check for understanding and apply skills learned in the video.



Ms. K uses a document camera to explain how to find the area of a rectangle in a whole-group setting. Students take notes at their seat.



Students in Mr. A's ELA class practice active reading with a short story. Mr. A intentionally removed the final page of the story causing a real cliffhanger for his students. He challenges his students to work in pairs to draft their own creative ending to the story using Microsoft Word.



## TRINUTY3

TECHNOLOGY

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### The Problem is Not Failure.

### Josh Ratliff

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- → Distance Learning Strategies
- → Growth Mindset
- → Virtual Classroom Management
- → LMS Training (Schoology, Google Classroom, Canvas, Seesaw)
- → Technology Addiction
- → Technology Integration Coaching and Feedback (for administrators)

### Matt Walvatne

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