Question of the day:

What does great after school curriculum look like?

Type in a response if you feel like it while you are waiting for the webinar to begin.

Type in your ideas:

 What are differences between the classroom and after school environments?

Invitation



Invitation:

- Learners are engaged in the topic.
- Learners access prior knowledge on the topic.





Exploration



Exploration:

- Learners explore the ideas and/or materials.
- Learners come up with questions and share their findings.



Invitation



Exploration •



- Learners draw conclusions.
- New meanings are constructed.
- Leader helps learners make sense of experiences.





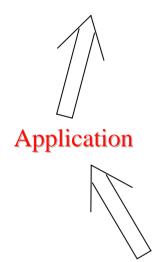
Exploration



Application

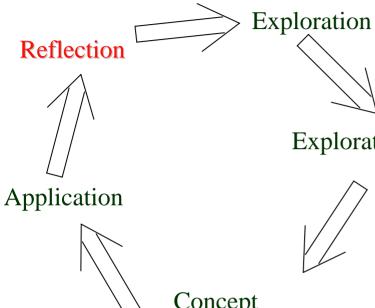
• Learners apply new knowledge to different contexts.

 Learners make real world connections.



Concept Invention





Concept Invention

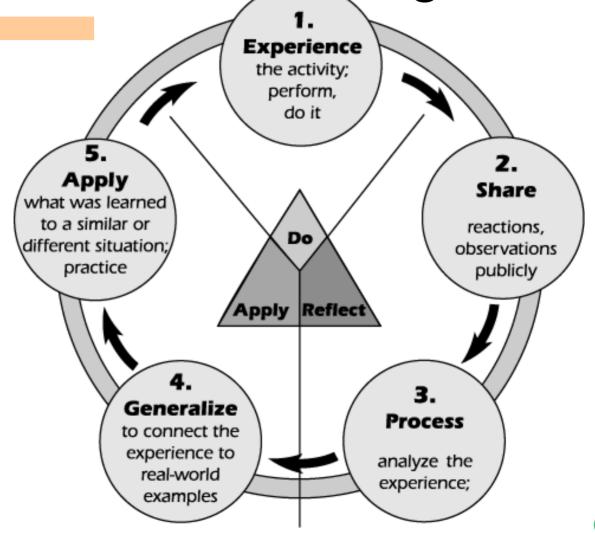
Reflection

Learners reflect on how their ideas have changed. **Exploration**

> Learners reflect on what made them change their ideas.



Experiential Learning Model



Learning cycle-based

- Learning cycle-based
- After school not as "more school"

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- After school programs can compliment classroom programs

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- Damn fun, damn easy, damn cheap

- Learning cycle-based
- After school not as "more school"
- After school programs can compliment classroom programs
- Damn fun, damn easy, damn cheap
- Limited content delivery (1 main concept per 4 sessions)

Concise

- Concise
- Simple, informal language

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- 45 minutes long

- Concise
- Simple, informal language
- 45 minutes long
- Question cards

- Concise
- Simple, informal language
- 45 minutes long
- Question cards
- Question of the day

Our Write-ups continued...

• **Engage** (Question of the day, introduction to topic etc.)

Our Write-ups continued...

- **Engage** (Question of the day, introduction to topic etc.)
- Explore (The main activity the kids do)

Our Write-ups continued...

- **Engage** (Question of the day, introduction to topic etc.)
- Explore (The main activity the kids do)
- Make Sense (Concept invention/application/reflection)

Familiar kinds of activities that kids tend to enjoy

- Exploration
- Tinkering
- Craftsy
- Drawing
- Treasure hunt
- Games
- Type in others that come to mind

Kids talking to each other



What keeps kids from talking to each other during learning activities?

Type in your ideas



- Make time
- Use interesting questions
- Use broad questions
- Relinquish some control
- Be accepting



Make time



- Make time
- Use interesting questions



- Make time
- Use interesting questions
- Use broad questions



- Make time
- Use interesting questions
- Use broad questions
- Relinquish some control



- Make time
- Use interesting questions
- Use broad questions
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- Be accepting



Structures to get kids talking to each other

- Talk to your partner for ~30 seconds
- Share what you have done with a partner
- Discuss pictures with a partner
- Stand by the sign
- Question of the day
- Talk to someone next to you about this for ~30 seconds, then type in other ideas you

have

How is the learning cycle reflected in this webinar?

Discuss with a partner, or write your thoughts on the webinar topic for a few minutes.

- What makes great after school curriculum?
- What did you get out of this webinar?
- Have your ideas changed? How?
- What made them change?
- What are you struggling with?