



# Empowering Educators through LEARN



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**Time Frame**     65 minutes

## Essential Question(s)

How can you use/have you used K20 resources to support authentic teaching in your classroom?

## Summary

This session gives participants a guided exploration of K20's LEARN website, including 5E lessons, instructional strategies, tech tools, and tech-integrated strategies, to help them create a repository of resources they can use to aid authentic teaching in the classroom.

## Learning Goals

- Participants will explore the components of the LEARN website.
- Participants will collaborate to create a usable repository of items from LEARN.

## Attachments

- [LEARN Task Card \(5E Lessons\)—Empowering Educators Through LEARN.docx](#)
- [LEARN Task Card \(5E Lessons\)—Empowering Educators Through LEARN.pdf](#)
- [LEARN Task Card \(Instructional Strategies\)—Empowering Educators Through LEARN.docx](#)
- [LEARN Task Card \(Instructional Strategies\)—Empowering Educators Through LEARN.pdf](#)
- [LEARN Task Card \(Tech Tools\)—Empowering Educators Through LEARN.docx](#)
- [LEARN Task Card \(Tech Tools\)—Empowering Educators Through LEARN.pdf](#)
- [LEARN Task Card \(Tech-Integrated Strategies\)—Empowering Educators Through LEARN.docx](#)
- [LEARN Task Card \(Tech-Integrated Strategies\)—Empowering Educators Through LEARN.pdf](#)
- [Presentation Slides—Empowering Educators Through LEARN.pptx](#)

## Materials

- Session slides (attached)
- LEARN Task Cards (attached; one per person at each station)
- Beach Ball (optional)
- Personal devices

10 minutes

## Engage

Use the attached **Session Slides** and display **slide 2**. Introduce yourself and welcome participants to the session. Share the session objectives on **slide 3** and essential question on **slide 4**.

### Facilitator's Note

If you don't have access to a beach ball for the Beach Ball Talk and Toss, you can use:

- Dice, where each color is instead assigned a number.
- Place strips of construction paper in a cup corresponding to each color and have participants draw out of the cup.
- Use popsicle sticks with colored ends.
- Or any other method of randomly being assigned a question to answer.

Transition to **slide 5** and introduce participants to the [Beach Ball Talk and Toss](#) strategy. Once participants have had a little time to review how to participate, move to **slide 6** and share the prompts to be answered when a participant has caught the ball.

Have participants stand at their tables in a circle facing each other and gently toss the ball around the circle. Participants should answer the question from the slides that corresponds to the color where their right thumb lands on the ball when it is caught. Continue to play until each participant has had a chance to respond.

40 minutes

## Explore

### Facilitator's Note

To set up the stations before beginning, print enough of each LEARN Task Card so that every participant gets one at each station. If participants do not have their own devices, you will also want to provide some devices at each station.

Show **slide 7** and let the participants know they will be rotating through a series of stations that will allow them to explore K20's LEARN.

Give participants 10–15 minutes to explore LEARN at each station and fill in their LEARN Task Cards. **Slide 8** contains a timer you can put on screen to let participants know how much time they have.

5 minutes

## Explain

### Facilitator's Note

You will want to set up a free [Mentimeter](#) account before beginning this professional learning. To add the template to your account, click this [link](#) while logged in and select "Copy to your account." You can now find the Mentimeter on your dashboard. Then add the Menti 8-digit join code and QR code to slide 9 before presenting. [Here](#) is information on obtaining the Mentimeter QR code.

You can also add a link to the results within your slide: Once the presentation is in your account, select "Share." At the top of the window that pops up, select "Results." Copy the link and paste it into your slide, so that participants can access it to see the results.

Transition to **slide 9** and display the Mentimeter. Have participants respond to the question, *Which statement most accurately describes your readiness to use the LEARN Task Cards?*

Share the results of the Mentimeter poll with participants before moving on. Facilitate a short discussion on participants' responses.

5 minutes

## Extend

Move to **slide 10**. Give participants time to silently reflect on their answers.

Transition to **slide 11** and introduce the [POMS strategy](#). Have participants take a moment to think about their responses before asking a few to share out.

### Sample Participant Responses

- K20 has so many “ready-made” resources.
- There are filters to make it easier for me to find strategies that fit my classroom needs.
- The tech-integrated strategies give me more options for blended learning.

5 minutes

## Evaluate

Show **slide 12** and introduce participants to the [I Used to Think...But Now I Know](#) strategy.

Give participants some scratch paper, or they can use the back of a LEARN Task Card. On the paper, they should create two columns, titled "I Used to Think..." and "Now I Know..." to answer the question, *How have your ideas about utilizing LEARN changed (or become more detailed)?*

Ask participants to reflect on their ideas about LEARN before the session versus what they've learned today. Have their thoughts, opinions, or knowledge changed? Invite participants to list at least one idea they had before the session in the "I Used to Think..." column, and then something new they've learned as a result of the session in the "Now I Know..." column.

Invite participants to share their responses in their groups or with the whole group.

## Resources

- Jakobsson, M. (n.d.). *Share QR code*. Mentimeter. <https://help.mentimeter.com/en/articles/422271-share-qr-code>
- K20 Center. (n.d.). Beach ball talk and toss. Strategies. <https://learn.k20center.ou.edu/strategy/3049>
- K20 Center. (n.d.). I used to think. . . but now I know. Strategies. <https://learn.k20center.ou.edu/strategy/137>
- K20 Center. (n.d.). POMS: Point of most significance. Strategies. <https://learn.k20center.ou.edu/strategy/101>