

STUDENT ENGAGEMENT



* ONE ELEMENT OF
STUDENT
ENGAGEMENT

* ONE
CONTROVERSIAL
IDEA

ENGAGEMENT



VIDEO GAMES
as an Exemplar

- Clear and Worthy Goal**
- High Autonomy and Control**
- Frequent Feedback**
- Challenge "Just Right"**

ENGAGEMENT

Challenge "Just Right"

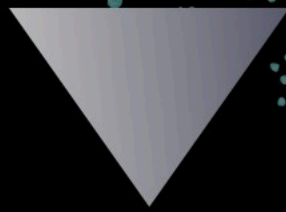
What Learners Cannot Do Even with Guidance	HELPLESSNESS
What Learners Can Do <i>and</i> Learn to Do with Guidance	"ZONE OF PROXIMAL DEVELOPMENT"
What Learners Can Do Independently	COMFORT ZONE

(Vygotsky, 1978)

"Experience is the best teacher--but if and only if accompanied by Reflection."

Experience

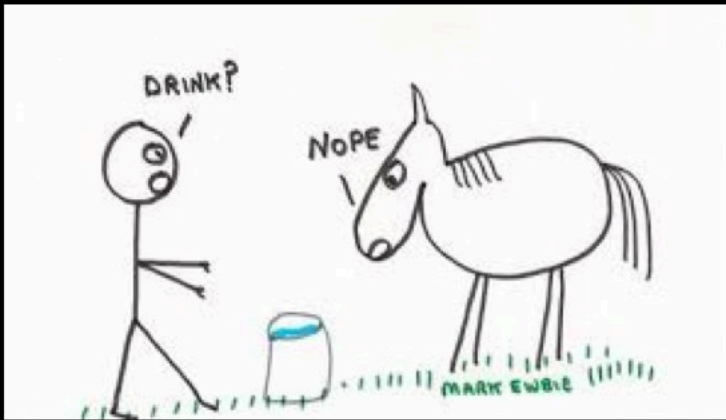
Action



Reflection

"If you don't design or plan it, Reflection probably won't happen."

The Problem with Reflection...





RECALL
REACT
REFLECT

- "What happened?"
- "What struck you?"
- "How did you feel?"
- "What did you think of it?"

Need for GUIDE + SCAFFOLD



HORROR VACUI

- * The Internet has created a fear of empty spaces.
- * We can get an addiction not only to validation but also to information, entertainment, and every form of stimulus.

SILENCE is an ENDANGERED SPECIES.





“the death of silence”

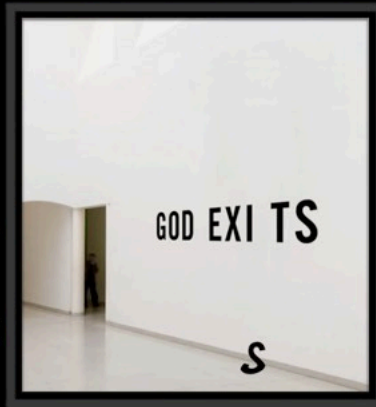
Feeling my feelings alone,
by myself and with myself.
Being alone with my feelings
without instant distraction
or digital support



The loss of solitude

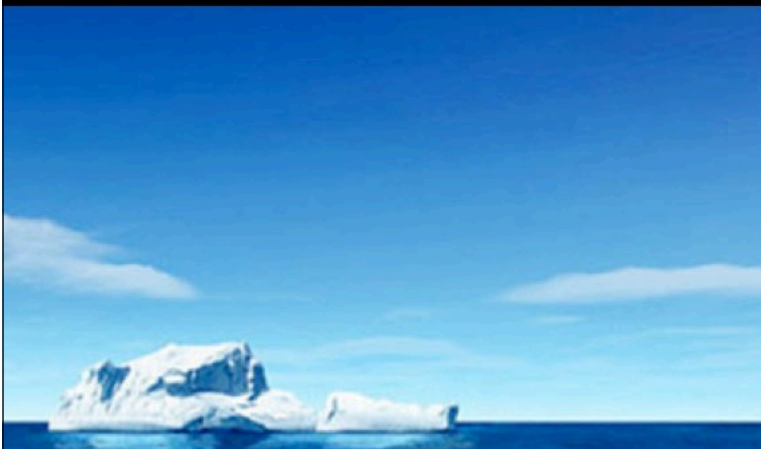
The loss of our sense of the sacred

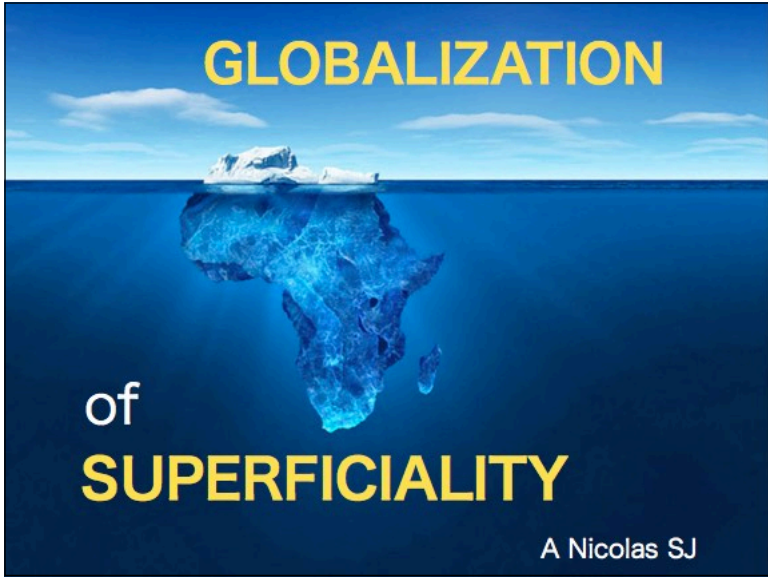
“The reason we live in a culture increasingly without faith is **not** because science has somehow disproved the unprovable, but **because the white noise of secularism has removed the very stillness in which faith might endure or be reborn.**”

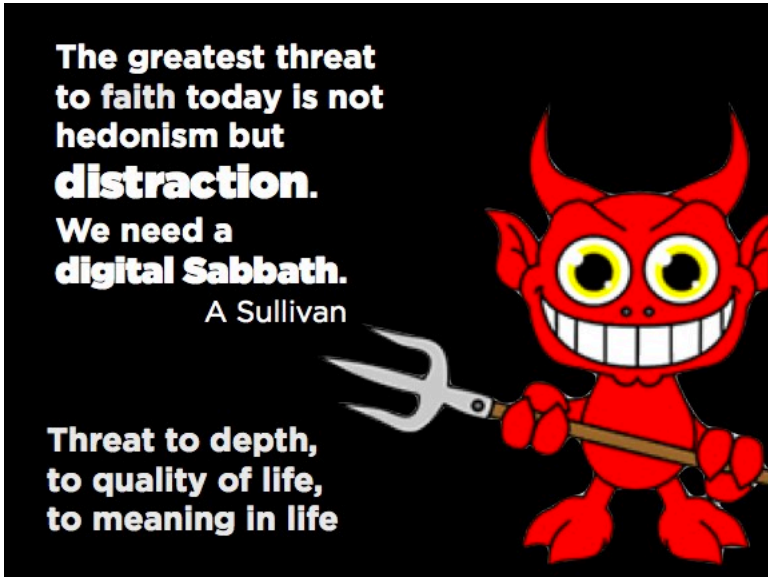


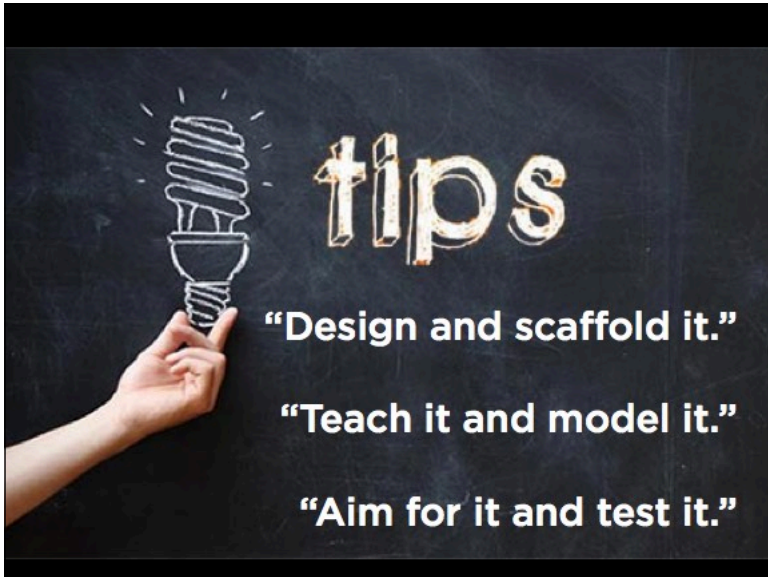
Andrew Sullivan (2016)

GLOBALIZATION











TOMORROW'S BREAK



TONIGHT'S SOCIALS
