

This evening each of the 8 action collabs “reported out” their 2 days of work through performance: skits, dance, drama, music, mime, videos. Several of the collabs focused on design changes needed at the student learning level, several at the school level, and several at the system or policy level.

What surprised our dinner table group was how similar the performance messages were, despite their different forms. They all centered around transforming the learning experience: listening to what students are interested in, personalizing the learning experience through technology and other means, engaging students through work- and life-based learning, and blending informal and formal learning into traditional and nontraditional settings. There were other elements too, but you get the idea.

I’m wondering: The processes of design were not directed toward a unifying aim. Each group chose different audiences to target. Yet we seemed to agree on what’s needed. If that’s the case, what are the next steps? What will it take to get there?

It’ll be interesting to see ISKME’s sharing after the Fest of the design elements that were discussed in each of the action collabs. Were those similar too?