

Empower to Advance: Envisioning the Future of Education

Fall 2024 Summit

Day 2



Agenda

Day 2

- Welcome and Mentimeter Results
- That's Odd/Random Word Drill
- Game
- Unpacking Innovation
- Team Time
- Closing





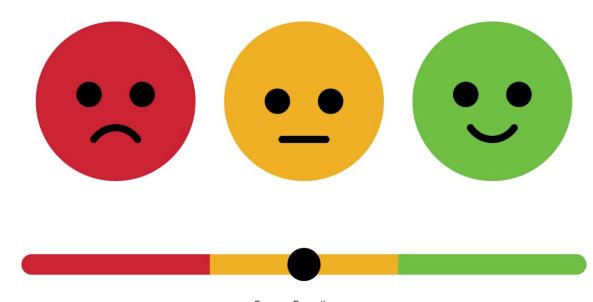
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Your Feedback

Your feedback is important to us!





Source: Freepik.com



Pulse Check Results



What three words describe your experience of today's session together?

54 responses





Pulse Check Results



What feedback can you give us to help us improve tomorrow's sessions?

25 responses

Warmer

I loved everything!

Everything that we did today was great.

Give a small break.

Can't not think of

Stand up and stretch breaks

Make us move a bit more. It's a long day. The temp in here is great.

None

This was great, keep the momentum!

Excellent day!

Today rocked so nothing!

Good session!!!! Can we share and discover Al tools?

Small break

None

Today was great! I can't wait u til tomorrow. I have no feedback.

None

Temperature



Pulse Check Results



What feedback can you give us to help us improve tomorrow's sessions?

Can't not think of anything!!

More breaks and more time to talk in groups

Things were really well run today. I appreciated the balance of reflection & introduction of material. Perhaps We could work a LITTLE in small groups so that everyone's voices will have more airtime.

N/A

All is great!

Excellent keep it up!

Will we learn about specific AI tools that might be helpful in teacher prep? For those of us who are very new to all of this.



Learning Objectives



Seek new ideas in surprising places and use random word pairings to inspire creative thinking, generating solutions for addressing challenges in the future of education.



Practice and strengthen
essential skills such as
flexibility, adaptability,
curiosity, and innovation,
enabling them to apply these
competencies in their own
contexts to navigate and
shape the future of education.





Analyze the potential impacts and unintended consequences of educational innovations, focusing on areas such as equity, safety, and wellbeing, and discuss strategies to mitigate risks while enhancing positive outcomes.





Purpose

- To stimulate creative thinking and generate innovative ideas for the future of education.
- Highlight the importance of embracing oddities and randomness to break free from conventional thought patterns.

Bielenberg, Burn, Galle, & Dickinson, 2016



That's Odd-Random Word Drill



Process: Part 1

- 1. Pair Up (5 minutes): Form duos or trios.
- 2. Explore the Environment (15 minutes):

 Teams go out and find the three strangest things in your surroundings. Look for items, people, or interactions that stand out.
- **3. Document Findings (5 minutes):** Take photographs of these items and upload to the link provided.







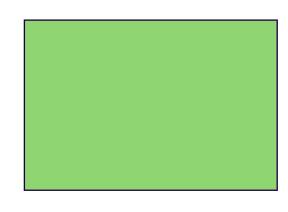
Process: Part 1

4. Post-It Descriptions (5 minutes): Upon returning, write a 1-to-2-word description of each strange item on separate Post-its on its sticky side. Place the post-it note on the wall.

Sticky Side

1-to-2-word description

Write on your Post-it



Post it on the Wall





Process: Part 2

- **1. Select Random Words (5 minutes):** Select a team member to collect 3 random words from the word wall.
- 2. Idea Generation (20 minutes): Using the two random words as a springboard, brainstorm potential solutions, products, or services that could have an impact in education. Think broadly and allow your ideas to be unconventional.
- **3. Quantity Over Quality (5 minutes):** Remember, the goal is to generate as many ideas as possible without judgment or concern for feasibility.

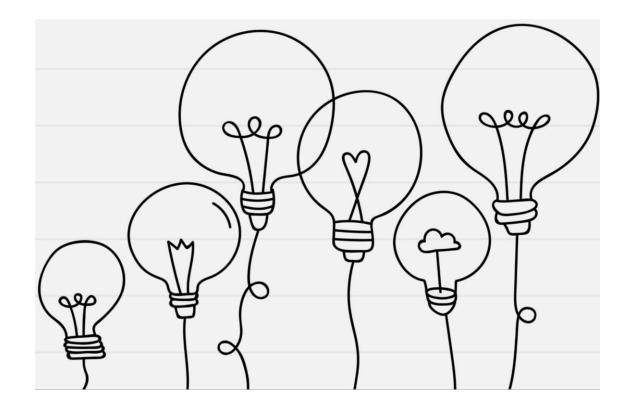


That's Odd-Random Word Drill



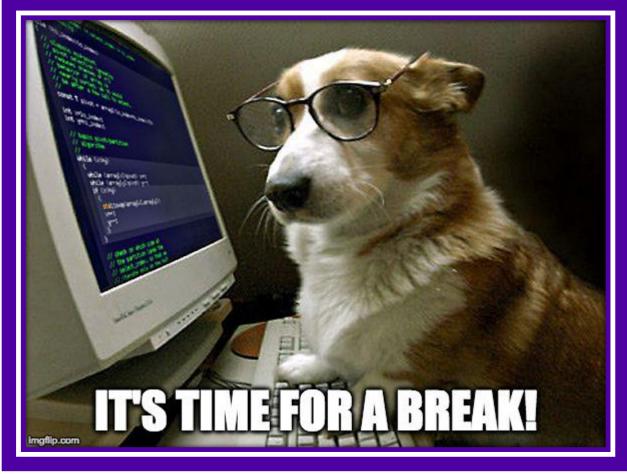
Reflection and Sharing

- Each group shares one or two of their most interesting or surprising ideas with the larger group.
- 2. Whole group discussion on how the strange items and random words inspired their thought processes.









Infinite Pathways: Round 1

Infinite Pathways: Round 2





Lunch Time!

Infinite Pathways: Round 2

Infinite Pathways: Round 3





Introduction and Framing

- Overview: Critically deconstruct the pathway you envisioned for the future by examining both the intended outcomes and potential unintended consequences across multiple key areas of impact:
 - Equity
 - Safety & Privacy
 - Student Wellbeing
 - Teacher Wellbeing
 - Family & Community
 - Learning Impact





Step 1: Identify Unintended Consequences

- **Prompt:** The pathway you developed is the future. Your team is tasked with considering possible consequences (positive, negative, and neutral) of the future it imagined.
- Brainstorm possible outcomes addressing each impact area:
 - Equity
 - Safety & Privacy
 - Student Wellbeing
 - Teacher Wellbeing
 - Family & Community
 - Learning Impact
- Outcome: A list of realistic unintended consequences for each impact area.



Step 2: Mitigating the Risks

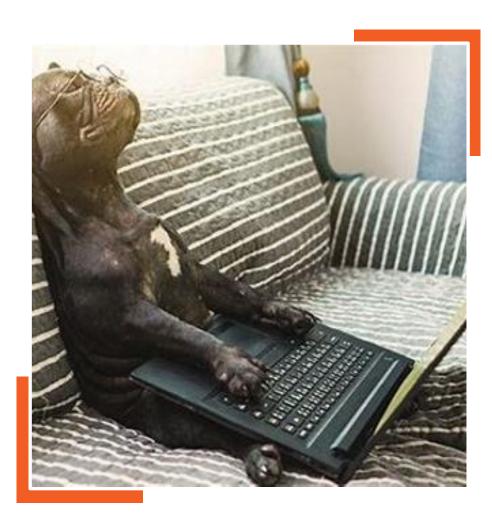
- Prompt: Now that you've identified potential unintended consequences, look across your list and identify any associated risks.
- Brainstorm adjustments or support systems to prevent or reduce negative outcomes/risks.
- Outcome: A list of adjustments or mitigation strategies for each identified risk.











BREAK TIME!

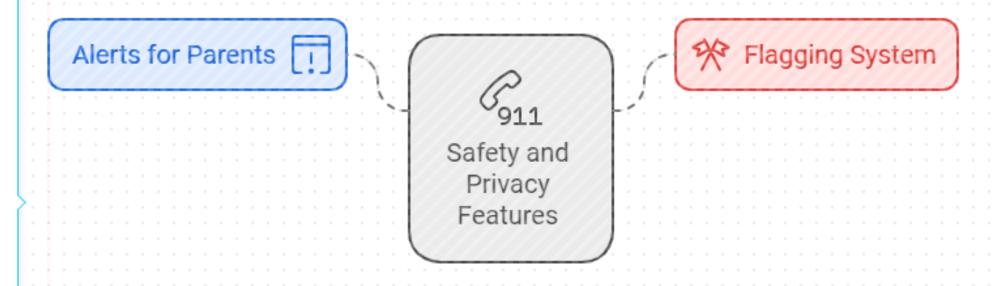




Step 3: Visualize the Impact

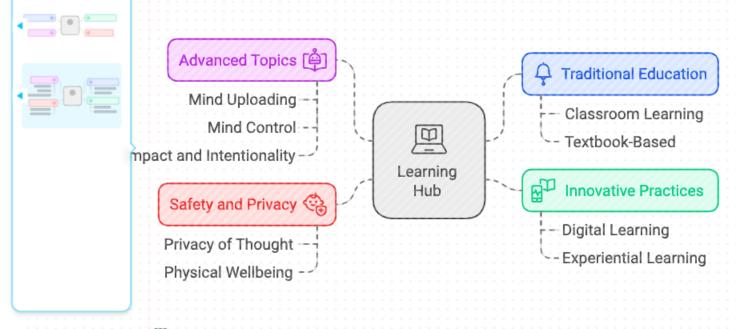
- Prompt: Summarizing everything you have discussed in a visual way can seem daunting. Use napkin.ai to generate a visual representation of your exploration. Highlight key insights, potential impacts, and mitigation strategies from your previous discussions.
- Each group will use napkin.ai to generate a visual that captures your analysis and proposed solutions.
- Focus on creativity and clarity as you consider multiple visualization options.
- Outcome: A visual representation of your innovation, potential impacts, and strategies for addressing unintended consequences.
- Email to drlisic@educatordiversity.org

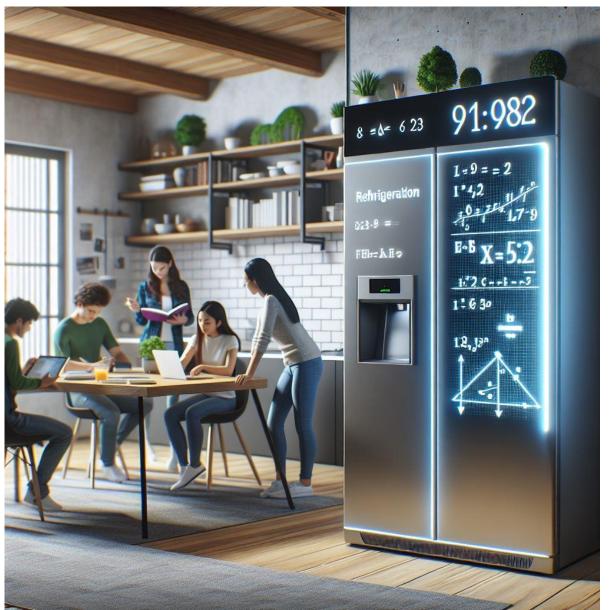
Safety and Privacy for an Al companionship app. Built in alerts for parents, flagging system for age inappropriate access or sharing dark thoughts.



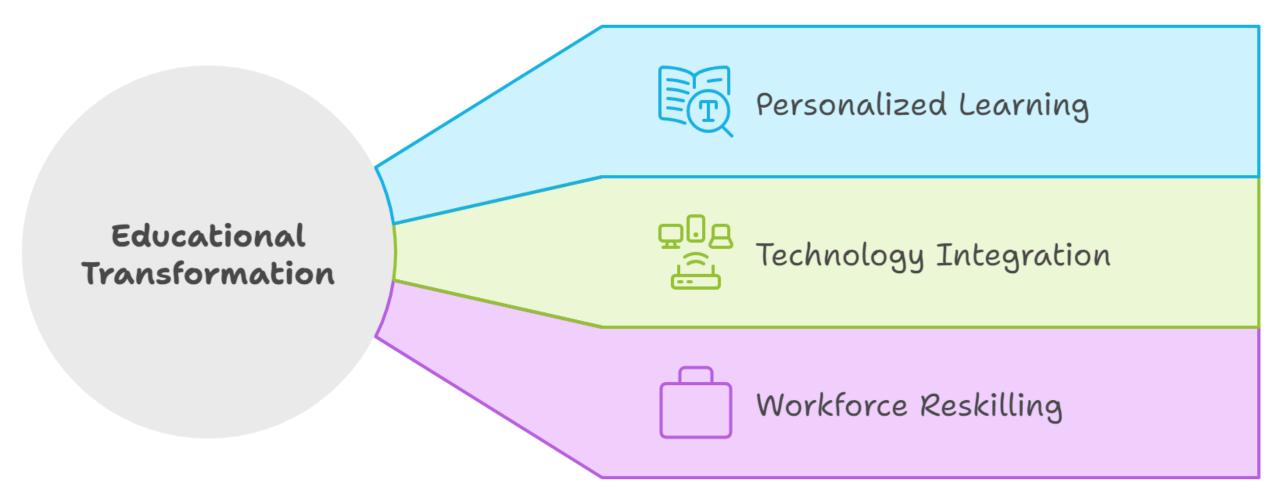
Abstract

This document outlines a conceptual visual for a learning hub that aims to harmonize traditional education with innovative practices while addressing critical issues surrounding safety and privacy. The hub will explore advanced topics such as mind uploading, mind control, and the privacy of thought, alongside their implications for physical wellbeing. Additionally, it will emphasize the importance of understanding the uncontrollable nature of these technologies, urging a focus on impact and intentionality in their application.









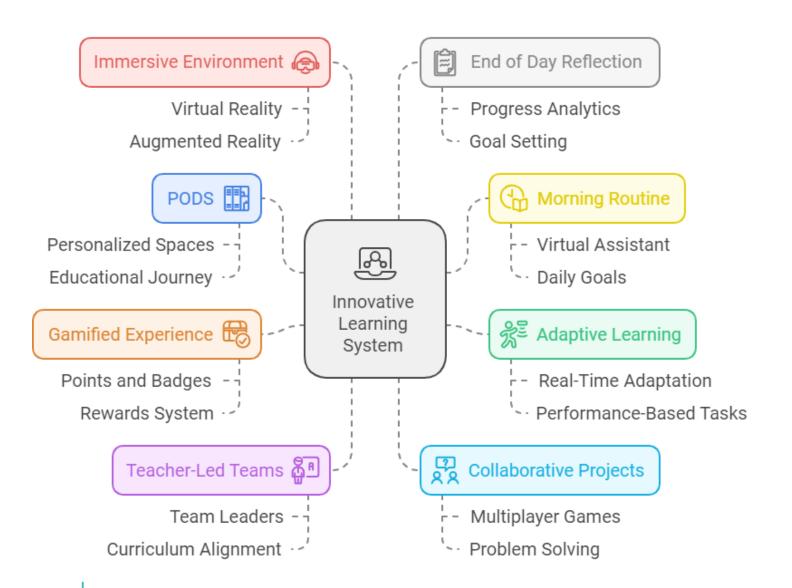




Step 4: Share and Discuss

- Group Sharing: Each group shares their big picture takeaway highlighting significant unintended consequences and how they plan to mitigate them.
- Whole Group Discussion: Participants to reflect on the common unintended consequences across groups and any insights about preventing negative impacts on areas such as equity, wellbeing, or community engagement.

Pathways of Discovery and Success





Step 5: Reflection & Takeaways

Reflection Question:

- What did you learn about the complexities of implementing innovative ideas in education?
- How will this change your approach moving forward?



Academy Awards

Best Short by First-Time Filmmakers



Learning Objectives





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2

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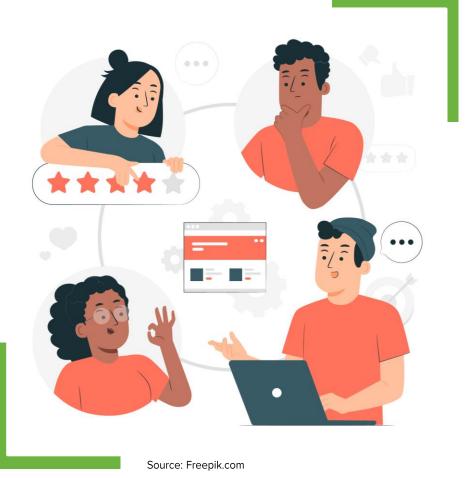
Analyze the potential impacts and unintended consequences of educational innovations, focusing on areas such as equity, safety, and wellbeing, and discuss strategies to mitigate risks while enhancing positive outcomes.



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Your Feedback is Important to Us!











https://suno.com

Team Time

In your team, collaboratively synthesize and articulate your key takeaways from the summit by creating an original song using AI, fostering creativity and reinforcing your learning through a memorable and engaging musical expression.





Remember!

Tomorrow:

- Songs of the Summit: Al Edition
 - Sign-up sheet
- Wear Your Spirit Wear!

Dinner on Your Own

Check your folder for suggestions

