



1



2



3

memes

a humorous image, video, piece of text, etc. that is copied (often with slight variations) and spread rapidly by Internet users.

an element of a culture or system of behavior that may be considered to be passed from one individual to another by nongenetic means, especially imitation.

4



5



6

#a4lememes
@ghmonberg

7

myths

a traditional story, especially one concerning the early history of a people or explaining some natural or social phenomenon, and typically involving supernatural beings or events

a widely held but false idea

8



OVERCONFIDENCE

This is going to end in disaster, and you have no one to blame but yourself.

9

motivation

the general desire or willingness of someone to do something

the reason or reasons one has for acting or behaving in a particular way

10

Whole Brain Teaching

11

#a4lememes
@ghmonberg

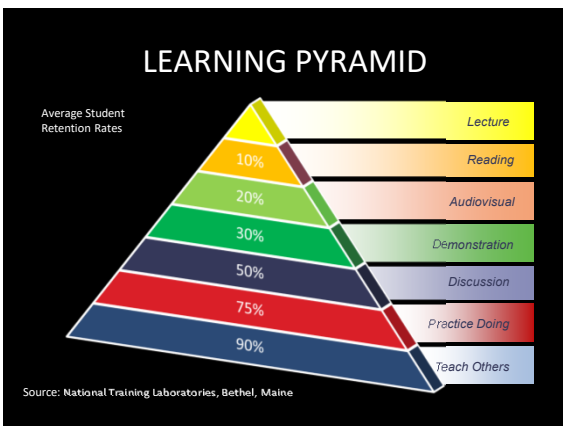
13



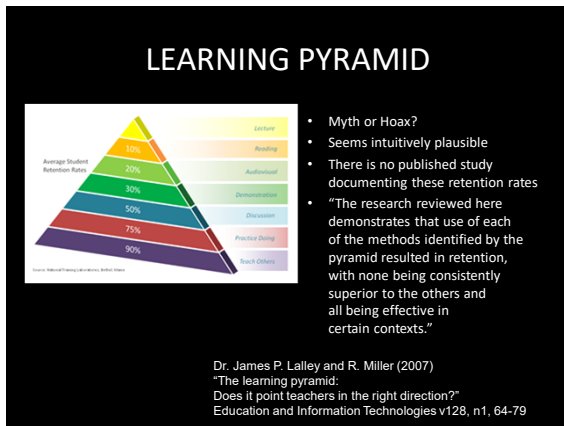
46



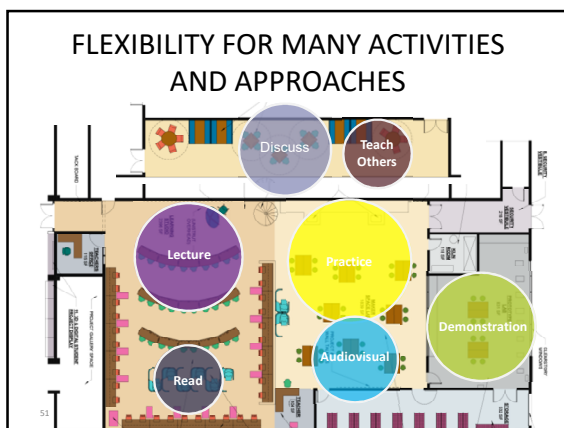
48



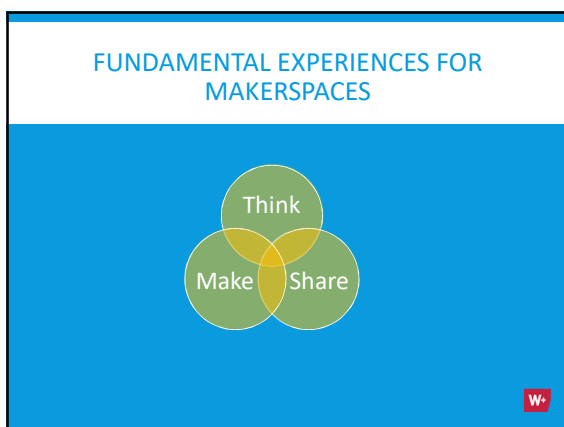
49



50



51



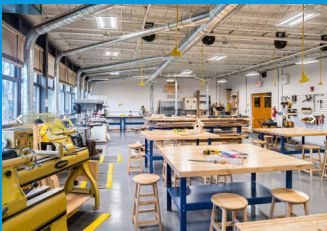
52

Design lab - THINK



53

Group One Findings From Workshop One



PROTOTYPING STUDIO

- Machines for a variety of project types
- Dust collector
- Project storage under tables
- Variation of available tools
- Easy access to tools for display
- Tools
- Tall Tables
- Heavy Equipment for Building
- No Carpet



54

Group One Findings From Workshop One



PROJECT DISPLAY & DEMONSTRATION

- 3D Printers
- Robotics
- Make student work visible
- Windows and digital display



55

Design spaces for Multiple Intelligences & Learning Styles

56

Proposed by [Howard Gardner](#) in his 1983 book
Frames of Mind: The Theory of Multiple Intelligences



57

Despite the lack of evidence, the ideas of multiple non-
g intelligences are attractive to many due to the
suggestion that everyone can be smart in some way.

Cognitive neuroscience research
does not support the theory of
multiple intelligences.

Gottfredson, L. S. (2006). "Social Consequences of Group Differences in Cognitive Ability (Consequências sociais das diferenças de grupo em habilidade cognitiva)". In Flores-Mendoza, C. E., Colom, R. Introducao a psicologia das diferenças individuais. ArtMed Publishers. pp. 433–456. ISBN 8536314184

58



59



60



61

Next Generation Science Standards

Crosscutting Concepts

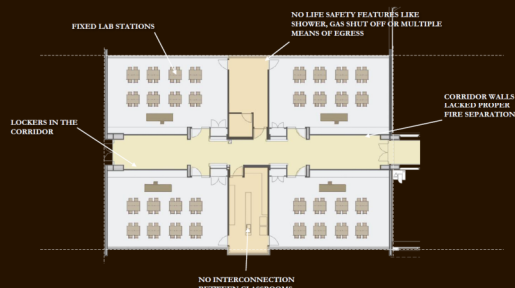
1. Patterns
2. Cause and Effect
3. Scale, Proportion & Quantity
4. Systems and System Models
5. Energy and Matter
6. Structure and Function
7. Stability and Change



62

Floor Plan (Before)

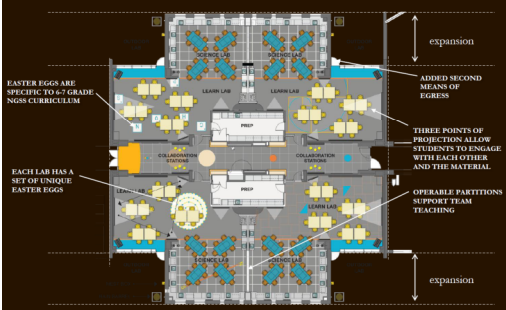
The school's previous labs were arranged as four traditional spaces. There was no ability to do lab work; teachers were restricted to books and lecture. The environments lacked the resources, flexibility and collaborative spaces needed to successfully implement Next Generation Science Standards.



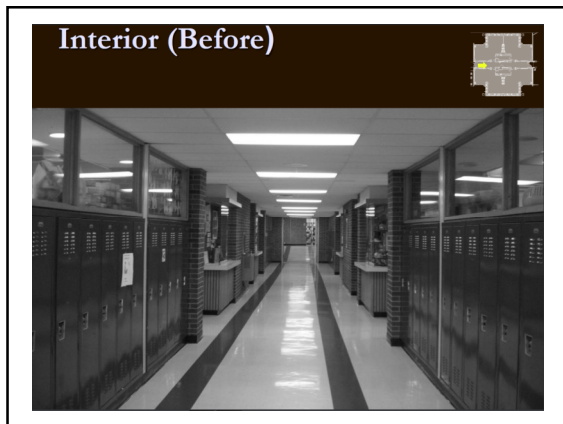
63

Floor Plan (After)

A slight expansion of the building envelope allowed for a comprehensive interior renovation that quadrupled the number of learning spaces. L-shaped classrooms better define learning zones while maintaining sightlines of space and teacher control.



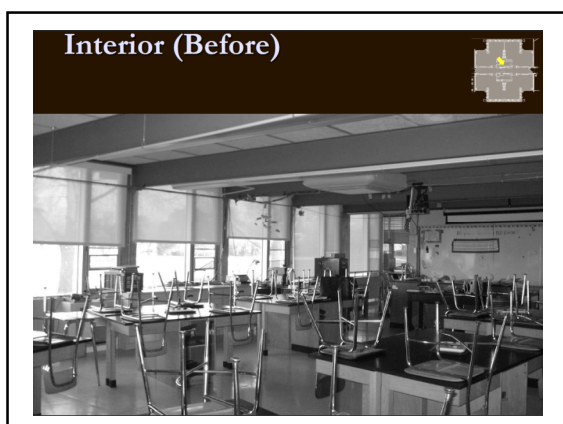
64



65



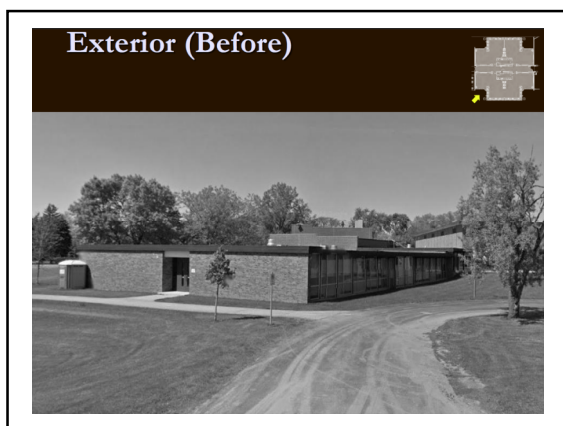
66



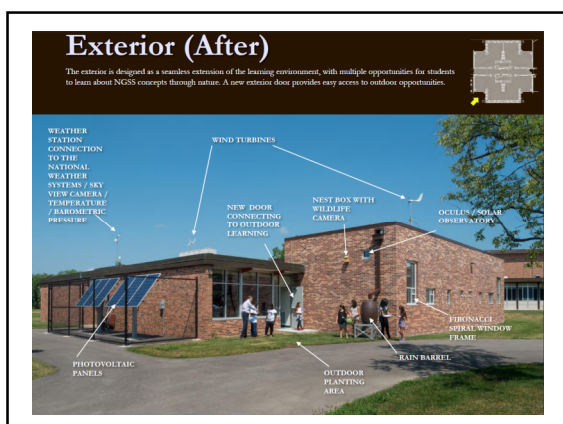
67



68



69



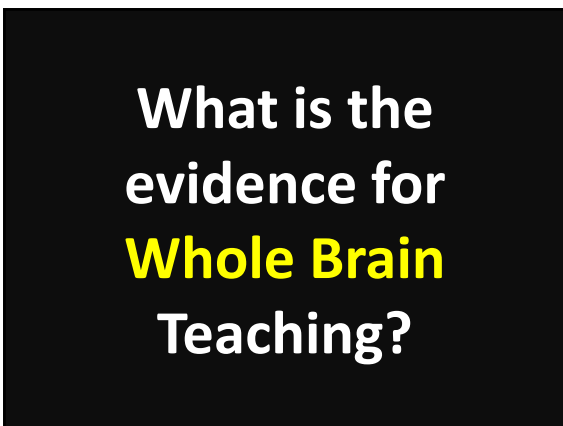
70



71



72



74

MEME	MYTH	MOTIVATION
1. WHOLE BRAIN THINKING	LOTS OF ACTIVITY IMPROVES LEARNING	NOVELTY IMPROVES ENGAGEMENT
2. LEARNING STYLES	LEARN BEST IN PERFERRED LEARNING STYLES	DESIGN FOR CONTENT – NOT INDIVIDUAL INTELLIGENCES
3. LEARNING PYRAMID	DE-EMPASIZE READING IN FAVOR OF PROJECT-BASED	SUPPORT ALL STEPS ON THE PYRAMID
4. RIGHT BRAIN/LEFT BRAIN	SOME ARE LOGICAL, SOME ARE CREATIVE	EVERYONE HAS LOGICAL AND CREATIVE APTITUDES
5. ACADEMICS NOT ATHLETICS	ATHLETICS DISTRACT FROM ACADEMIC ACHIEVEMENT	ATHLETICS CAN HAVE LONG-TERM BENEFITS
6. ONLY 10% OF BRAIN USED	MOST BRAIN CAPACITY IS UNTAPPED	YOUNG STUDENTS BRAINS = 50% OF OXYGEN USE
7. DAYLIGHTING BOOSTS TEST SCORES BY 20%	7% TO 19% CORRELATION	IMPROVEMENT VARIES, CAN BE HARMFUL
8. COLOR HAS A LONG-TERM IMPACT	COLOR CAN MANIPULATE COMPLEX BEHAVIORS	SHORT-TERM, AVOID CHRONIC STRESS
9. MOZART EFFECT	CLASSICAL MUSIC IMPROVES IQ	ALLOW CHOICE IN WHAT YOU HEAR
10. FIVE SENSES	ONLY FIVE SENSES	DESIGN FOR 20+ SENSES

76

Motivation

1. Eliminate unnecessary **stress**
2. Provide a variety of **choices**
3. Design for **movement**
4. Design for **discovery**
5. Design for **social interactions**

77

#a4lememes

@ghmonberg

78



79
