

The ProSocial Learning Environment™ and its Impact on Student Learning

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METEOR EDUCATION
accelerating engagement

Today's Walkaways

ProSocial Learning and its Impact

Knowledge of the current research on how we learn and how the current generation prefers to learn

What are the learning experiences that engage today's students?

Creating a ProSocial Learning Environment™

How does the design of learning spaces positively impact ProSocial Learning Experiences™?

Discuss

▶ What do you think we mean by ProSocial Learning Experiences™?

ProSocial Learning Experiences™

Anti - Social Learning Experiences

Sounds like?

Example?

Feels like?

Looks like?

Have you experienced it?

ProSocial Learning Experiences™



Individual Survival



Collective thriving and belonging



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What do you notice about learning in these photos?



ProSocial Learning



The environment becomes an
Instructional Tool

ProSocial Learning is interactive.

Students sit in teams (2, 3, 4) so they can work together on learning tasks.

With ProSocial Learning, we teach in ways that help students develop:

- Social connections
- Acceptance of team members
- Caring, kind, helpful behaviors

ProSocial Learning
Ecosystems™ =



ProSocial Learning
Experiences™



ProSocial Learning
Environments™



ProSocial Learning Experience™ Definition

Thoughtful Interactions and Behaviors

- Kind
- Sharing
- Helping
- Empathizing
- Comforting and encouraging
- Generous
- Complimenting
- Collaborating
- Teaching one another
- Teamwork



Experiential Learning Tasks

- Learning by doing
- Active involvement with teammates
- Asking questions and finding answers
- Solving problems (authentic - real-world, something that matters to me)
- Designing creative or original solutions
- Experimenting to make sense of something (productive struggle)
- Multiple types of hands-on tasks

Leads to **IMPACT**

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How We Learn

How does the brain
process information?



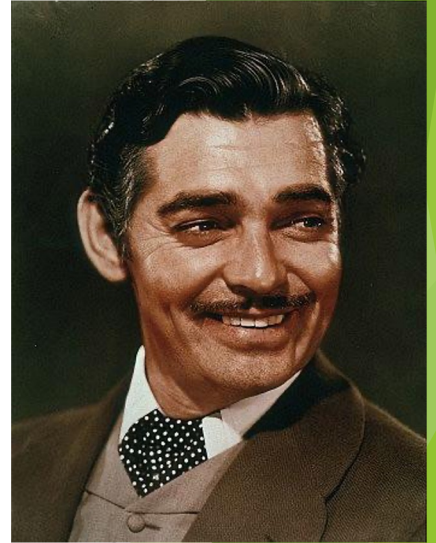
Brain Test: Our Brains At Work



A



B



C

Our Brains At Work :

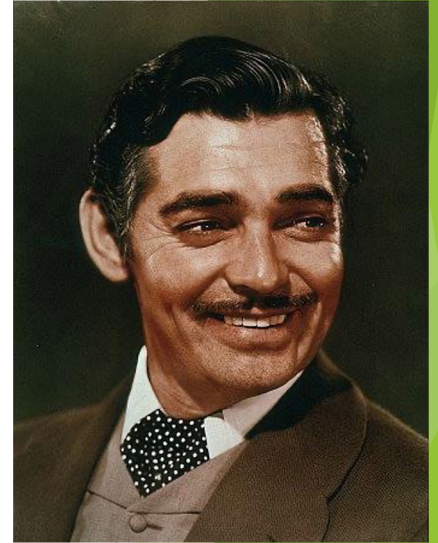
Processing associations
Recalling information
Making something new



A (Beyonce)



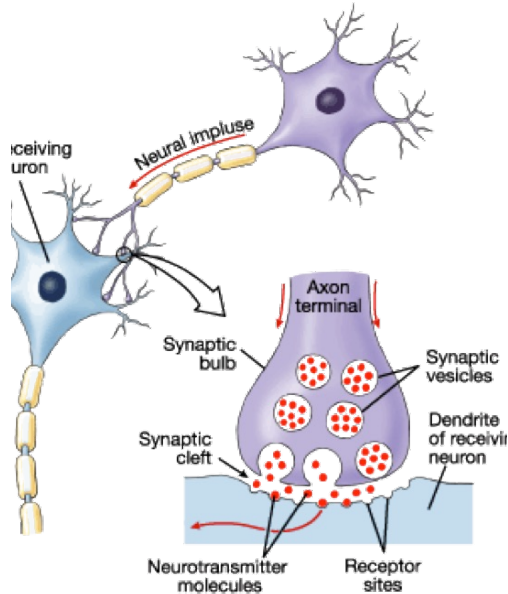
B (Elizabeth Taylor)



C (Clark Gable)

Schema: interconnected networks of background knowledge

Neurotransmitters



- ▶ Neurons are firing information about the visual images from long-term memory to working memory to identify the people
- ▶ If you did not have prior knowledge on any of the people, there was nothing to retrieve from storage
- ▶ You have roughly 100 billion neurons, allowing you to store and retrieve billions of pieces of information

What do young brains crave?



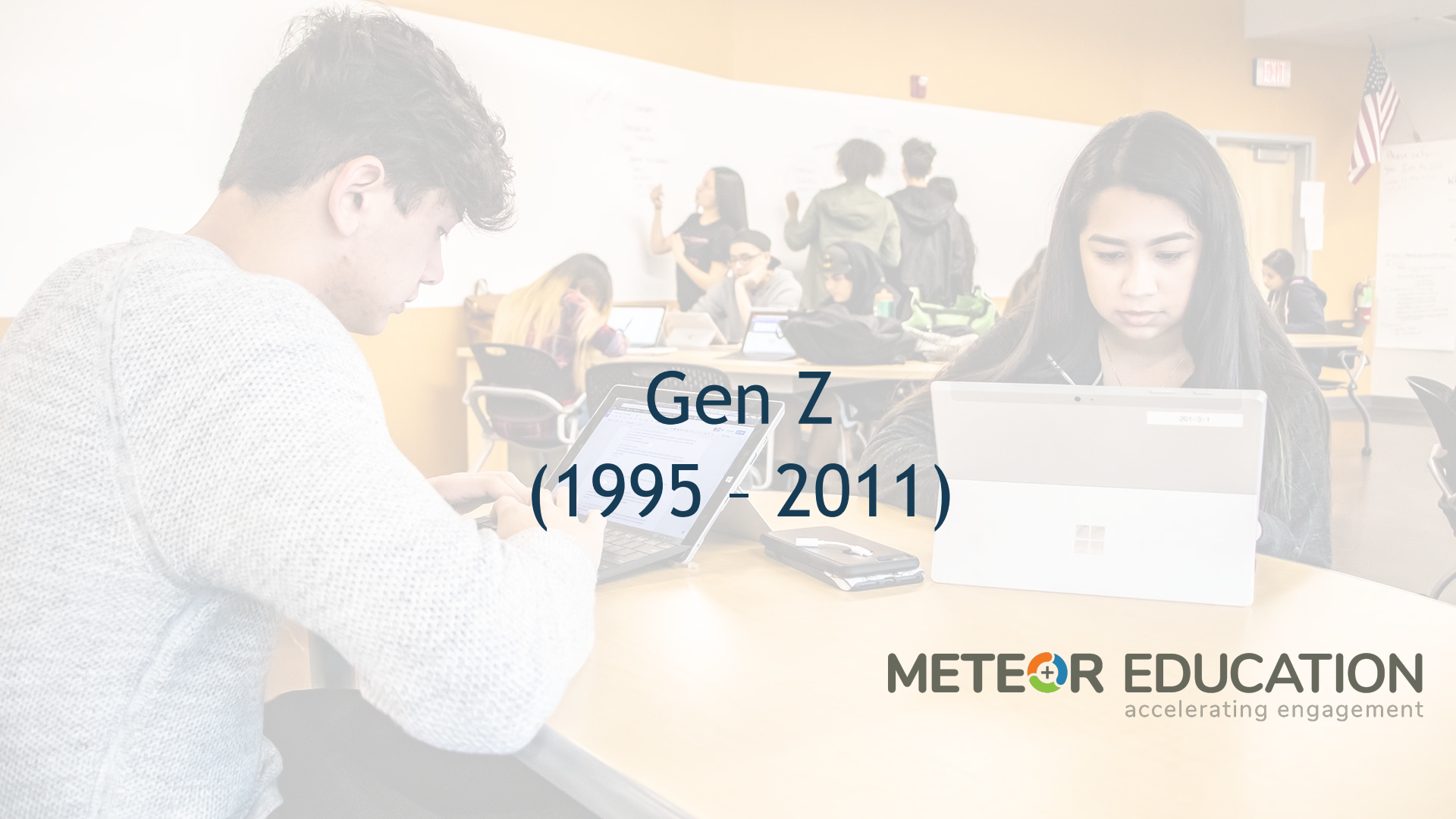
Learning does not increase the number of brain cells you have. It increases their size, branches, and their ability to form more complex networks.

Learning is acquiring new knowledge and using it to create even more.

Memory is about retaining information to transfer to new learning.



- ▶ How do today's learners want to learn?
- ▶ How do we ensure they transfer information?

A young man and woman are seated at a desk in a classroom, focused on their devices. The man on the left is using a tablet, while the woman on the right is using a laptop. In the background, other students are visible, some standing near a whiteboard. The scene is brightly lit, suggesting a modern educational environment.

Gen Z (1995 - 2011)

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DON'T MISTAKE THEM FOR MILLENNIALS

GENERATION Z

5 screens



Communicate with **images**



Create things



Future-Focused



Realists



Want to **work for success**



VS

MILLENNIALS

2 screens



Communicate with **text**



Share things



Focused on the **Present**



Optimists



Want to **be discovered**





30% watch lessons online.



20% read textbooks on tablets.



30% work with classmates online.



50% use YouTube/Social Media for research assignments.

A photograph of a classroom with several students sitting at desks. In the foreground, a young man and woman are looking at a laptop. In the background, other students are working at their desks. A white dog is sitting on the desk in the foreground. The image has a light blue tint.

Alpha Generation (2011 - 2025)

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Alpha Generation



- ▶ New Kids on the Block
- ▶ Known as the iGeneration
- ▶ Likely to be the wealthiest, most highly educated, and technologically literate in history



GEN ALPHA

BORN 2010 [same year as iPad]



YOUNG ACTIVISTS

3 in 4 believe it is important to speak out about causes they believe in.

1 in 5 have taken part in a march or protest.

**QUESTIONING,
INFORMED,
ACTIVISTS**



DIGITAL MASTERS & CRITICAL CONSUMERS

3 in 4 are confident using the internet on their own whilst only 58% of their parents think their kids are capable.

58% are anti-sharenting "my parents shouldn't post pictures of me online" but 60% of their parents would post without permission.

73% question things they see and read on the internet.

2 in 3 think YouTubers do things they don't agree with.

**CONFIDENT,
KNOWLEDGEABLE,
GUARDIANS OF
THEIR OWN
TECH SELLS**



CREATIVE ENTREPRENEURS

86%
ENJOY MAKING THINGS

4 in 5
ENJOY MAKING SLIME

2 in 3
ENJOY CREATING THEIR OWN GAMES / WORLDS

55%
ENJOY CREATIVE VIDEO MAKING

47%
ENJOY TINKERING WITH ELECTRONICS

20%
ALREADY MAKING MONEY FROM HOBBY / TALENT

“Learning” Behaviors (for Today’s Students)

- ▶ Friendship Driven, Peer-based
- ▶ Interest Driven, Participation
- ▶ Social, Networked
- ▶ Intergenerational
- ▶ Personal Creativity



How should we connect with the current generations ?

Communicate

Communication with Generation Z/ Alpha should be visual and aimed towards diverse audiences.

Short

Keep communication/content short. Think “stackable content”.

Feed Curiosity

Empower Generation Z / Alpha by providing them control over choices of preference and settings.



Connect

Connect Generation Z/ Alpha to technology of various types.

Inspire

Generation Z / Alpha needs to be inspired; reacting best when given social causes to rally behind.

Educate

Generation Z / Alpha wants to build their expertise.

Today's Walkaways

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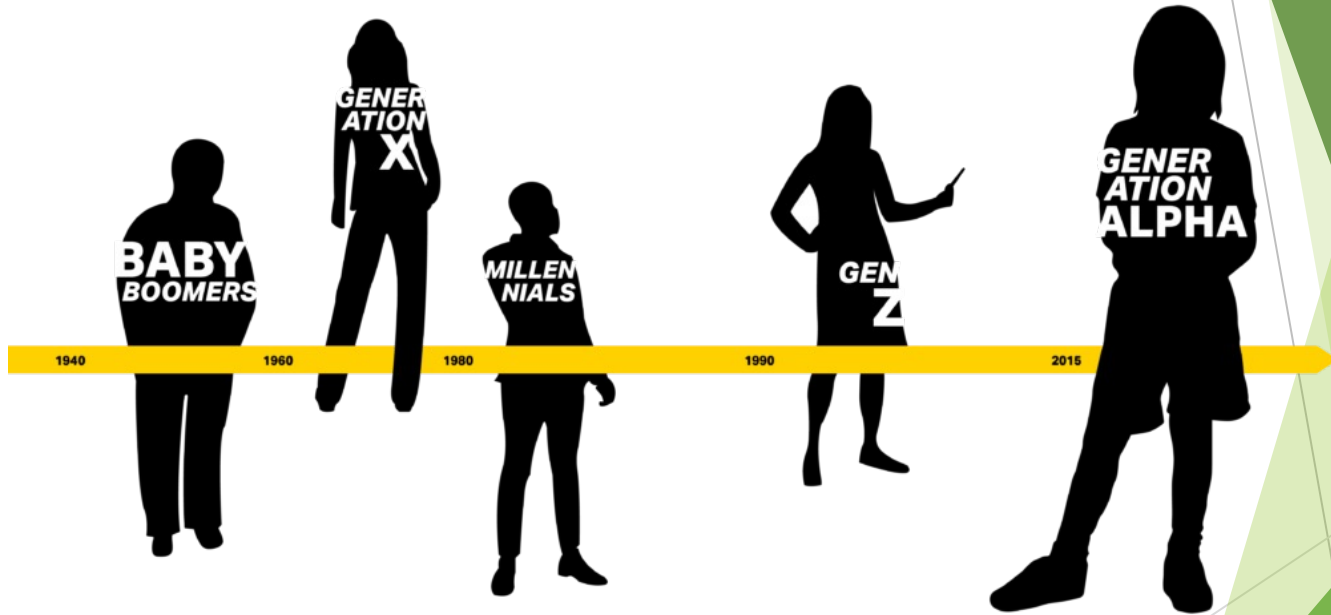
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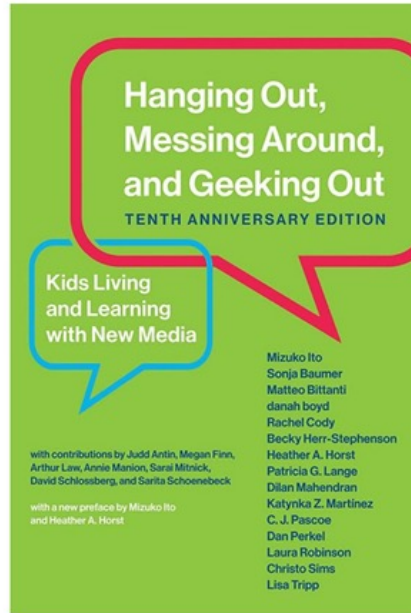
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Generations...are we *that* different?





Research funded by the MacArthur Foundation

“Hanging Out” Behavior

- ▶ Distant Relationships
- ▶ Social/Collaborative
- ▶ Sharing/Networking
- ▶ Personal Interests
- ▶ Peer Engagement



“Messing Around” Behavior

- ▶ Use tools to Explore Interests
- ▶ Modality of Learning
- ▶ Fortuitous Searching
- ▶ Start Focused Engagement
- ▶ Tinkering - Time/Space to Explore



“Geeking Around” Behavior

- ▶ Find passion, intense engagement/rewrite the rules
- ▶ Use social network to make connections/network with professionals
- ▶ Focus on media/genre of technology
- ▶ Self directed/larger than the tools



What is Available in Schools?

- ▶ A Culture of Dependency on:
 - ▶ Textbooks
 - ▶ Tests
 - ▶ Teachers

- ▶ Get the GRADE and get OUT!

- ▶ This focus is on “lower order thinking skills” and short-term recall of information.

▶ -Ian Jukes



- We experienced educational policy in the 1980s-early 2000s designed to increase America’s competitiveness
- Today, job growth and wage increases are most robust in roles that require interpersonal “people skills” and technical knowledge
- The labor market is being disrupted by automation and increased use of artificial intelligence
- Many previously needed skills are becoming obsolete and replaced by new demands more quickly than ever before

Three Primary Purposes for Public Education



Developing a
Sense of Self



Preparing for
American
Democracy and
Civic Life



Preparing for the
World of Work



Team Task: Choose and Rank the TOP 5 Skills for 2025....

Technology design
and programming
(A)

Systems analysis
and evaluation
(B)

Complex problem-
solving (C)

Resilience, stress
tolerance and
flexibility
(D)

Creativity,
originality and
initiative
(E)

Leadership and
social influence.
(F)

Technology use,
monitoring and
control
(G)

Analytical thinking
and innovation
(H)

Critical thinking
and analysis
(I)

Reasoning,
problem-solving
and ideation
(J)

Service
orientation (K)

Troubleshooting
and user
experience
(L)

Emotional
intelligence
(M)

Active learning
and learning
strategies (N)

Persuasion and
negotiation
(O)

• Source: Future of Jobs Survey
2020, World Economic Forum.



Top 15

1. Analytical thinking and innovation (H)
2. Active learning and learning strategies (N)
3. Complex problem-solving (C)
4. Critical thinking and analysis (I)
5. Creativity, originality and initiative (E)
6. Leadership and social influence (F)
7. Technology use, monitoring and control (G)
8. Technology design and programming (A)
9. Resilience, stress tolerance and flexibility (D)
10. Reasoning, problem-solving and ideation (J)
11. Emotional intelligence (M)
12. Troubleshooting and user experience (L)
13. Service orientation (K)
14. Systems analysis and evaluation (B)
15. Persuasion and negotiation (O)



The Future of Work and the Jobs we Might Have in 2040



A shift towards automation will free people to be more creative, so parents should encourage youngsters to think originally

Human-centered Designers and Ethicists

Activist Artists and Creators

Data Economy Scientists and Brokers

Robot therapists

Robot translators

*“AI will not be good at creative problem solving, empathetic reasoning, philosophical debate and the human group dynamics of collaborating for a very long time. **Deep human connection, empathy, curiosity** - very human things - will be vital. Our human inquiry is still going to steer the ship.”*

A New Destination

- ▶ High Concept, High Touch Economy
- ▶ Empathy
- ▶ Creativity
- ▶ Adaptability
- ▶ Insight
- ▶ Emotional Intelligence



LEARNER ENGAGEMENT

- ▶ PROXIMAL CONNECTION
- ▶ SOCIAL CONNECTION
- ▶ COGNITIVE CONNECTION
- ▶ EMOTIONAL CONNECTION





Designing Educational Spaces for the Next Generation

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1

LEARNING PODS

Students sit or stand **eye-to-eye** and **knee-to-knee** in teams of **2, 3, and 4** to easily engage in respectful communication, real-world collaboration, and hands-on experiences with a common set of resources.



2

DYNAMIC PLACE

Students benefit from agile spaces equipped for **fluid learner movement** and **correct ergonomics** to maximize interactions, minimize transitions, offer greater comfort and safety, and deliver easy and quick flexibility.



ProSocial Learning Environment™

3

ACTIVITY ZONES

Students enhance their learning in areas designed for experiential activities that **maximize social interaction** and **cognitive development** through multiple learning modalities and access for integration of technology.



4

TEACHER SPACES

Students gain when the finite resource of space for learning experiences is balanced between stakeholders. Teacher space for **focused planning** and proximity to teams helps learners in their journey while mobile **storage improves adaptability** from year to year.

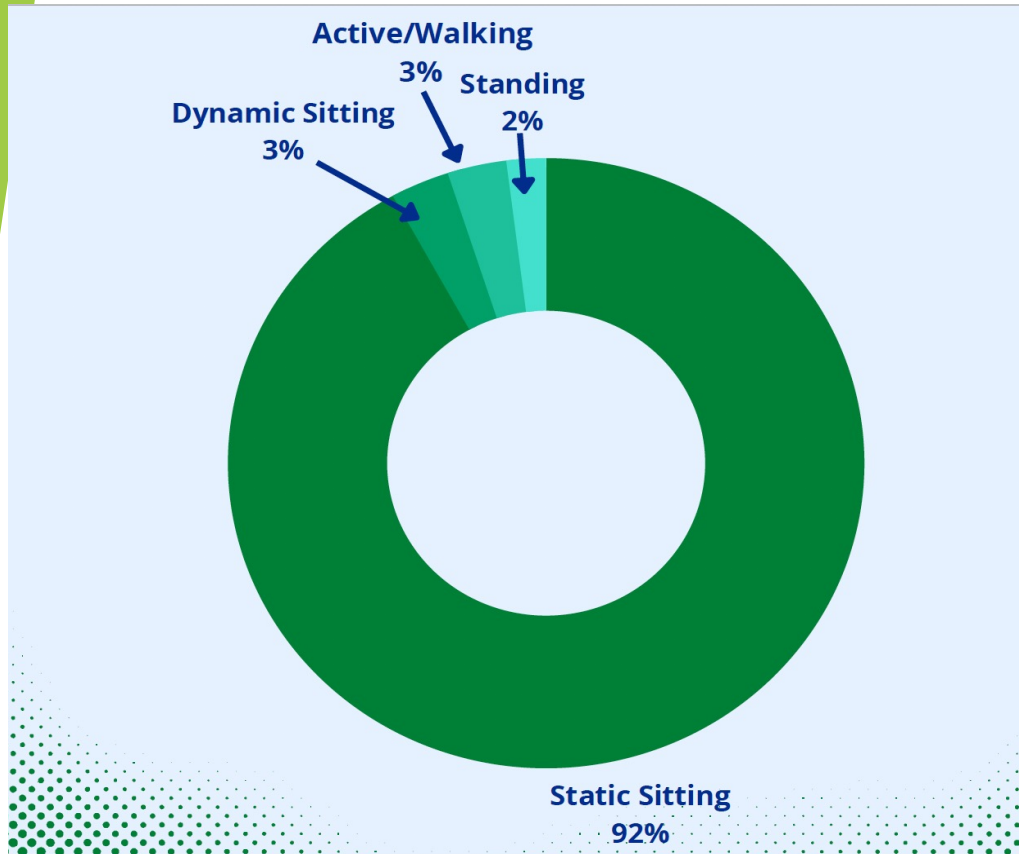


ProSocial Learning Environment™

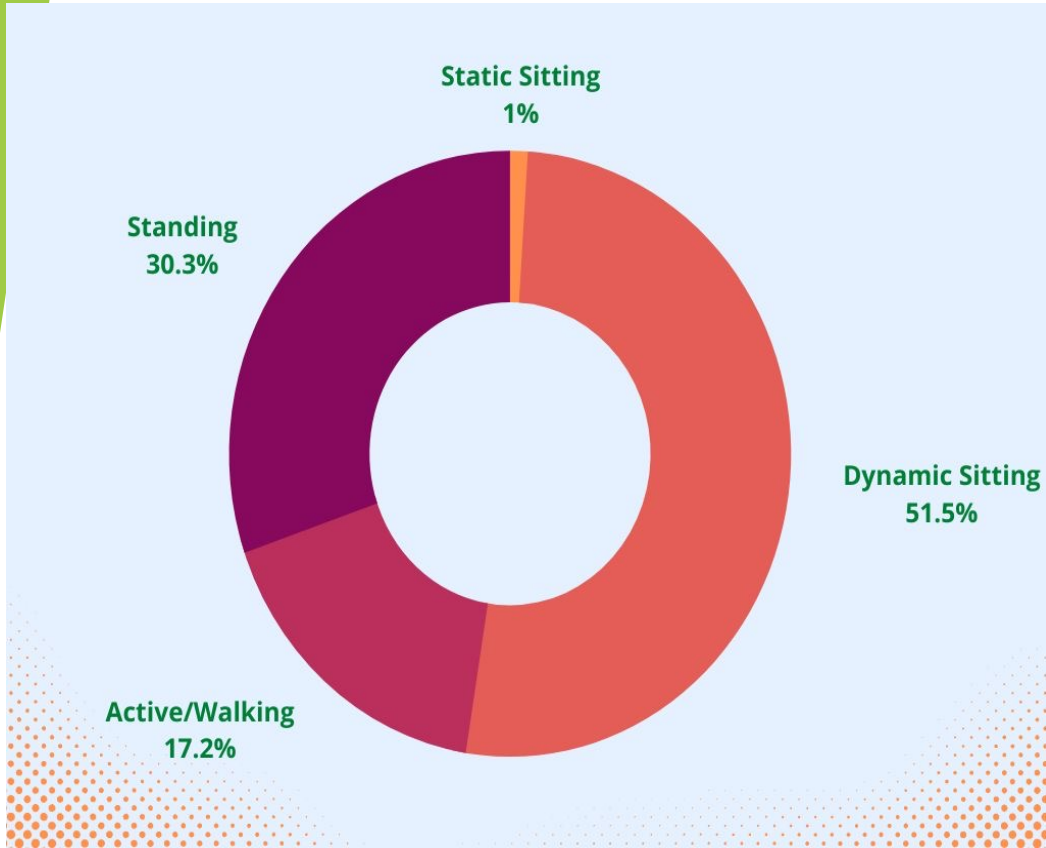
Accountable team task:

- Work with your team to compare your findings.
- Compare team findings with different perspectives and different levels of work.
- Create a collaborative poster.





Traditional Classroom



Active Space
(ProSocial
Learning
Environment™)



ProSocial Learning Environment™

What do you think?



The Boxcar Children
Mystery in the Snow
We love this book!

Accountable team task:

- Work with your team to compare your findings.
- Compare two factors with different characteristics and address similarities.
- Create a collaborative poster.

Snowflakes

beautiful
various
unique
symmetrical
complex



Comparing

preview text
ask questions
predict outcome
infer from details
connect
summarize
evaluate



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What trends are you currently noticing?

Technology + Collaboration

- Classrooms of tomorrow for students of today
- Relevant Environments
- Access to technology and people



Principal Approval Initial _____

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Autonomy of Learning Spaces



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Media Center



- No longer a space solely to house books for students to come in and read
- Multiple spaces within the area with a variety of functions
 - Central gathering hub
 - Informal nooks around the outside of the space
 - Large worksurfaces for project development
- Making determinations around which print books are moving to a digital platform and which are remaining in print form
 - Encyclopedias / Reference Materials
 - High- Engagement Books such as graphic novels

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• Typical School

Café Spaces

- On Trend



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Outdoor Learning

There are many benefits to outdoor learning. "Hands-on outdoor learning builds confidence and resilience and offers opportunities for collaboration which increase connection and engagement." (Green Schoolyards America, pg. 2)



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eSports/ Gaming

In 2021, more than \$16M in esports scholarships were awarded by US colleges.



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We can achieve what
we can imagine...



The background features abstract, overlapping geometric shapes in various shades of green, ranging from light lime to dark forest green. These shapes are primarily located on the right side of the frame, creating a dynamic, layered effect. The text is centered on the white background to the left of these shapes.

Connections,
Comments,
or Questions...

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