


## IBSC Action Learning

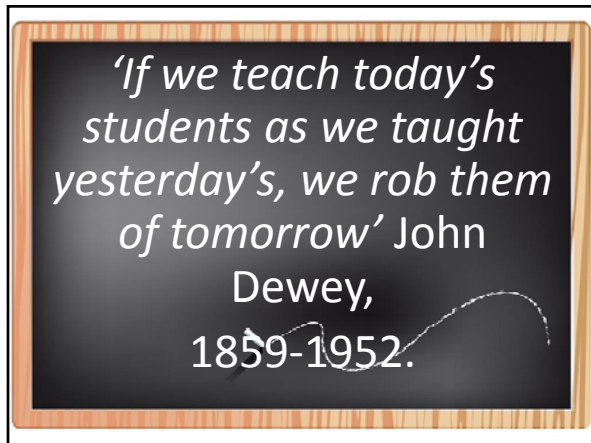
### VIRTUAL LEARNING ENVIRONMENTS

LINDA GIBSON-LANGFORD – TEAM LEADER  
KAREN YAGER & ANDREW WEEDING – KNOX GRAMMAR  
JEFF ADAMS – CRESCENT SCHOOL  
JOHN THORNBURG – ST JOHN'S NORTH WEST MILITARY ACADEMY

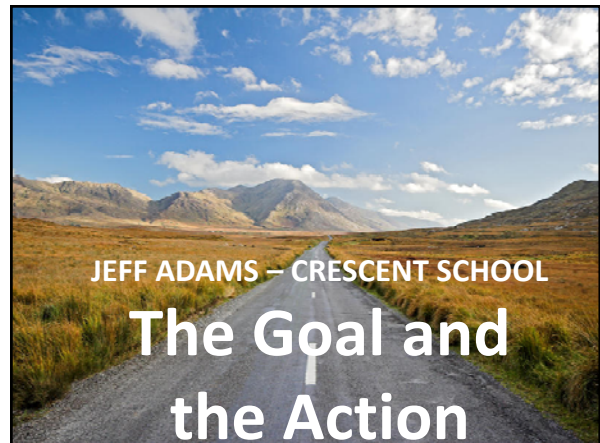



## Whose learning?

*'validating and authorising them to represent their own ideas, opinions, knowledge and experiences throughout education in order to improve our schools' (Fletcher 2005).*




*'If we teach today's students as we taught yesterday's, we rob them of tomorrow'* John Dewey,  
1859-1952.




JEFF ADAMS – CRESCENT SCHOOL

## The Goal and the Action

## The Goal


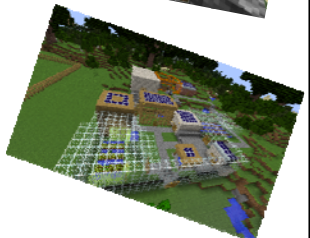


- The effect that game-based learning has on engagement and performance
- *"the cutting edge is realising the potential of games for learning by building good games into learning systems..." (Gee, 2005).*



## Action

- Seven year 7 Science/Geography classes – 80 students
- Summative task student designed
- Develop a digital sustainable city or world in any medium
- Model, reports and reflection assessed
- Data: Pre and post surveys, interviews and observations



## The Goal

- The effect of an online learning component on the relationship with his teacher.
- Focus on self-directed learning to engage the boys and develop autonomy



## Action

- Biology class – 12 boys
- Flipped learning model: learning resources online
- Discussion questions and activities linked directly to online learning resources



KAREN YAGER & ANDREW WEEDING  
KNOX GRAMMAR

## The Goal and the Action

## Goal

- Whether online gaming had the potential to increase boys' engagement and foster creativity
- Creative and critical thinking, along with problem solving and risk-taking to become central to our pedagogy.
- 'development of a culture that values originality, active learning and invention' essential for 21<sup>st</sup> century learning (Craft 2005).



## Action

- 254 Year [8 boys](#) in teams of three developing a low energy, sustainable city using *Minecraft*
- Inter-disciplinary [task](#)
- Data: Pre and post surveys, interviews and observations
- Deadlines and challenges
- Flip Learning model
- City design and a report



### Why online gaming?

- *"Games offer a context for problem-solving with immediate feedback, and often involve social interaction that can reinforce lessons learned"* (2009, Salen)
- *"video games can stimulate learning of facts and skills such as strategic thinking, creativity, cooperation and innovative thinking, which are important skills in the information society"* (2009, Dutch Government report) "

*"The real voyage of discovery consists of not in seeking new landscapes but in having new eyes"*  
([Marcel Proust](#))

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