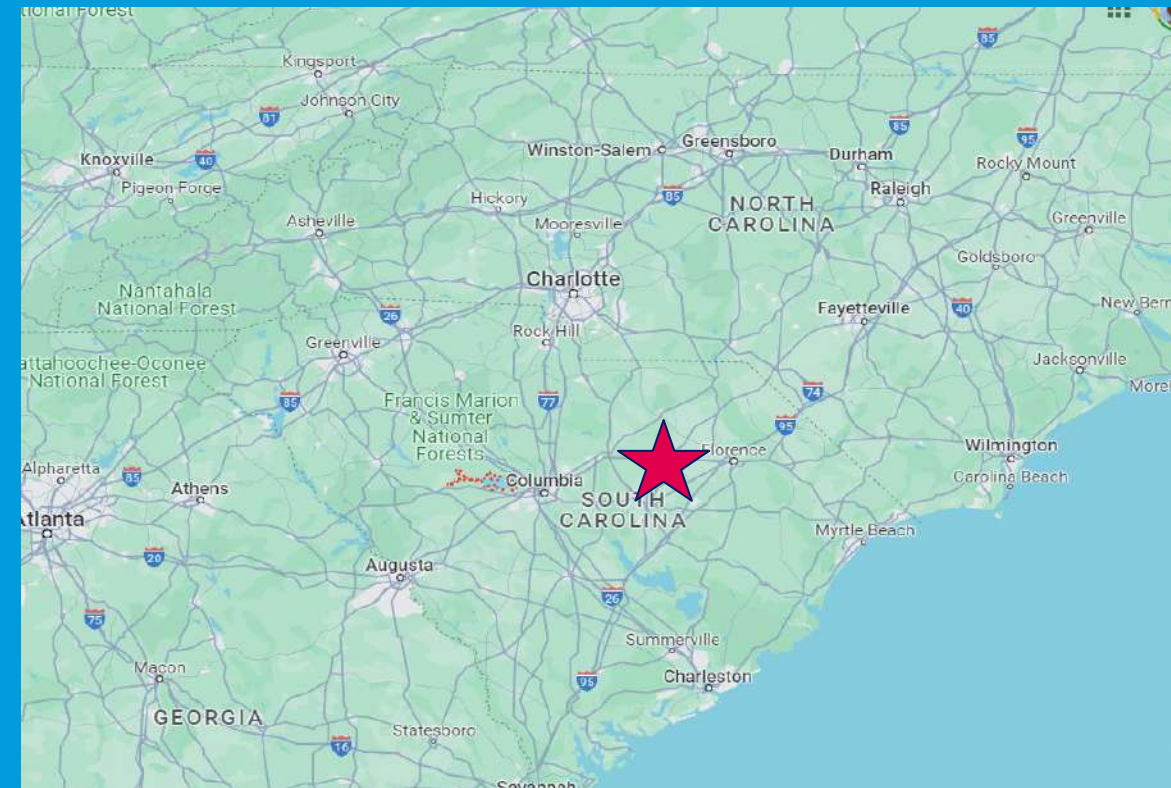


# Reimagining Time

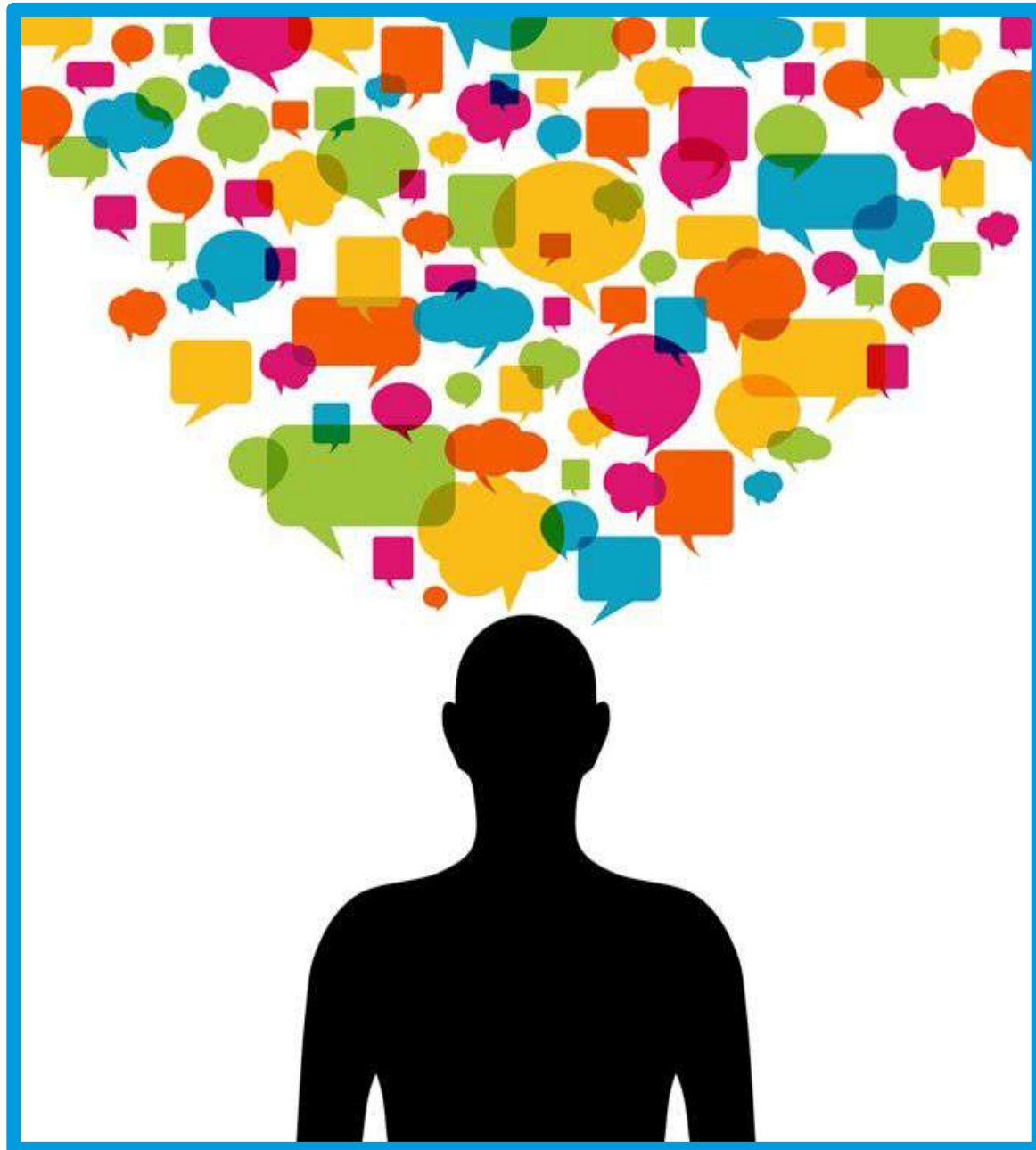
**Doris Mountain Summit**  
**June 2024**



Angie Rye  
angierye04@gmail.com



# Opening Reflection



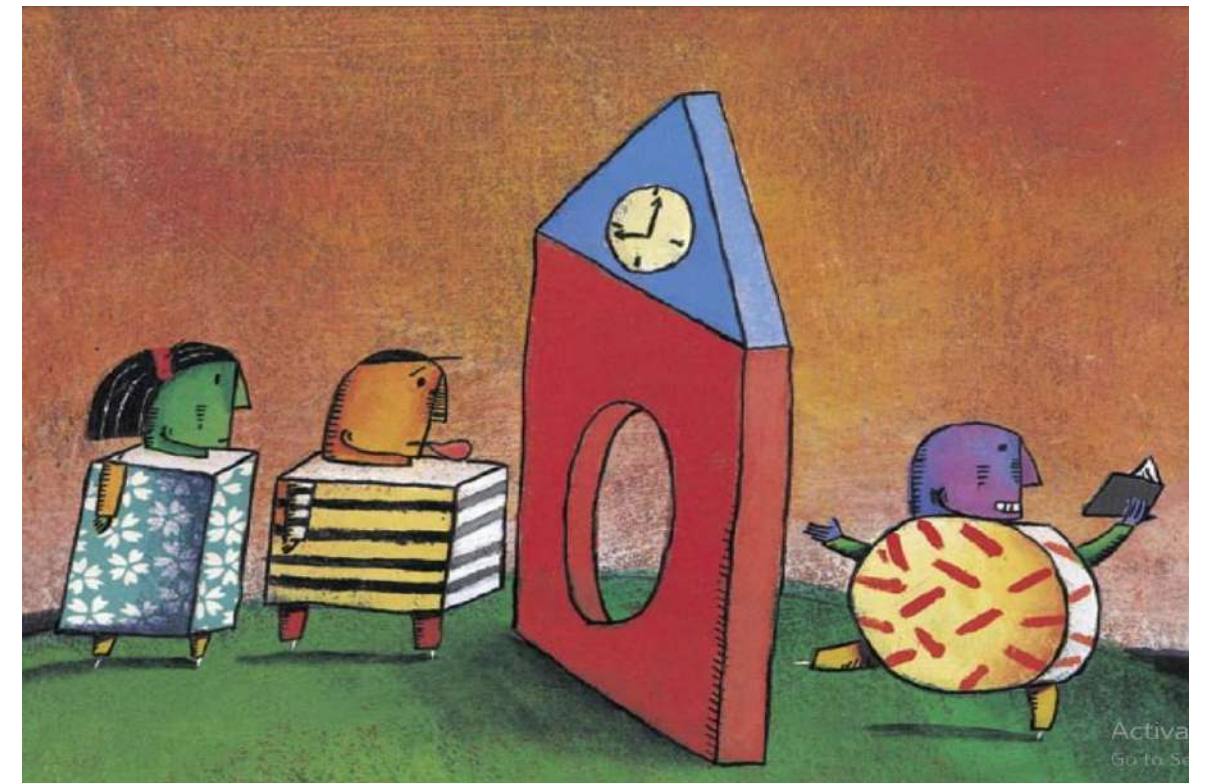
**Identify a time when you (or a child you know) have engaged in a **challenging** learning experience that was driven by your interests...**

- What were you asked to do?
- How did you decide what to do?
- How and by who was “time” allocated?

# Where time is the constant and learning is the variable...

## *Control by the clock:*

- We open and close our doors at fixed times that equate to about 6.5 hours per day, 5 days/week
- With few exceptions, schools operate on a nine month calendar that runs from Aug/Sept through May/June
- No matter how complex the subject, students typically have about 51 minutes per period to master content
- Graduation requirements are universally based on seat time or “Carnegie” units earned by attendance over time



Prisoners of Time, Report of the National Education Commission on  
Time and Learning



# The key to liberating learning lies in unlocking time.



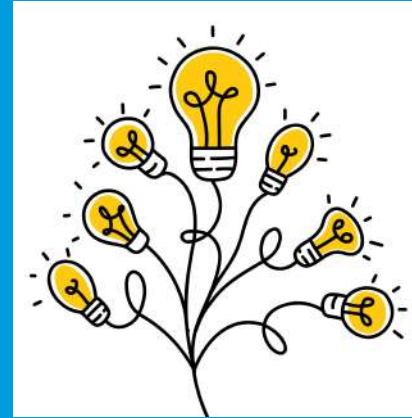
## Goals for this session:

- ❑ **Investigate** opportunities to use time differently to increase student ownership inside and outside the walls of the schoolhouse.
- ❑ **Analyze** how these opportunities can cultivate learner agency and develop success skills.
- ❑ **Commit** to implement at least one learning opportunity that uses time differently.

# 3 Innovations for Instructional Time in a PCBE Community



How can we provide pathways that maximize instructional time as determined by learners and what they determine they need next?



How can we inspire students to be creative and explore deeper learning while growing learner agency?



How can we enhance learning experiences beyond the classroom/school community while growing learner agency?

# **Innovation #1: Inside the Classroom**



***Use time in new and better ways.***



## Innovation #1: Use time in new and better ways

Goal Setting & Planning



cultofpedagogy.com

The Apollo School: What 21st Century Learning Looks Like

What if students set their own schedule? Or determined what they would study today? How much time to spend on it? Pretty much like the real world, right?

Take a look at the [Apollo School](#).

Personalized Path & Pace



YouTube

Customized Learning Path

*What shifts in your classroom could support learners in a more personalized path and pace?*

Flexible Pathways Using Playlists



literacyworldwide.org

IL A's Blog

Playlists have the potential to provide students with choice about pace and path of their learning. How could you utilize a playlist to offer pathways to your students?

Credentialing & Badging



ascd.org

The Power of Digital Badges - ASCD

Explore how digital badges can support mastery learning and allow students to demonstrate growth, skills, and knowledge.

# Principle #1: Padlet Exploration & Discussion

15:00

# SHARE OUT



- What was a highlight of your group discussion?
- Did a group member share a thought/idea that made you think? Share it!



# Innovation #2: Genius Hour

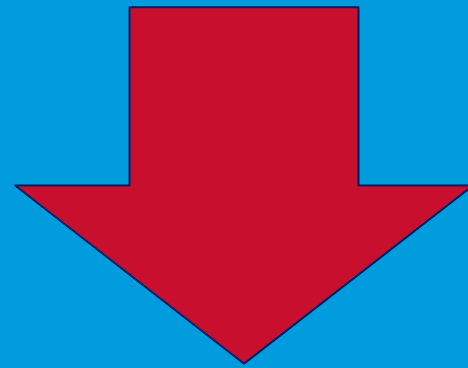
# *Inspiration & Creativity & Deep Learning*



<https://www.inc.com/bill-murphy-jr/google-says-it-still-uses-20-percent-rule-you-should-totally-copy-it.html>

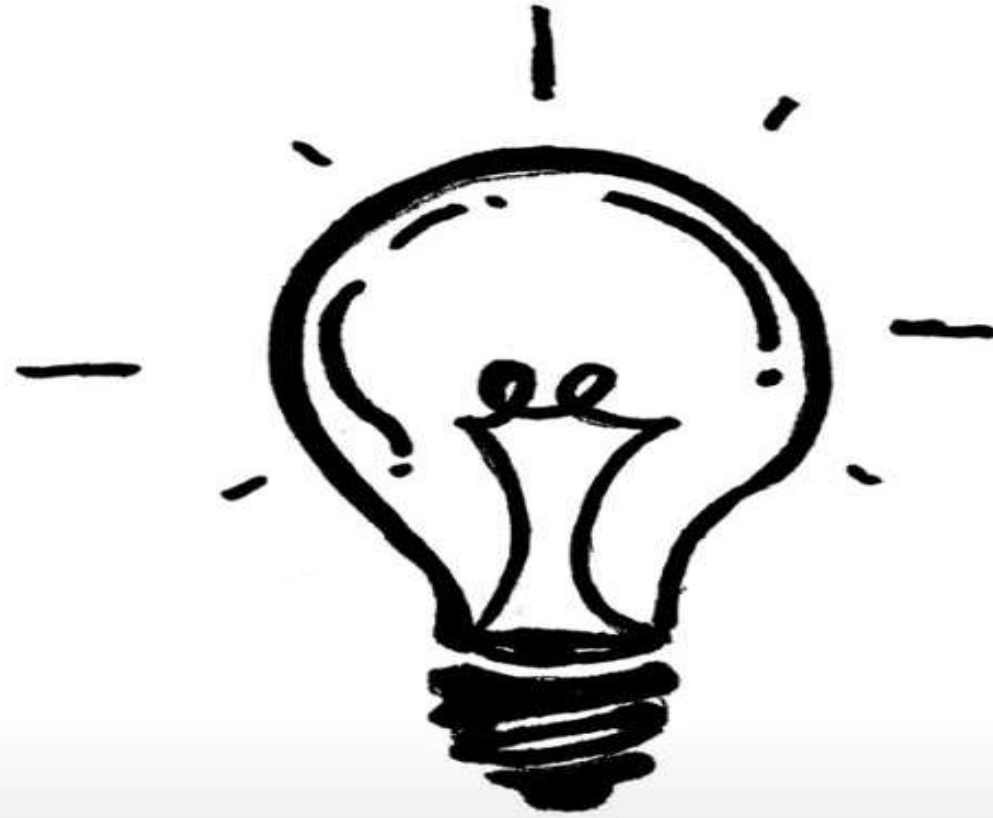
Video:  
<https://mashable.com/video/google-20-percent-rule>

How can we capture that Google spirit in our classrooms?



**Genius Hour**





GENIUS HOUR

***So just what is this Genius Hour?***

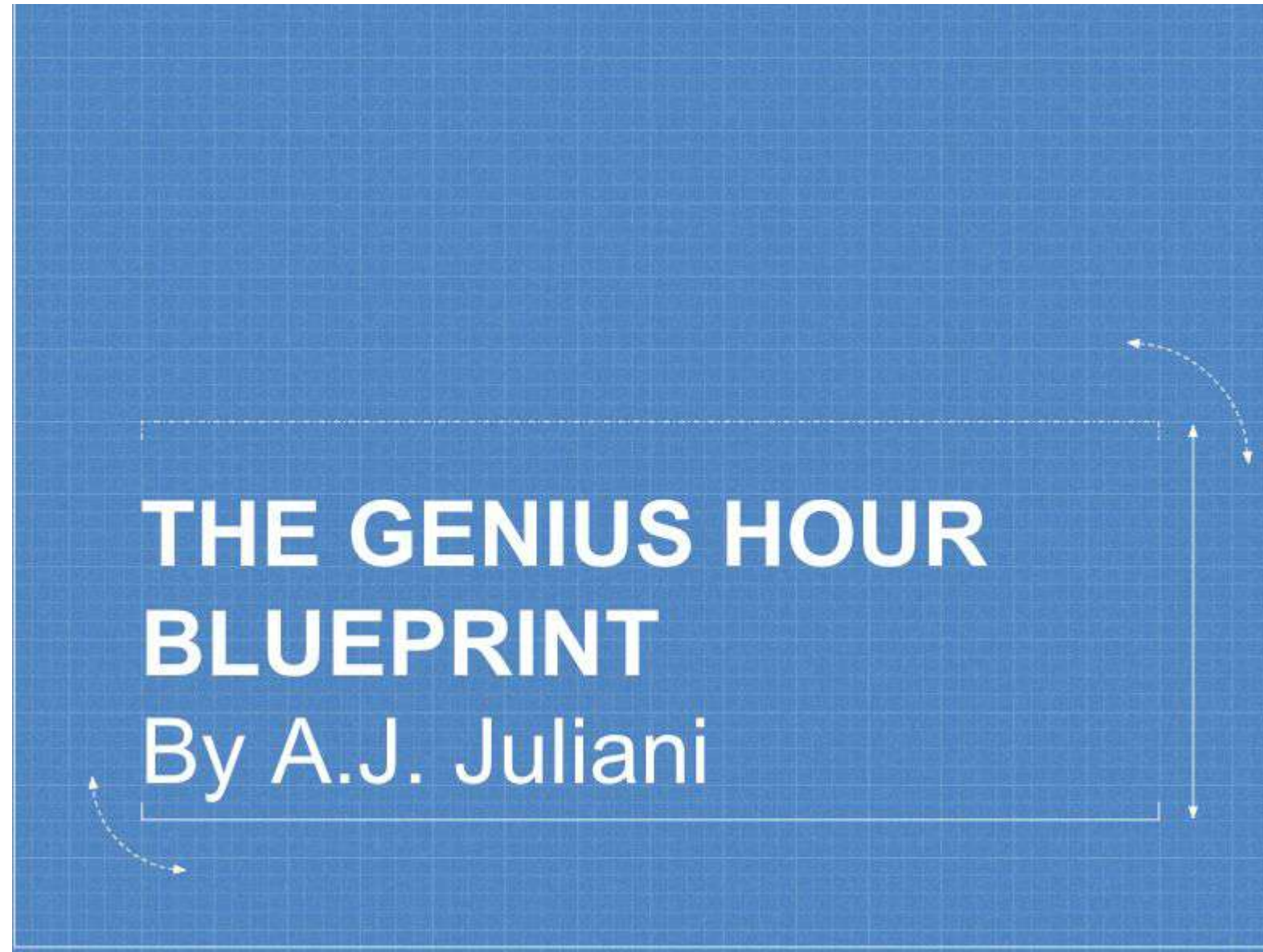
## What are the Outcomes - 2nd Grade Genius Hour



# Time to Investigate

Here's your ticket to the step-by-step process of creating a Genius Hour in your classroom.

Click [here](#) to go straight to the Blueprint.



<https://docs.google.com/presentation/d/1vHhLrwdx2frz8uwaS7avdo75YYIUa6PZ/edit#slide=id.p1>

KnowledgeWorks.org



# SHARE OUT



- What was a highlight of your group discussion?
- Did a group member share a thought/idea that made you think? Share it!

# **Innovation #3: Beyond the Walls**

# 1 5th Day Experience

Expand horizons beyond your classroom.  
Give choice and voice to students.







Student choice. Student voice. Make your experience what you want it to be.

FILTER BY DATE ▾

FILTER BY TIME OF DAY ▾

FILTER BY CATEGORY ▾

FILTER BY LOCATION ▾



Activate Windows  
Go to Settings to activate Windows.

[Promising Practices](#) - Click here to learn more.

# 2 Flexibility

*What are some potential ways that you could use flexibility to expand your learning environment?*



## Playbook FOR PERSONALIZED, COMPETENCY-BASED LEARNING

A Companion Resource to  
South Carolina's Education Flexibility Guide



# 3 Design Thinking & Inquiry Projects

*“Classrooms should be bastions of creativity and wonder.”*

*-John Spencer*

Think about the numbers:

583 DAYS



14,000 HOURS



840,000 MINUTES

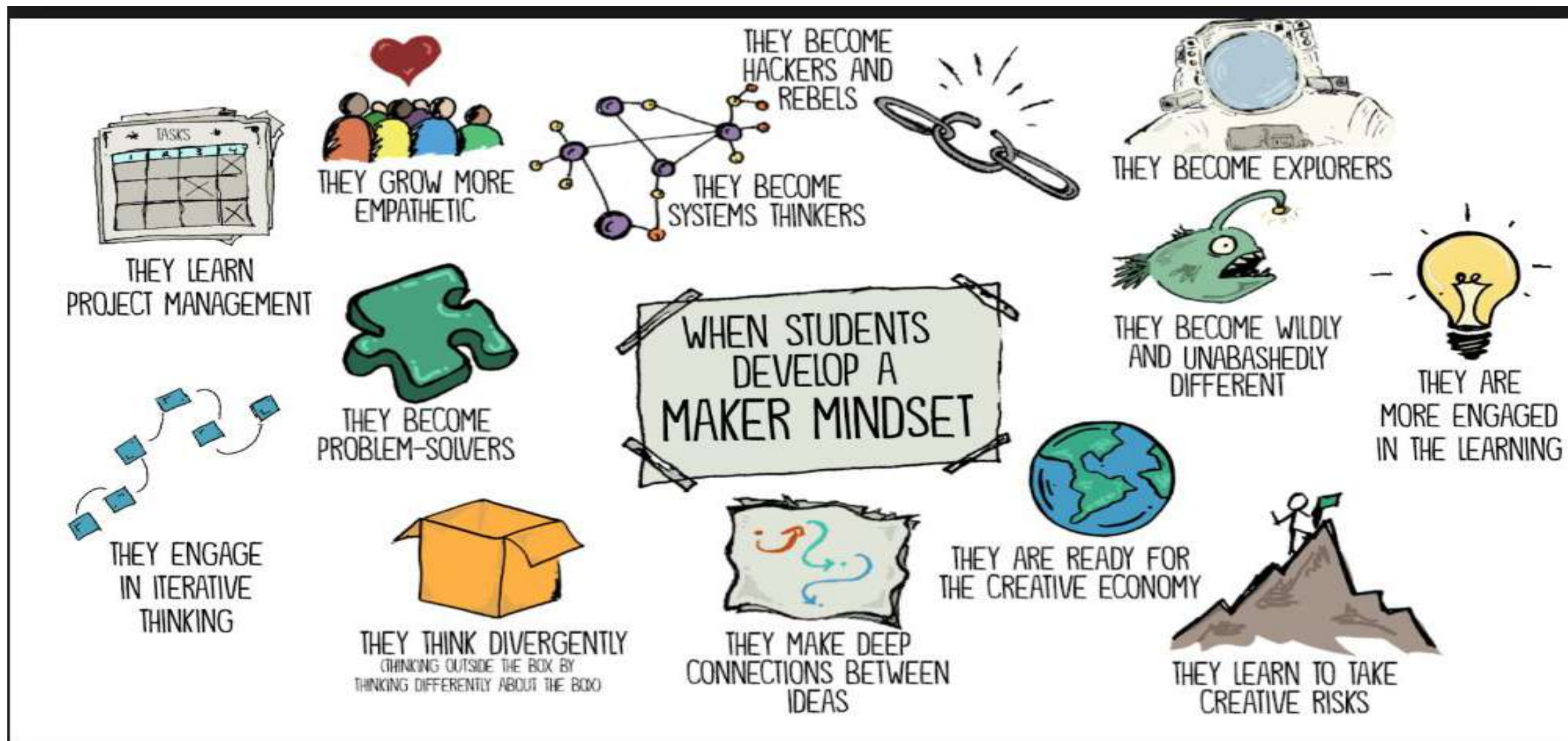


VectorStock

VectorStock.com/17178182

KnowledgeWorks.org





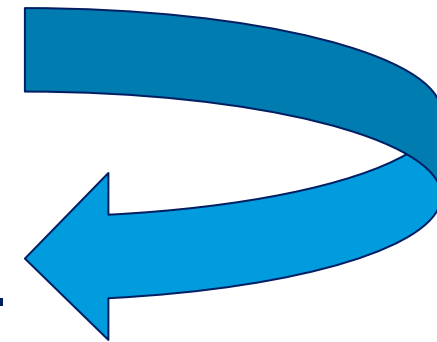
From Empower What Happens When Students Own Their Learning, Spencer and Juliani



# ***Think Big, Start Small, Scale Fast!***

Getting started with a Wonder Day/Week Project

[Click here to explore more!](#)



# SHARE OUT



- What was a highlight of your group discussion?
- Did a group member share a thought/idea that made you think? Share it!



# TIME

*What's next for your  
classroom?*