

Walker Learning Transition from Year 2 Information Session



Welcome

Introduction

- Rysia Pritchard- Walker Learning mentor (Early Life)
- ▶ Mel McDonald Deputy Principal Years 3 & 4
- Jesse Olds Year 4 accredited Walker Learning teacher
- Mel Teasdale Year 4 accredited Walker Learning teacher











Snapshot of Pedagogy

- Draws from the fields of developmental psychology and neuroscience
- Intentional explicit instruction in the skills of literacy, numeracy and STEAM
- Life skills are intentionally and explicitly integrated across all learning areas
- Learning is authentically, culturally and personally relevant and meaningful
- Places relationships as the central motivator for learning
- Embeds a growth mindset that acknowledges effort, strategy and progress
- The starting point for all teaching and learning is the whole child



Comparison

Because the brain changes significantly around Grade 2 and 3 - that is significant neurological changes around 7 and 8 years old - so Walker Learning changes too.

Preschool to Year 2						
Focus Children						
Tuning In & Reflection						
Learning Environment						
Investigations						
Children's Interests						
Reporter & Photographer						
Parent Information Board						
Freebies						

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Years 3 to 6	
Focus Children	
Tuning In & Reflection	
Learning Environment	
Education Research Project (ERP)	
Children's interests	
Expo	
Communication Board	
Clinic Groups	
Class Meeting	

What is the same?

Focus Students

- Tuning In
 - ▶ To the child
 - ▶ To the learning
 - Creating connections
- Reflections
 - Unpacking the skills
 - Making the skills explicit
 - Conversations to extend learning

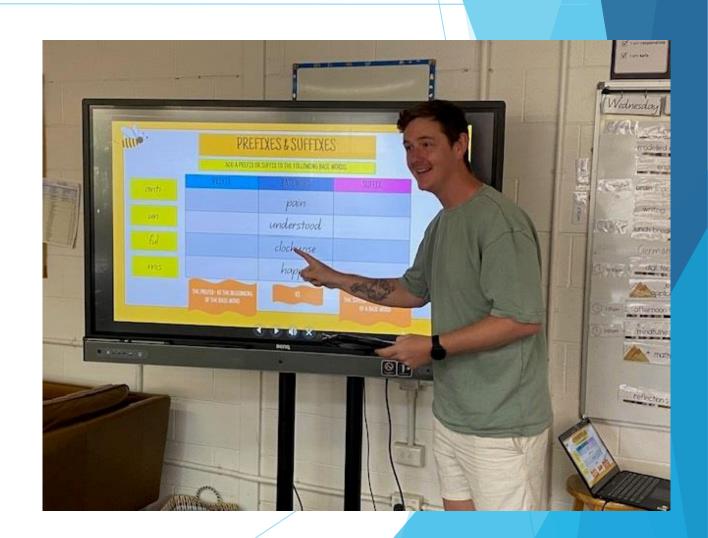


What is the same?

Explicit Teaching

No different

- Walker Learning provides a range of strategies to engage students and that complement and add value to explicit teaching and learning in all curricular areas.
- Intentional



What is different?

Environment

The Year 3 to 6 learning environment does not need the same Investigation areas as Prep to Year 2

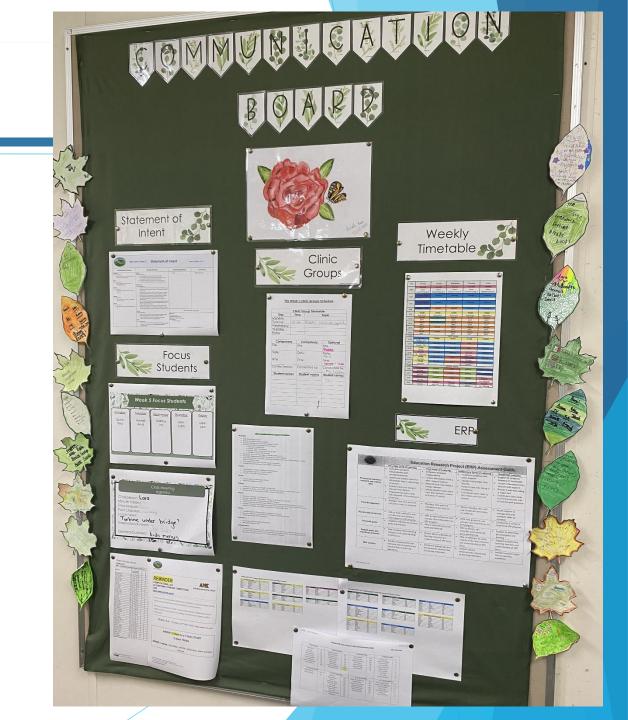
- A balance of individual and shared spaces: a mix of tables for singles, pairs and groups
- Aim to de-institutionalise the classroom
- Uniformity doesn't work for all



What is different?

Communication Board - child-friendly

- Timetable
- Learning Intentions
- Statement of Intent/Unit overview/Curriculum documents
- Clinic Groups (Compulsory & Optional)
- Class Meeting Agenda
- Affirmation section
- Focus Students

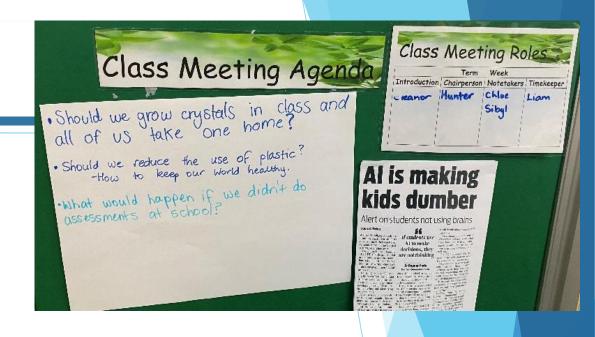


Chapel Hill State School Walker Learning

What is different?

Class Meetings

- Conducted weekly-timetabled
- Student Chairperson/Note taker (roster)
- ► Teacher and Chairperson to discuss agenda
- Students raise and list issues
- Teacher to model in the beginning
- General interactive social rules apply
- Approximately 20 minutes
- Minutes documented including discussions, action items and other relevant information
- Minutes can be compiled in a journal or in any way that suits the class/cohort



- I would like to say something different to...
- I have thought about that and I think...
- · I also noticed that...
- I would like to add to that by saying...
- Something else we need to think about is...
- I agree with...
- Adding on to what... said...
- What about...
- This reminds me of...
- That's a good point, but I think...

What is different?

Clinic Groups

- Clinic Groups are small pre-planned teaching groups where children's learning is revised, supported or extended
- Clinic Groups can be based on specific concepts, skills or interests across all learning areas
- Clinic groups may be Compulsory or Optional
- Clinic Groups may be run by students, parents, other staff or community members





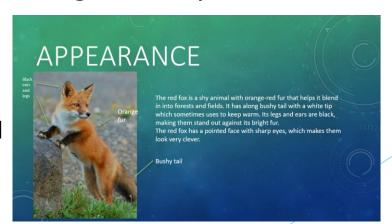
Educational Research Projects (ERPs)

- Personalised learning is achieved through Education Research Projects (ERP).
- ERP's are based on learning intentions that are taken from the Australian Curriculum and link directly to what students are learning in class.
- The students choose a project following conferences held with the teacher and then complete a project proposal which sets out timelines, interests and specific goals the student is working towards, and how they will present their project.
- The project aims to authentically integrate the curriculum where subject areas are contextualised and personalised for each student.

From Investigations to ERPs - What is the same?

- Personalised inquiry learning authentically linked to personal interests
- Investigations and Project work important vehicles for developing self-regulation, problem solving, expressing interests and developing initiative
- Based on the idea that children learn best by doing; actively involved in their own learning
- Involve teacher scaffolding, modelling and formal instruction
- Involve explicit Learning Intentions derived from the academic learning areas of the Australian Curriculum and the general capabilities

For Example: Animal Information Report
Students chose the animal of interest and
how they wanted to present their
information.



Introduction:

Ermine (Mustela erminea) are native to Northern Eurasia and North America. These mammals are the smallest weasel in the world.

Appearance

An ermine has a long slender body and neck. Their head is a triangular shape with black eyes and short ears which are rounded and furred. During winter, the fur coat changes to white but in the warmer times the upper part of the body are brown and the lower parts are yellowish-white. Also they have short legs and the tip of the tail will always remain black in all seasons.



labitat:

Ermines live in north America, Alaska, Canada, south to northern Calerfornia, New Mexico and US. You will find ermines in or near forests, medows, fields and near water sourses. That is also were they find a main preditor, the harpy egale.



ERPs begin in planning

- ▶ Identify a learning area (eg. Science) \rightarrow a subject focus (Science how forces cause movement of objects
- Identify the skills and knowledge needed to satisfy the AC and which help to inform the Learning Intentions (success criteria) (eg. Develop inquiry questions, create timelines, identify sources, consider different perspectives, note taking, etc.)
- Identify literacy and numeracy demands and opportunities (eg. Literacy groups, Writing, etc.)
- Identify links with other curriculum areas for whole class or individual personalisation (eg. Design Technology, English, etc.)
 - Identify aspects of the AC known as the General Capabilities (eg. Ethical understanding, ICT skills etc.)
- Plan for explicit teaching, learning experiences and clinic groups etc (eg. Excursions, Teacher reads a book, clinic groups, hands-on learning experiences)

ERP - What does it look like in the classroom?





Research

Presentation



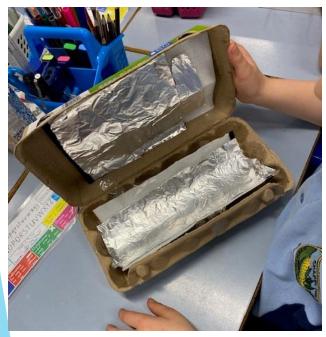
ING								
1	2	3	4	5	6	7	8	9
Student Interest	Immersion Phase		Research Pha		se Presentation Phase		Ехро	
What interests me?	What do I need to know? Has immersion sparked a new interest?			What would know? How do I liminterest to subject foculearning interests.	nk my the us and the	How will I present my learning?		Can I articulate my learning to others?
 Whole class current interests? ERP introduction How can I link my interest to the learning intention? 	Explicit teaching of the learning intentions Learning experiences Links other curriculum areas ERP Proposals begin Conferencing Develop research question Clinic groups begin			Timetable sessions 3-4 Clinic gro Conferencia continue	4 x weekly	Artefact – effective evidence my learning?		Sharing artefact and articulating learning with an audience
Personalised		Differentiated		Differe	ntiated	Person	alised	Personalised
	Targete Opportu	d Assessmen unity	t					Targeted Assessment Opportunity

► ERP Year 4 Example

Student interest: Planets in the Solar System						
Learning Intentions	Examples					
Science: Students use games to investigate and demonstrate the direction of forces and effect of contact and non-contact forces on objects.	Determine how push and pull forces can be used to produce an entertaining game.					
English: Students explore persuasive features of an argument create texts to present arguments to an audience using feature of voice. They make presentations for defined purposes	 Write and present a persuasive speech to convince an audience of their peers that they should play the game they designed. 					
Design and Technology: Students investigate materials, technologies for shaping and joining materials and how designs meet people's needs. They generate and refine their ideas for making a game using forces. Students record project plans including production processes.	Design & create own game made from recyclable materials with a theme relating to their interest.					

Year 3 still:





Create with boxes



Sing

Times Tables learnt with Taylor Swift and Ed Sheerin songs

Questions?

More information:

https://earlylife.com.au/

