

Plan Your Classroom Simulation

Simulations are role-playing in order for students to better understand a concept or an event. Use this template to plan one for your class in four steps.

Here is an example:

Goal

I want my students to understand the difference between reason and logic.

Situation

I tell them that it's very important for them to understand the message I am about to send. To raise the stakes, I offer a reward to any student who gets the message right.

Activity

On a miniature whiteboard, I write a message. It can be anything, but it needs to contain some type of error that the mind won't usually catch on a quick read, such as, "1st period id the best," or "1st period is the the best." You get the idea. I hold the whiteboard up for a second only. Then I ask, "Who knows what the message is." Several students are generally close. They say, "1st period is the best."

I say, "Nope."

They insist. Sometimes, a random student will get it right--then they get the XP. I then hold the board up for longer and let what it says actually sink in.

They say, "That's stupid," or "That's not fair," or "That doesn't make any sense."

Debrief

We discuss why it's not fair and why it doesn't make sense. I then tell them that that's the difference between reason and logic.

"People generally have ten toes, so it makes sense that Mary Jane has ten toes, but how can we find out for sure?" I ask.

"Have her take off her shoes," they answer.

"And what if we find out she has nine toes? Logic is what makes sense--reason is what is. It's not logical that the earth is moving because I'm standing still, but it is. We use our reason to test things."

Use this template to plan your own simulation:

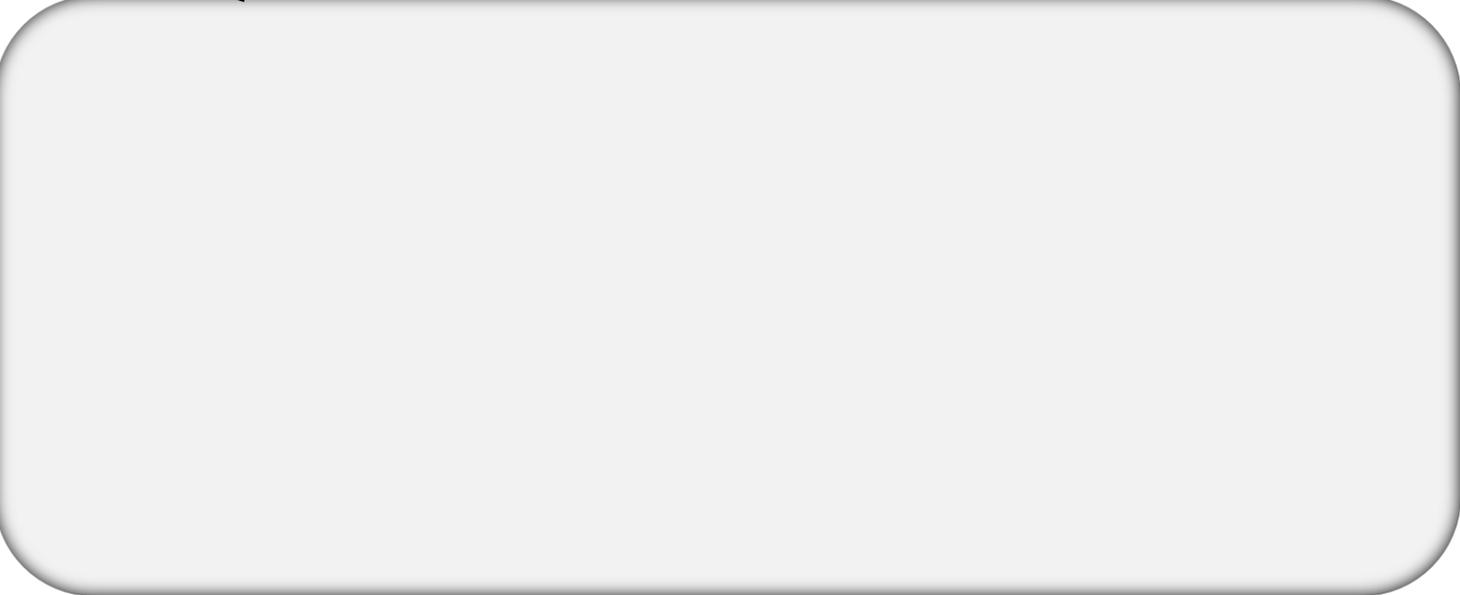
Goal



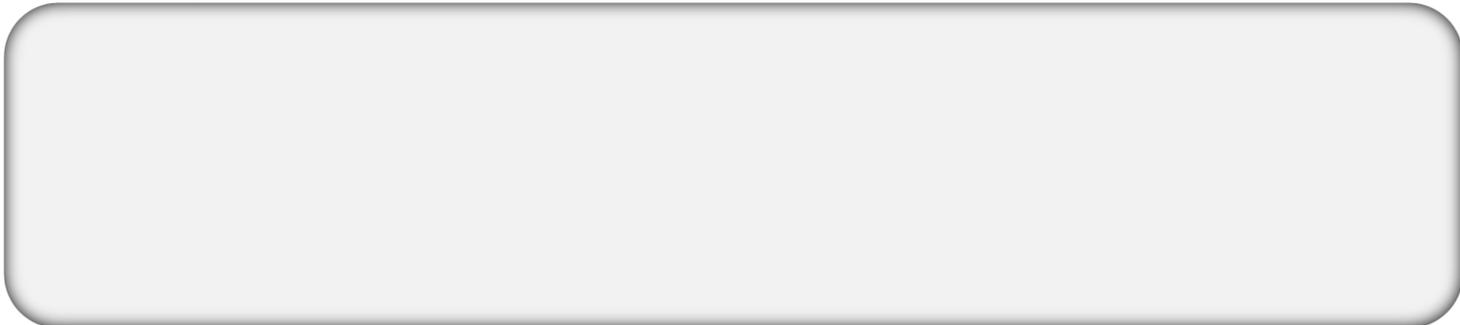
Situation



Activity



Debrief



Blend Like a Pro from Day One

THE Course

Take the Course Today and Start Blending Tomorrow!

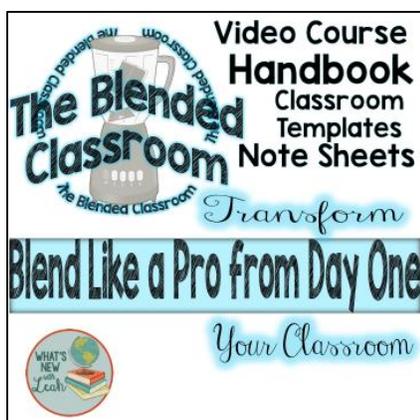
Blended learning is mindfully combining digital with traditional instruction in such a way that it allows students to at least partially control their own learning. This type of learning is generally implemented at the district or the school level. This resource will enable the individual teacher to incorporate true blended learning at the classroom level.

This is a practical, thorough, organized course that will allow the classroom teacher to blend like a pro from day 1. The course includes:

- Nearly two hours of practical video instruction
- A 54 page accompanying handbook including:
 - An overview of the course to use as a reference
 - 8 note pages to help you work through important points of blending
 - A guide for Moving Google Drive Resources to Top Ed APPS
- 10 pages of digital templates that provide organizational formats for you to plug in content and assign to your students

This course is self-paced, so watch it all at once, or print out the note sheets and take it in a section at a time, pausing along the way to reflect on how you will use the resources in your own classroom. Use the handbook as a reference and come back to the video as often as you like.

Engage your students and impress your administrators with these techniques for using technology meaningfully in your lessons.



Preview it [HERE!](#)

