

All slides used in this Seminar are available online now

<http://tinyurl.com/allanspresentations>



Designing Outcomes

Do You Believe this?



**GOOD TEACHERS TEACH.
GREAT TEACHERS
TRANSFORM.**

Quote by Queen Rania of Jordan
youthfortechology.org

Quote by Queen Rania of Jordan
youthfortechology.org

- Do you believe in Transformative Teaching and Learning?
- What is it?
- What does a transformed student “look like” in the 21st Century?
- How do you do it?

Disruptive Padagogy

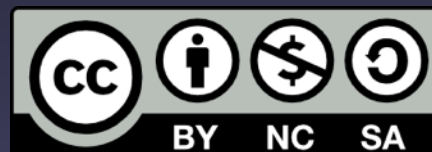
Stirring the Status Quo

“Disruptive innovation is not a tactic. It’s a mindset.”

Luke Williams: [Disrupt](#)

Richard Branson captures the essence of disruptive thinking when he says this:

“One has to passionately believe it is possible to change the industry, to turn it on its head, to make sure that it will never be the same again.”



Disruptive Padagogy Presentation by [Allan Carrington](#) is licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License](#).
Based on a work at <http://tinyurl.com/padwheelstory>.



Designing Outcomes

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Tweeter: @allanADL

Email: allan@desingingoutcomes.net



University of Adelaide, Adelaide South Australia



Introducing Allan

- Learning Designer and Apple Distinguished Educator
- Two Masters - Education (online) & Interactive Multimedia
- Awarded 2012 OLT National Citation for Outstanding Contributions to Student Learning
- Awarded 2011 University of Adelaide Award for Excellence in Support of the Student Experience
- Background in printing, publishing, web development & educational multimedia
- Worked in corporate & VET sectors
- 20+ countries & led schools in Hawaii, Texas & Paraguay
- Taught communications, market research, print production & using the internet for education
- Passion for online collaboration & facilitation

Padagogy Seminars

- Padagogy 101 and 201
- Over 600 staff
- 20 universities
- 5 countries
- 3 years

I'm the inventor of the Padagogy Wheel

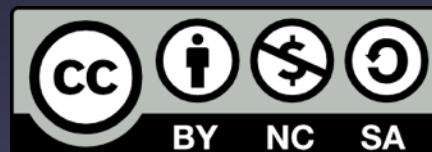


The Challenge

“How do we show teachers that the pedagogy should drive the technology and not the other way around?”

It's a Bloomin' Better Way to Teach

12 Jul 2012



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Designing Outcomes

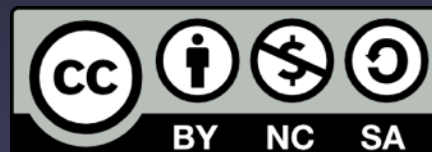
APP-end-icitis



An illness caused by a preoccupation with Apps as being an end in themselves. The sufferer (aka teacher 😊) sees Apps as learning outcomes and not just tools to enhance learning

SYMPTOMS

- Excessive use of the word “cool”
- Have “app tips and ratings searching” in their daily online routine
- Excessive time searching for the latest and greatest app
- Pedagogy becomes the question to fit the answer already discovered. e.g. “Wow this app will do this awesome function, how will I use this in class?”



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Based on a work at <http://tinyurl.com/padwheelstory>.



Designing Outcomes

What's all the Flipping Fuss

Is this Back to the Future or what?

- **Flipped thinking:** Because shift happens!
Use sound educational modeling
- **Flipped planning:** Start with the graduate
finish with content
- **Flipped syllabus:** Assessment first then
plan activities, then insert content in
context
- **Flipped pedagogy:** Content delivered
online via JiTT (1999), frees up valuable
face-to-face to focus on interaction and
higher order creativity



Flipping the Curriculum Design



It's All About the Students

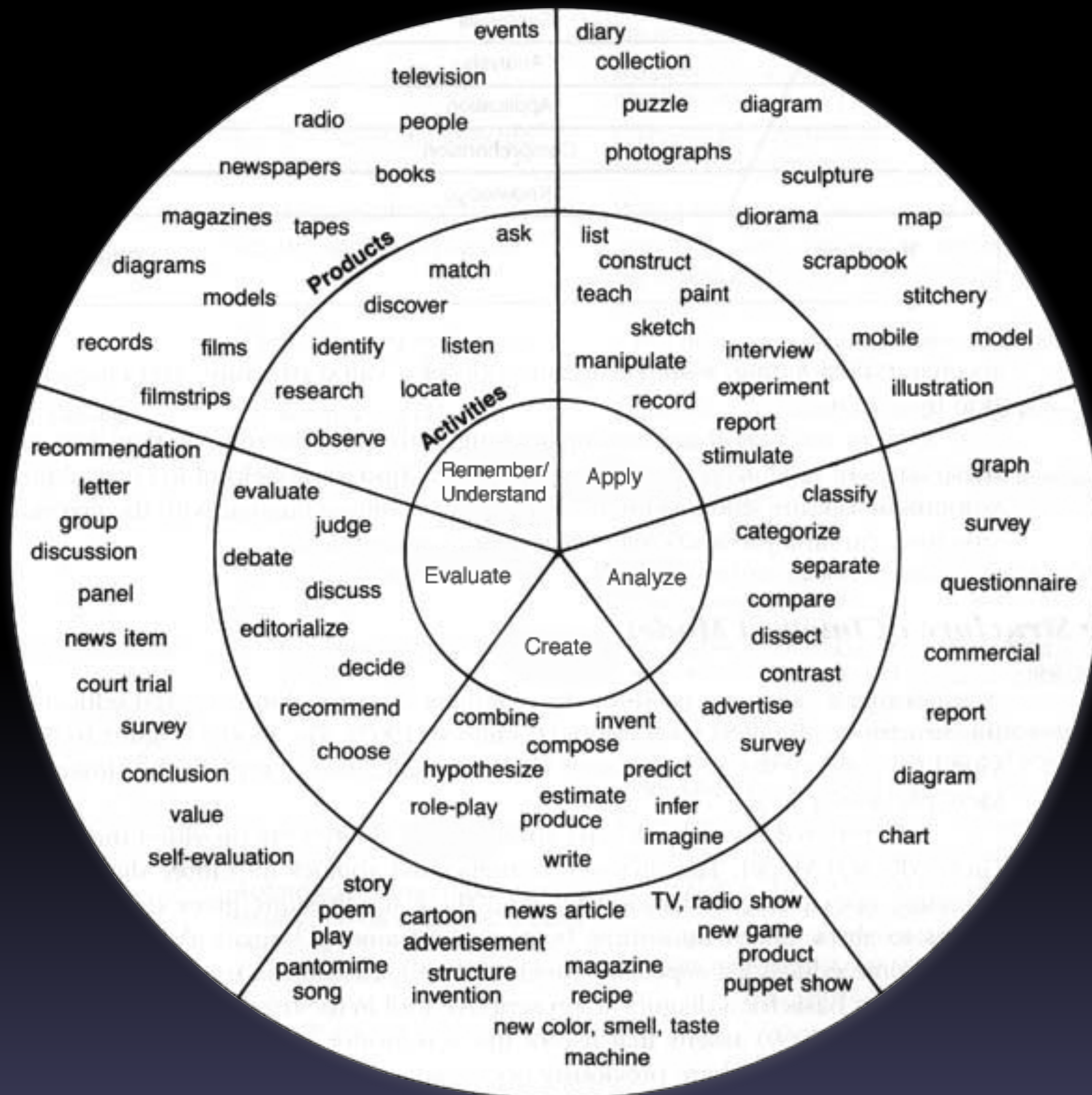
Their engagement, their learning, their outcomes and their future success



Designing Outcomes

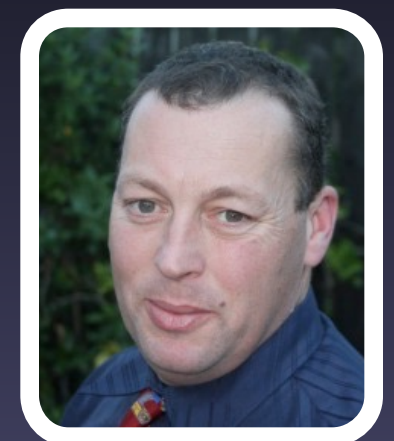
1. **Graduate Attributes:** What do you want your graduate to look like? Also ask your students.
2. **Learning Outcomes:** When they finish course what do you want students to have learnt?
3. **Authentic Assessment:** How will you know they have?
4. **Learning Activities:** What do they need to do to ensure they are ready for the assessment?
5. **Contextual Content:** Which content to use and where it goes in the learning sequences?

Bloom's Taxonomies

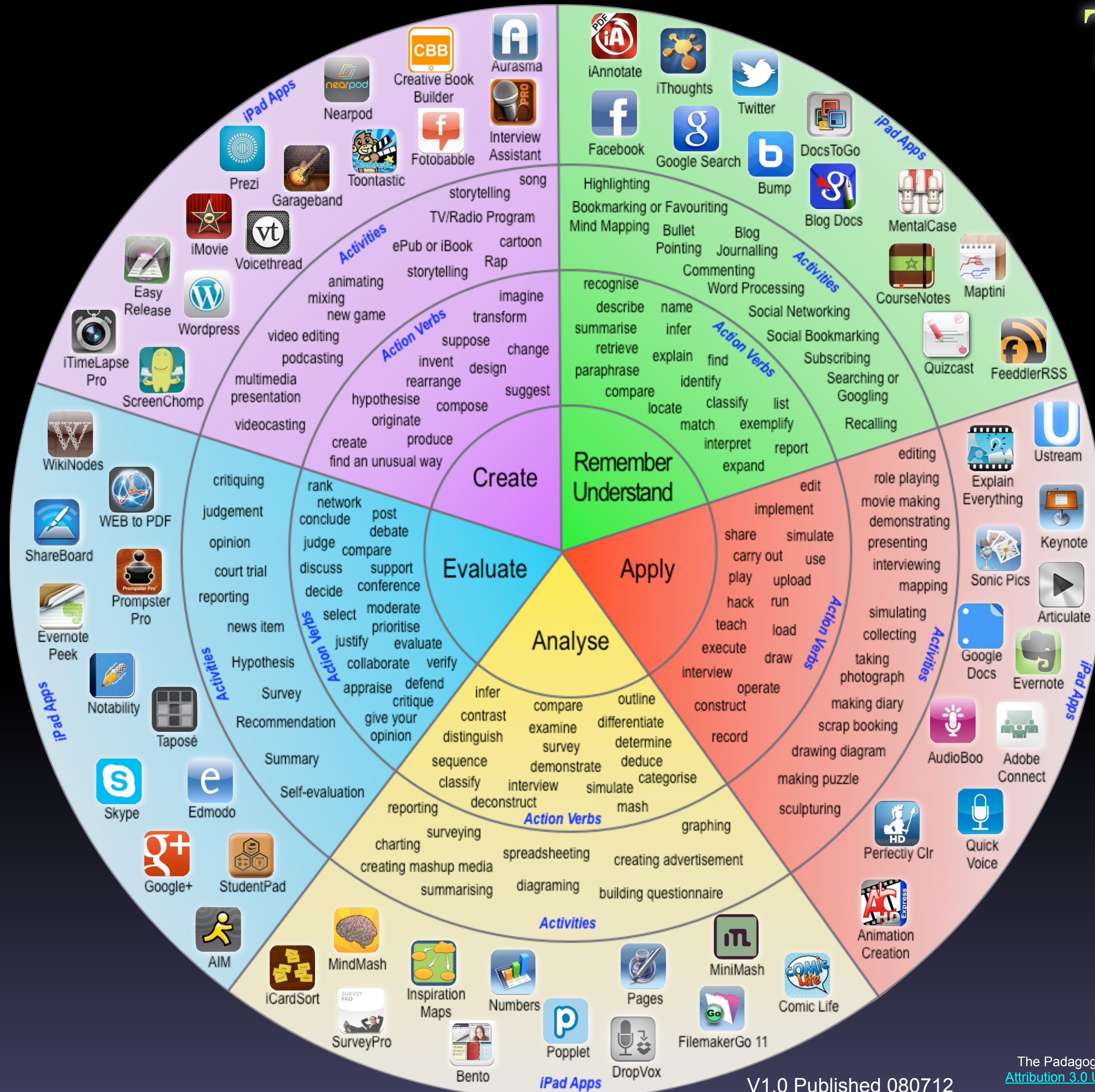


<http://edorigami.wikispaces.com/>

Andrew Churches
 Curriculum Manager Computer Studies
 & Senior School Learning Innovator
[Kristin School](http://www.kristin.school.nz), Albany Auckland
 Email: achurches@kristin.school.nz
 Blog: <http://edorigami.edublogs.org>
 Twitter: @achurches



The Padagogy Wheel V1.0



- Integrated Web 2.0 activities e.g. blogging
- Added 62 iPad apps and organized them by how they could be used by the activities

Standing on the Shoulders of Giants

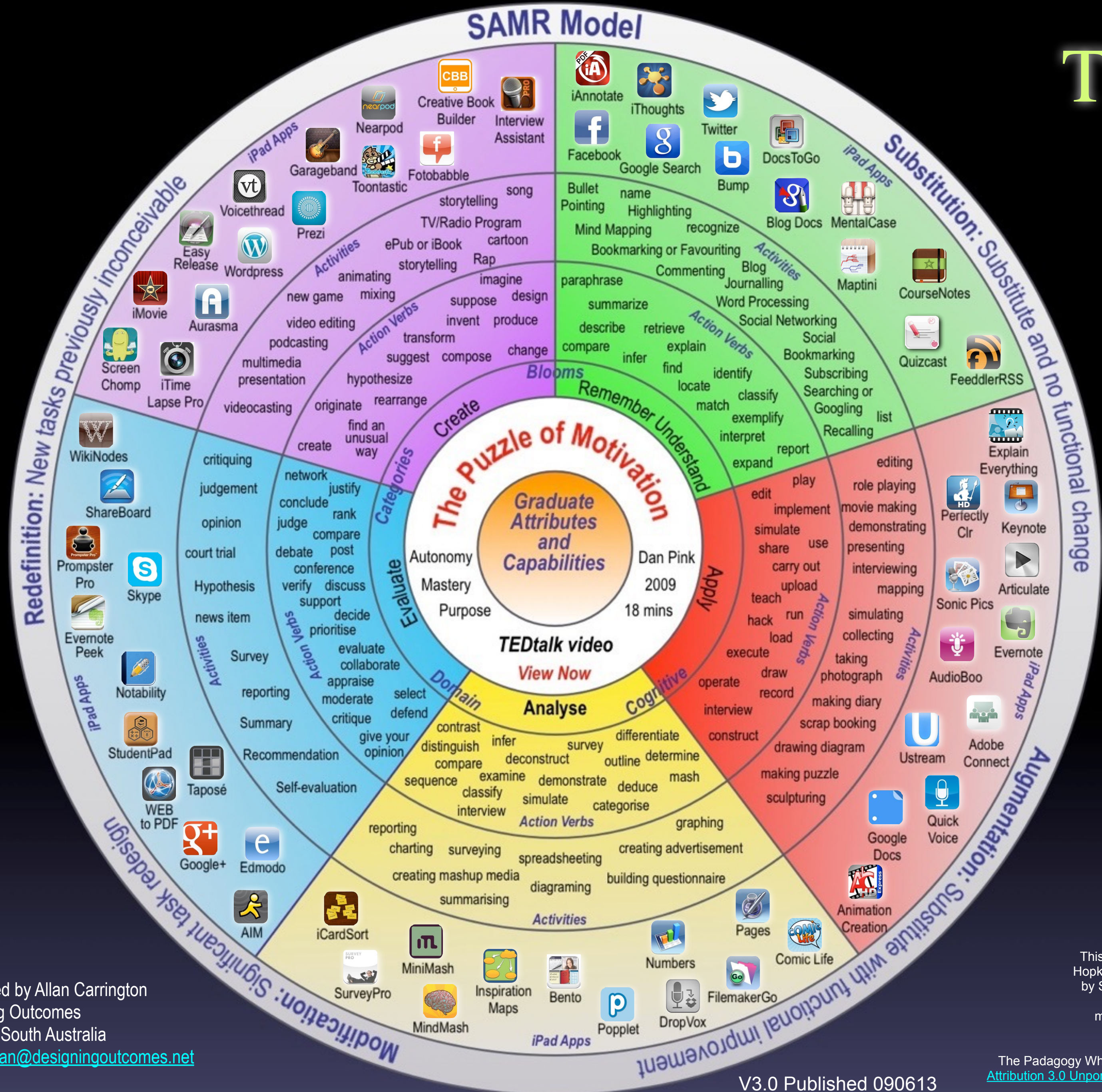
This Taxonomy wheel, without the apps, was first discovered on the website of Paul Hopkin's educational consultancy website mmiweb.org.uk. That wheel was produced by Sharon Artley and was an adaption of Kathwohl and Anderson's (2001) adaption of Bloom (1956). The idea to further adapt it for the pedagogy possibilities with mobile devices, in particular the iPad, I have to acknowledge the creative work of Kathy Schrock on her website Bloomin' Apps.

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The Pedagogy Wheel V3.0



- Expanded emphasis on Graduate Attributes and Capabilities
- Added a scientifically supported model of motivation
 - Autonomy
 - Mastery
 - Purpose

Standing on the Shoulders of Giants

This Taxonomy wheel, without the apps, was first discovered on the website of Paul Hopkin's educational consultancy website mmiweb.org.uk. That wheel was produced by Sharon Artley and was an adaption of Kathwohl and Anderson's (2001) adaption of Bloom (1956). The idea to further adapt it for the pedagogy possibilities with mobile devices, in particular the iPad, I have to acknowledge the creative work of Kathy Schrock on her website Bloomin' Apps



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V3.0: Learning Design starts with Graduate Attributes, Capabilities and Motivation



This is the blog post which explains the new features of the latest version of the Wheel

The Padagogy Wheel V3.0



Video: The Puzzle of Motivation



Watch the Dan Pink TEDtalk YouTube video

How to use the Padagogy Wheel: It's All About Grey-matter Grids (GGs)



A methodology to get the best results with this teaching model



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Graduate Attributes & Capabilities

Requested by CEO's and executives the people that hire, what they desire to see in graduates from higher education.

- Having energy, passion and enthusiasm
- Being willing to give credit to others
- Empathising & working productively with diversity
- Being transparent and honest in dealings with others
- Thinking laterally and creatively
- Being true to one's values and ethics
- Listening to different points of view before coming to a decision
- Understanding personal strengths & limitations
- Time management skills
- Persevering
- Learning from errors
- Learning from experience
- Remaining calm when under pressure
- Being able to make effective presentations to different groups
- Identifying from a mass of information the core issue/opportunity

These are some of the capabilities that should be identified as part of our graduate attributes and woven into the fabric of our courses in the activity design. We need to have transformation at the core of what we do as teachers, if it is all about the students. Don't jump into learning outcomes, activity design and choosing technology without first reflecting on graduate attributes and capabilities then how to improve motivation and engagement. Miss these and your course design will be weaker for it.

Please visit the blog post and listen to the podcast episode at:
"If you exercise these capabilities.. you will be employed!"

Standing on the Shoulders of Giants

This Taxonomy wheel, without the apps, was first discovered on the website of Paul Hopkin's educational consultancy website mmiweb.org.uk. That wheel was produced by Sharon Artley and was an adaption of Kathwohl and Anderson's (2001) adaption of Bloom (1956). The idea to further adapt it for the pedagogy possibilities with mobile devices, in particular the iPad, I have to acknowledge the creative work of Kathy Schrock on her website [Bloomin' Apps](http://Bloomin'Apps)

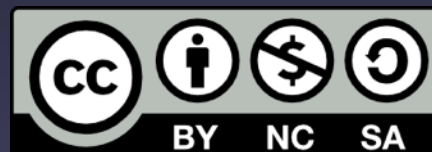
Start with Attributes and Motivation

Developing a profile of excellence with student commitment



"Getting the best use out of the Padagogy Wheel Model"

- Develop an Excellent Graduate Profile
- Recruit Student Participation
- Request Feedback on Profile
- Establish Learning Contracts
- Sieve every teaching idea, activity and assessment through the grid of Autonomy, Mastery and Purpose



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Based on a work at <http://tinyurl.com/padwheelstory>.

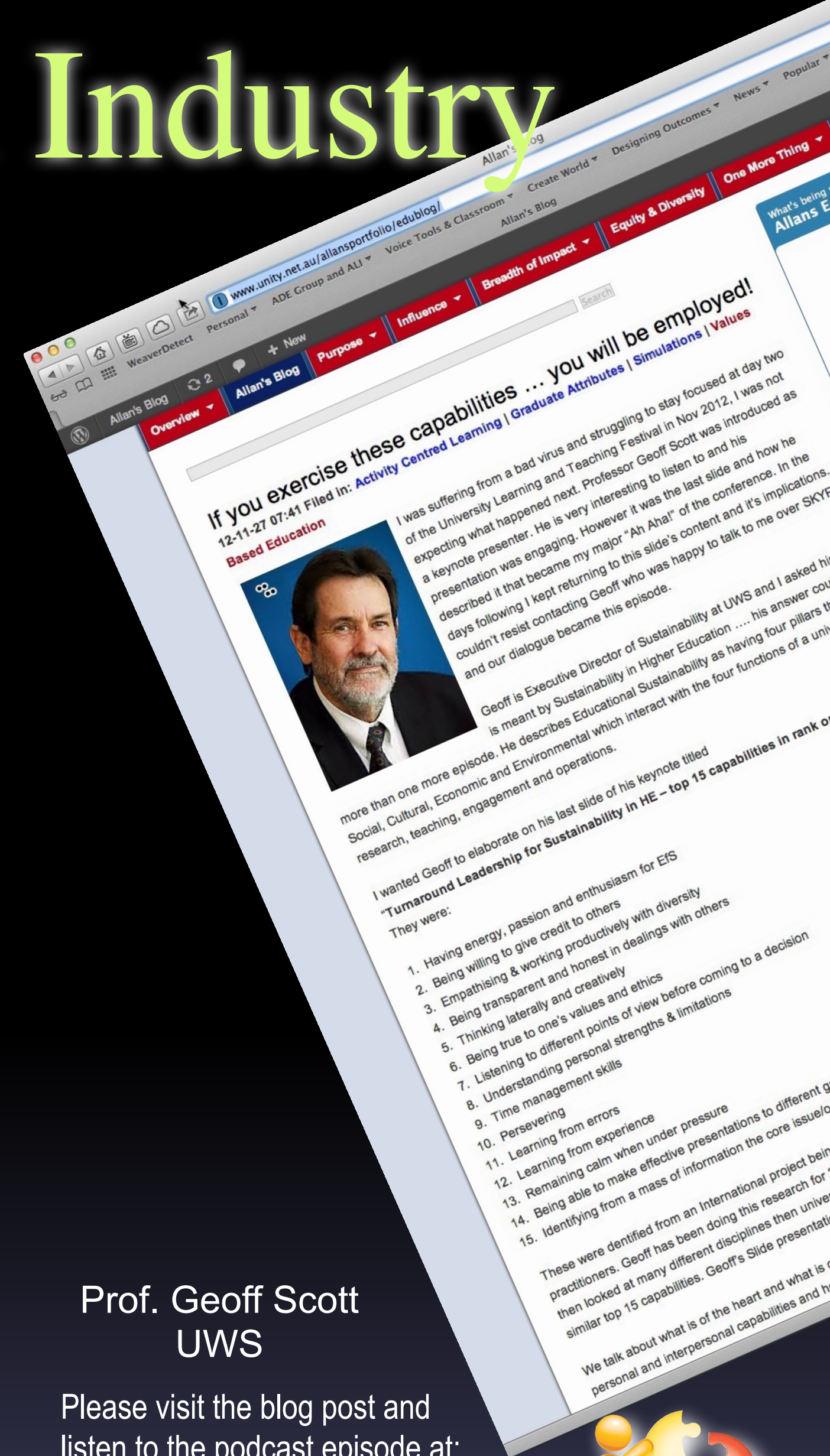


Designing Outcomes

Graduate Capabilities from Industry

Requested by CEO's and executives the people that hire, what they desire to see in graduates from higher education.

1. Having energy, passion and enthusiasm
2. Being willing to give credit to others
3. Empathising & working productively with diversity
4. Being transparent and honest in dealings with others
5. Thinking laterally and creatively
6. Being true to one's values and ethics
7. Listening to different points of view before coming to a decision
8. Understanding personal strengths & limitations
9. Time management skills
10. Persevering
11. Learning from errors
12. Learning from experience
13. Remaining calm when under pressure
14. Being able to make effective presentations to different groups
15. Identifying from a mass of information the core issue/opportunity



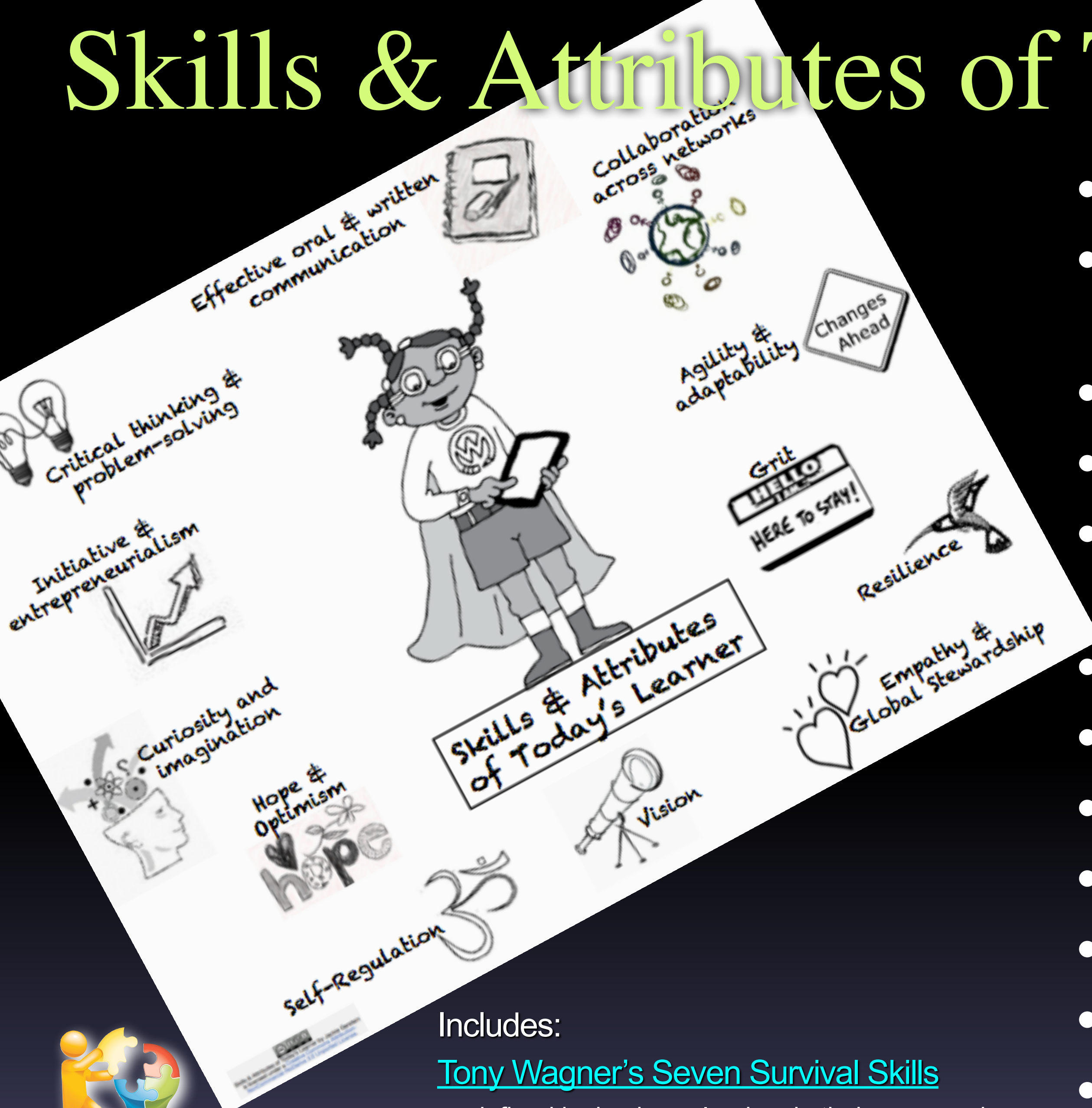
Prof. Geoff Scott
UWS

Please visit the blog post and listen to the podcast episode at:

["If you exercise these capabilities.. you will be employed!"](#)



Skills & Attributes of Today's Learners



- Critical thinking & problem-solving
- Collaboration across networks and leading by influence
- Agility and adaptability
- Initiative and entrepreneurialism
- Effective oral and written communication
- Accessing & analyzing information
- Curiosity and imagination
- Empathy & Global Stewardship
- Grit
- Resilience
- Hope and Optimism
- Vision
- Self Regulation

Includes:

[Tony Wagner's Seven Survival Skills](#)

as defined by business leaders in their own words



Jackie Gerstein



Graduate Attributes & Capabilities

- 6 Energy, passion and enthusiasm
- Willing to give credit to others
- Empathising & working productively with diversity
- Transparent and honest
- 7 Thinking laterally and creatively
- 1 True to one's values and ethics
- Listening to different points of view before coming to a decision
- 10 Understanding personal strengths & limitations
- Time management skills
- Learning from errors
- 8 Learning from experience
- Remaining calm when under pressure
- Critical thinking and problem-solving
- 9 Collaboration across networks and leading by influence
- Agility and adaptability
- Initiative and entrepreneurialism
- 2 Effective oral and written communication
- Accessing and analyzing information
- 3 Curiosity and imagination
- Global Stewardship
- 4 Grit (Perseverance)
- Resilience
- Hope & Optimism
- 5 Vision
- Self-Regulation



Updated Padagogy Wheel Tackles The Problem of Motivation in Education

“The new version of the Padagogy Wheel tackles a major question that is lurking in the back of everyone’s mind. If it’s not ... it should be. It’s about the problem of motivation in education. How do we motivate students, teachers, parents, and everyone else to get excited about learning? How do you stay motivated? What works and what doesn’t?”

Jeff Dunn
Editor [Edudemic](#)



Designing Outcomes

The screenshot shows the Edudemic website interface. At the top, there's a navigation bar with 'edudemic' logo, 'The Teacher's Guides', 'The Best EdTech', 'For Students', and 'For Teachers'. A search bar is also present. The main article is titled 'Updated Padagogy Wheel Tackles The Problem Of Motivation In Education'. It includes social media sharing options for Twitter (483) and Facebook (255). The article text discusses the core of education being motivation and introduces 'What's New In The Padagogy Wheel Version 3.0'. A quote from Allan Carrington is featured: 'So why yet another version only one week later? Well out of the buzz about v2.0 came a suggestion that I couldn't lay down, it ran around my head for days. A good friend said, "You know motivation is also at the core of the Wheel ... how would that work?" Add to this line of thinking the fact that it seems all the excitement is about how Blooms interacts with the SAMR model and no one seems to be talking about the core of the communication about the core concepts of the wheel so nobody missed their importance. -Allan Carrington'. Below the quote is a section titled 'How It Works' which explains the updated visual guide and its purpose in forming a more motivated classroom and PLN. At the bottom of the article, a portion of the 'SAMR Model' wheel is visible, showing various educational tools and activities categorized into 'Inconceivable', 'Substitution', and 'Modification'.

Drive: The Surprising Truth about what Motivates us



- Autonomy
- Mastery
- Purpose



10.48 mins

RSA Animate adaption of Dan Pink's teaching on Motivation

13,837,529 views

SAMR Model

ICT in the classroom

Enhancement

Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

Tech allows for significant task redesign

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

Tech acts as a direct tool substitute, with no functional change

Transformation



Video: 1.59 mins

Ruben R. Puentedura, Ph.D.



Designing Outcomes



Grey-Matter Grids

Turning a Graphic into a Mindset Model

The Attributes Grid

What do you expect an excellent graduate of a program is to “look like” i.e. what is it that a graduate is and does that makes them and their communities define them as successful?

The Motivations Grid

How does the learning environment and activity experience I am building, give the learner autonomy, mastery and purpose?

The Blooms Grid

This is the “By the time you finish this workshop/seminar/lesson you should be able to <choose and action verb> by <then choose an activity or outcome>.” type of thinking.

The Technology Enhancement Grid

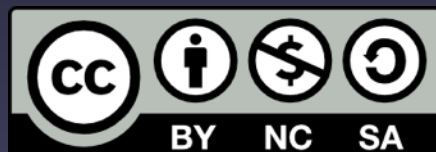
With learning objectives and outcomes sorted, now think about technology aka apps. How can this technology serve your pedagogy?

The SAMR Grid

Is there any task you can build into the activity that without the technology would not be possible?



“Getting the best use out of the Padagogy Wheel Model”



Don't ignore the Elephant in the room - make him work for you



Social Media

English Version Three only

Statistics as at Mar 21st 2105		2014 1 year	2015 3 mths	Total 15 mths
Blog http://tinyurl/alsltblog	Page Views	234,191	46,753	280,944
	Visits	157,962	34,733	192,695
Padagogy Wheel Poster (single PDF) http://tinyurl.com/padwheelposter3	Hits	131,514	41,071	172,585
	Downloads	109,012	30,312	139,324

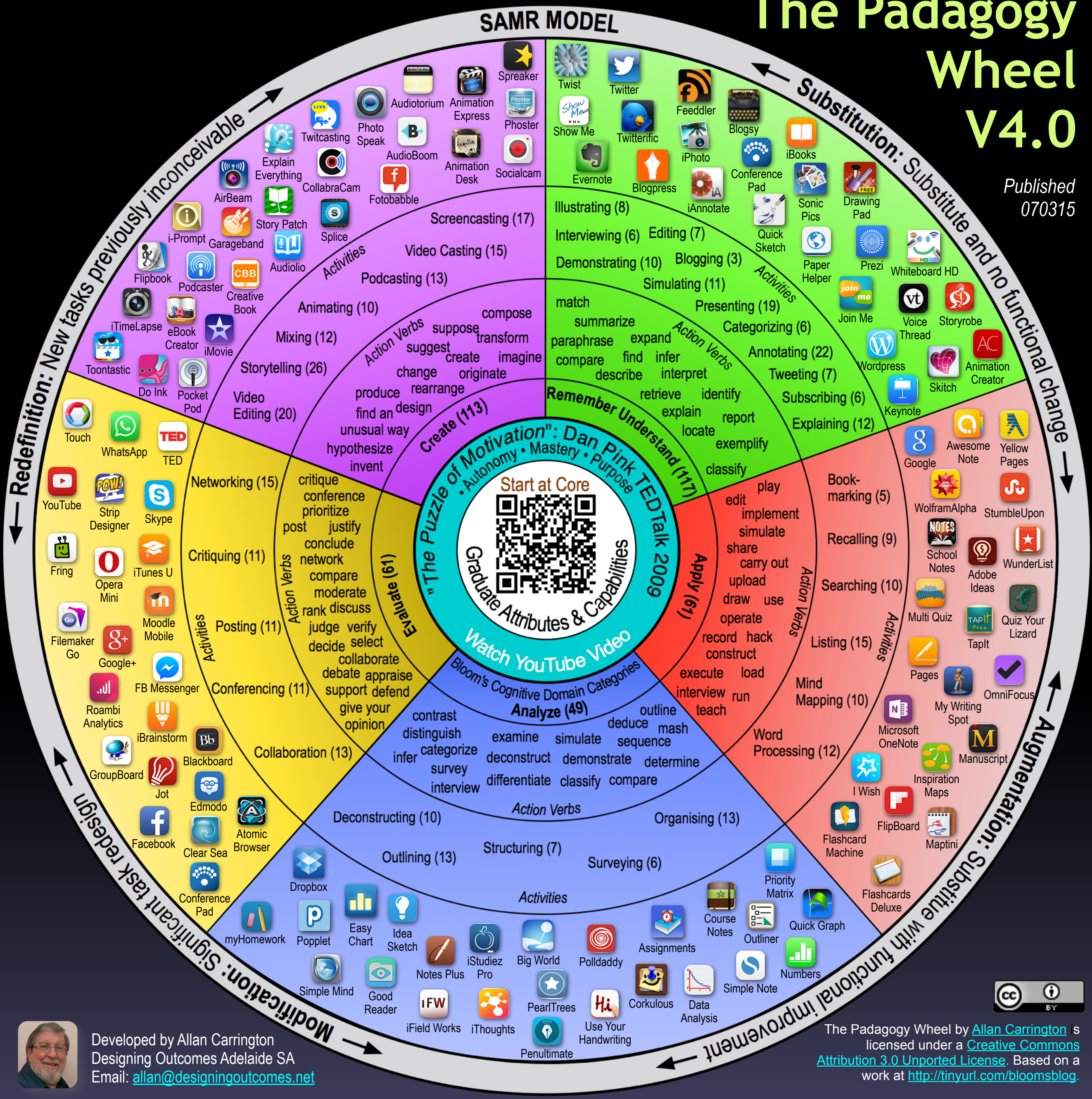
An exciting announcement

The Padagogy Wheel Version 4.0



The Pedagogy Wheel V4.0

Published 070315



- Links to descriptions and download of 122 of the latest and most popular educational iPad apps
- Added app selection criteria and links to pedagogy resources of the APPitic online directory of educational apps.
- Appitic resources are available in 19 different languages



Developed by Allan Carrington
 Designing Outcomes Adelaide SA
 Email: allan@designingoutcomes.net

The Pedagogy Wheel by [Allan Carrington](#) is licensed under a [Creative Commons Attribution 3.0 Unported License](#). Based on a work at <http://tinyurl.com/bloomsblog>.



App Selection Criteria

from the APPitic App Lists for Education Website

Understanding

Apps that fit into this "understanding" stage provide opportunities for students to explain ideas or concepts. Understanding apps step away from the selection of a "right" answer and introduce a more open-ended format for students to summarize content and translate meaning.

Understanding Criteria

Remembering

Apps that fit into the "remembering" stage improve the user's ability to define terms, identify facts, and recall and locate information. Many educational apps fall into the "remembering" phase of learning. They ask users to select an answer out of a line-up, find matches, and sequence content or input answers

Remembering Criteria

Applying

Apps that fit into the applying stage provide opportunities for students to demonstrate their ability to implement learned procedures and methods. They also highlight the ability to apply concepts in unfamiliar circumstances.

Applying Criteria

Analyzing

Apps that fit into the "analyzing" stage improve the user's ability to differentiate between the relevant and irrelevant, determine relationships, and recognize the organization of content..

Analyzing Criteria

Evaluating

Apps that fit into the "evaluating" stage improve the user's ability to judge material or methods based on criteria set by themselves or external sources. They help students judge content reliability, accuracy, quality, effectiveness, and reach informed decisions.

Evaluating Criteria

Creating

Apps that fit into the "creating" stage provide opportunities for students generate ideas, design plans, and produce products.

Creating Criteria

The Padagogy Wheel V4.0

<http://tinyurl.com/posterV4>



How to use the Padagogy Wheel:
It's All About Grey-matter Grids

A methodology to get the best results with this teaching model



<http://appitic.com>

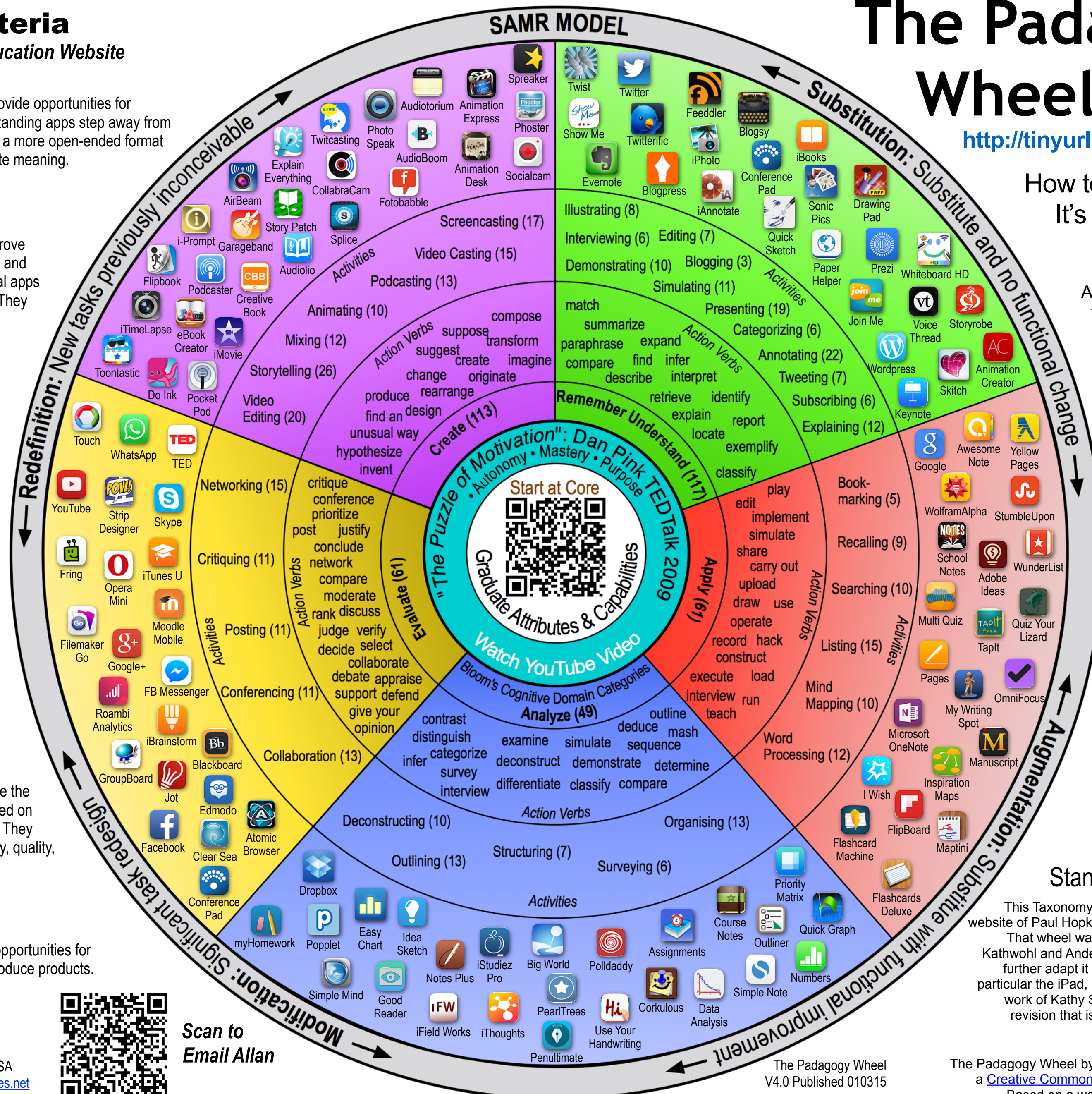
is a comprehensive online directory of apps for education, developed by Apple Distinguished Educators (ADEs) and is available in 19 languages. The website identifies 400 Apps by the Blooms Cognitive Domain Categories with 122 of the most popular apps individually linked from the Padagogy Wheel



Standing on the Shoulders of Giants

This Taxonomy wheel, without the apps, was first discovered on the website of Paul Hopkin's educational consultancy website mmiweb.org.uk. That wheel was produced by Sharon Artley and was an adaption of Kathwohl and Anderson's (2001) adaption of Bloom (1956). The idea to further adapt it for the pedagogy possibilities with mobile devices, in particular the iPad, For V2.0 an V3.0 I have to acknowledge the creative work of Kathy Schrock on her website Bloomin' Apps. For the major revision that is V4.0 I have to thank the team of ADEs who created APPitic the App Lists for Education Website.

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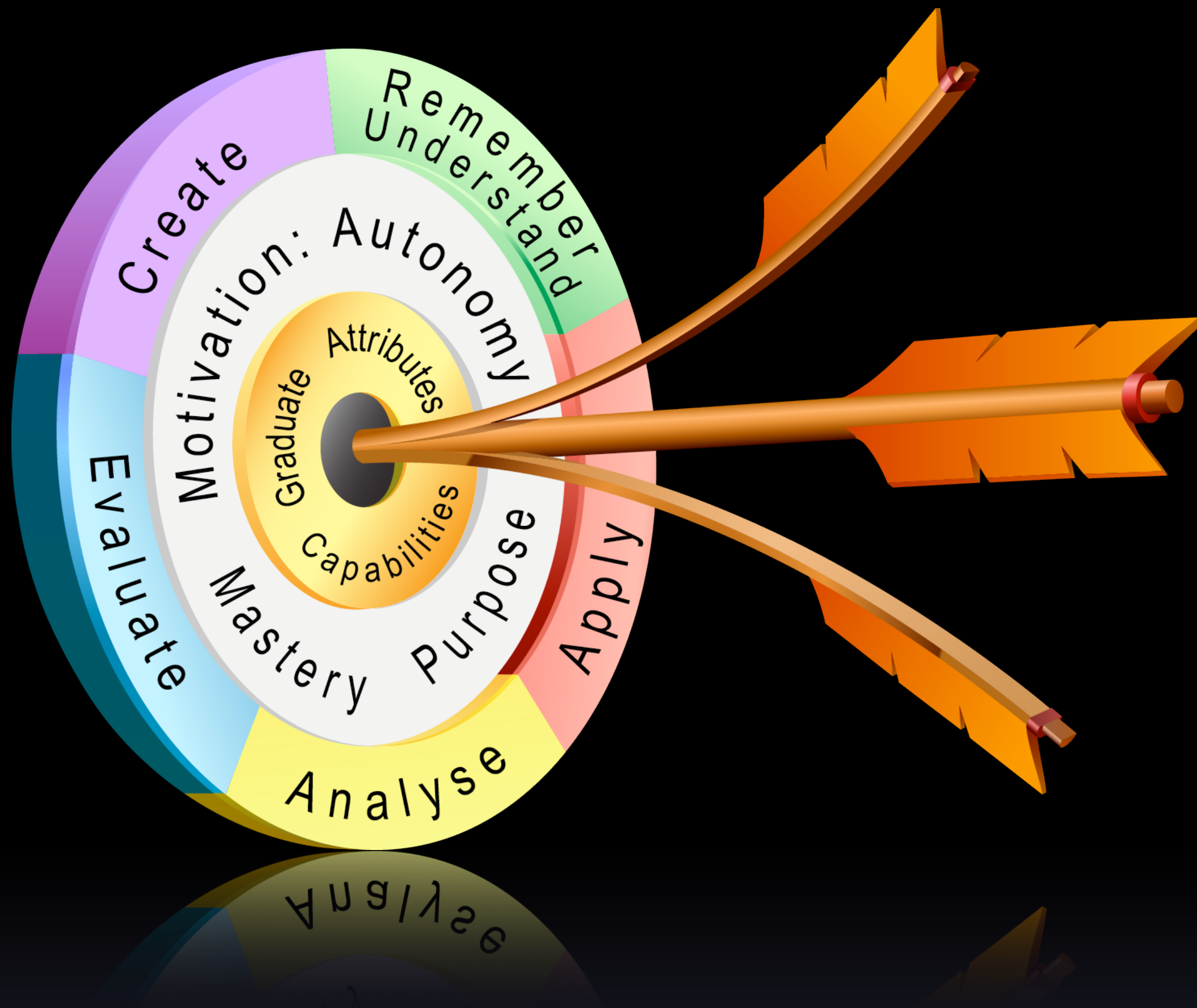
Scan to
Email Allan



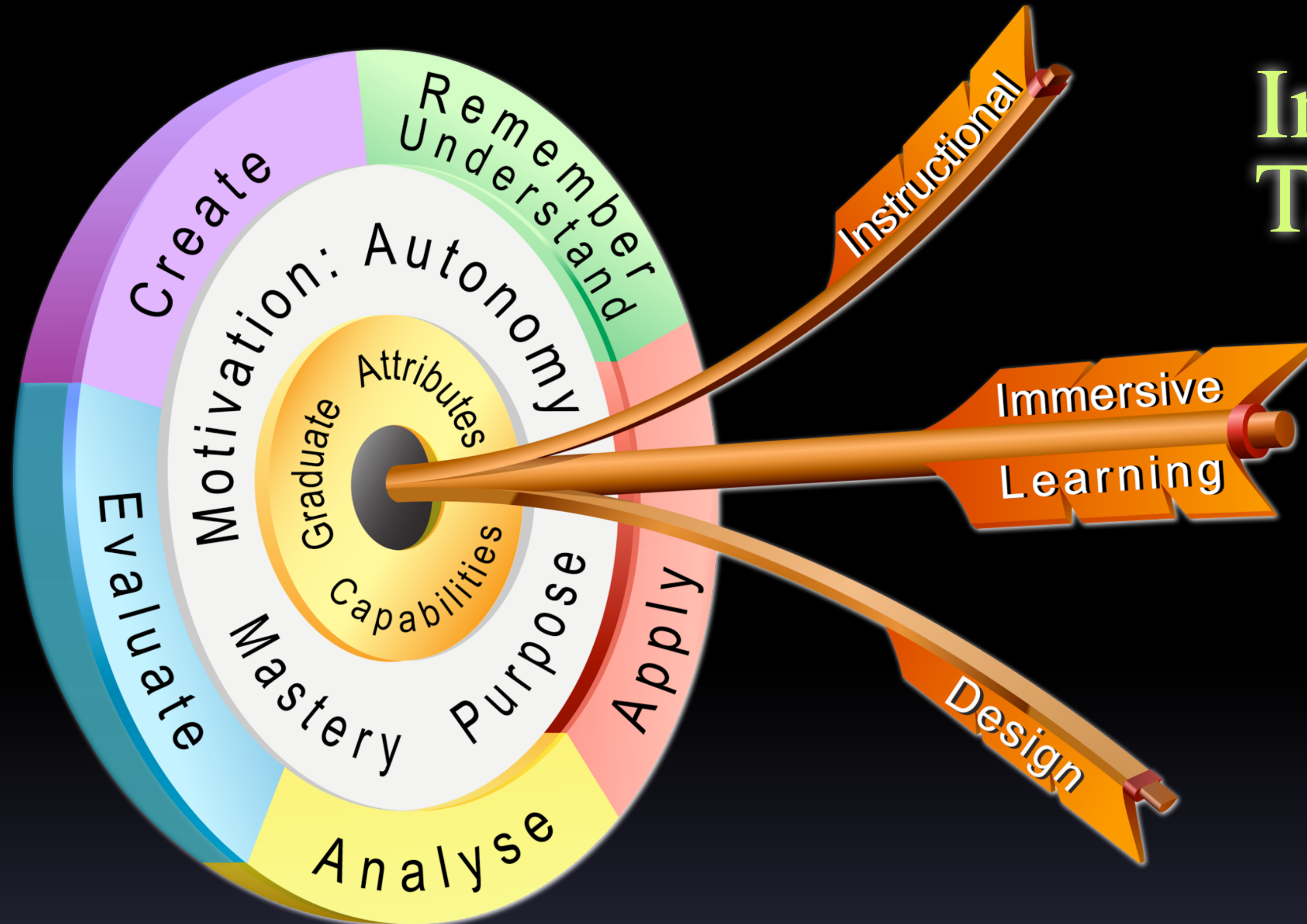
Developed by Allan Carrington
Designing Outcomes Adelaide SA
Email: allan@designingoutcomes.net

The Padagogy Wheel
V4.0 Published 010315

For Transformative Learning: Start at the Core of the Wheel



At the Padagogy Wheel Core:



Immersive Learning Targets Engagement

- Improves engagement
- Tests & models attributes & capabilities
- Challenges, choice & consequences
- The big picture

Bullseye!



An Endorsement



Dr Matt Harris is Chair-elect of the Board of Directors for the International Society for Technology in Education ([About ISTE](#)). Matt will take over as Chair of the Board in 2016, becoming the first person to hold the post while living and working outside of the United States.

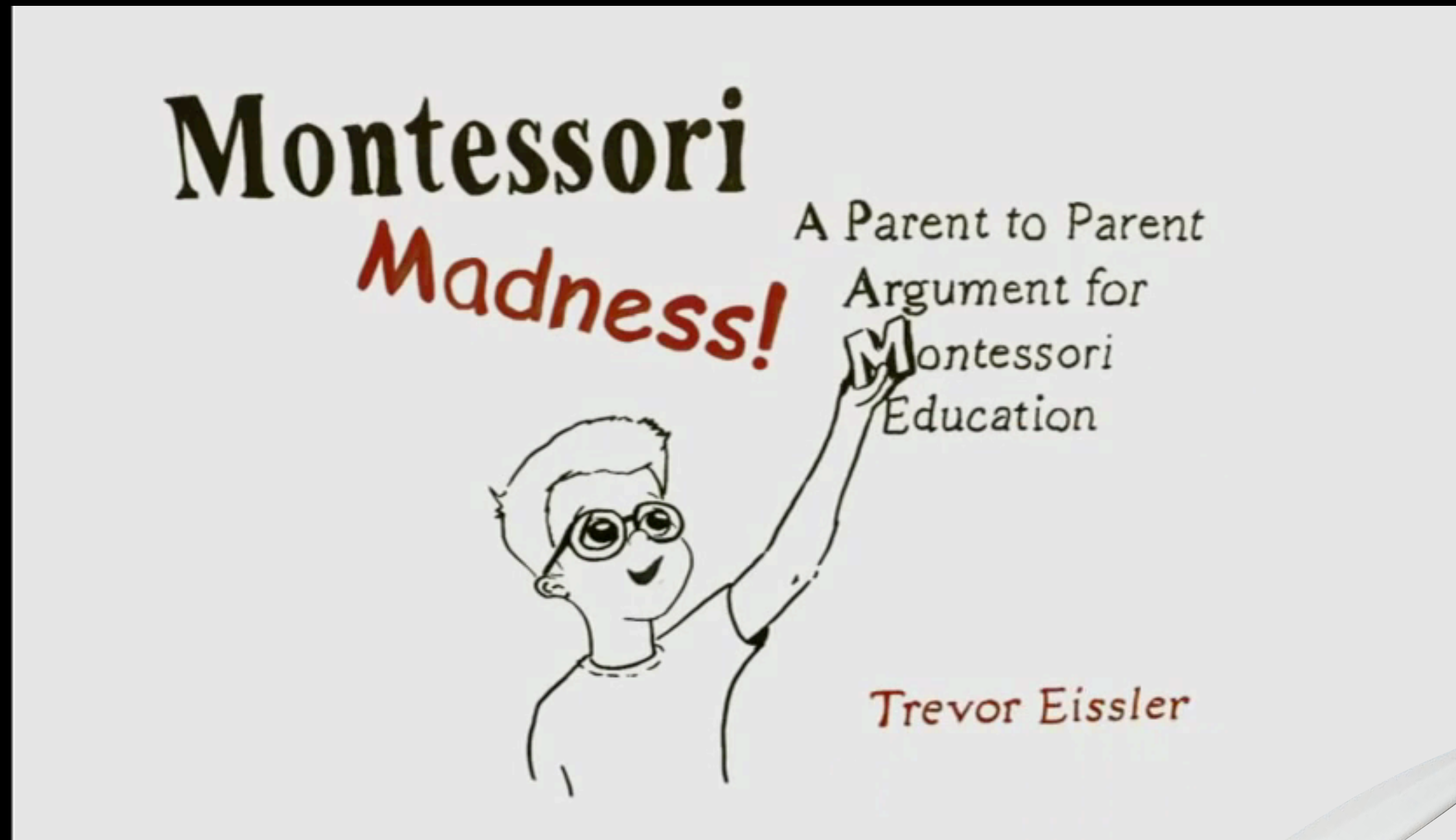
Matt Harris博士是美国国际教育技术协会（关于ISTE）董事会当选主席。Matt将于2016年接任董事会主席，成为第一位不在美国居住和工作的主席。

*"In my experiences as an EdTech leader, I find that contemporary educators are passionate about using technology to extend and deepen learning. Most recognise the changing landscape of "the real world" and the modern pedagogies needed to prepare students for that world. However, more often than not, they find challenges in applying these new concepts with specific tools. With Allan Carrington's Padagogy Wheel Model, teachers have an at-hand reference that ties apps to specific learning outcomes directly connected to modern pedagogies and theories. They can easily sit with the wheel during lesson planning time to find tools that will best aid their students or use it during class time to extend or deepen learning towards a specific 21st century skill or content area. **This connection of theory, practice, and application makes the Padagogy Wheel an invaluable resource that should be on the wall of every classroom**".*

“我在EdTech担任领导期间，发现当代教育家热衷于使用技术来扩展和深化学习。他们中的大多数人意识到“现实世界”在不断变化，而现代教育学需要帮助学生在进入那个世界之前做好充分准备。然而，他们在使用特定工具实现这些新概念时经常遇到困难。Allan Carrington的Padagogy轮模型正是为教师提供了一个简易的使用指南。该指南将apps和基于现代教育学和理论的学习产出相联系，方便教师在备课时从Padagogy轮查找最适合自己的学生的工具，或者在课堂上使用该轮扩展或深化对某个21世纪技能或领域的学习。Padagogy轮将理论、实践和应用相结合，是一个宝贵的资源。因此，推荐每位教师将其引进课堂。

In Support of Excellence: <http://tinyurl.com/alsltblog>

Montessori Vs Conventional School



- All about fanning the inner flame or drive
- Children not forced to learn
- Stoking by: hands on • self-paced • collaborative • challenging • joyful learning
- Divergent not convergent thinking
- Innovation instead of standardisation
- Mixed age classrooms
- Grab interest while it is hot



5.31 mins

Action Research Project

St Kevin's Catholic Primary School Eastwood NSW: May 2014



Maria Montessori
b1870 - d1952

*The greatest sign of success for a teacher
.. is to be able to say, 'The children are
now working as if I did not exist'*

- 4 Teachers
- Teaching Science
- 116 students
- 11-12 years old
- Pedagogy Wheel the driver for personalised learning
- Used iTunesU for digital activities aka ePortfolios
- 8 out of 10 said they preferred this method and learnt more than the conventional method

Higher Order Thinking is easier in the Language of the Heart



- Launched the Pedagogy Wheel translation project
- Sent out Tweets asking for help
- Have commitment to translate into 18 languages ... so far
- Four languages published so far
 - English
 - Spanish
 - German
 - Chinese

Spanish

La traducción al Español es de Aroldo David Noriega de ISTE (Instituto de Educación a Distancia Santa Elisa, Ciudad de Guatemala). El recurso PW V4. Español está en el blog de Diseño Instruccional

<http://tinyurl.com/padwheelSP>

2-learn.net
University Related
Mobile Learning & ADE
Rapidweaver
Designing Outcomes
Simulations
Ministry
News
Personal

La Rueda de la Pedagogía de Allan Carrington (Padagogy Wheel) Versión 4 en Español | Diseño Instruccional

INICIO ADOPTA RUEDA DE BLOOM PORTAFOLIO ISEA

DISEÑO INSTRUCCIONAL

Largo es el camino de la enseñanza por medio de teorías, breve y eficaz por medio de ejemplos. SENECA.

LA RUEDA DE LA PEDAGOGÍA DE ALLAN CARRINGTON (PADAGOGY WHEEL) VERSIÓN 4 EN ESPAÑOL

Descargue la última versión de la Rueda de la Pedagogía (Padagogy Wheel) del profesor Allan Carrington haciendo clic aquí.

- Versión poster para imprimir 8mb.
- Versión liviana 2mb

Ambos archivos se descargan ahora directamente desde el blog de Allan Carrington quien se ha tomado la molestia de adaptar la traducción realizada por mi persona y la ha mejorado considerablemente.

Esta es la versión 4 de esta popular herramienta, el poster tiene links a 122 de las más recientes y populares aplicaciones educativas. Ahora disponible en 19 idiomas! Las aplicaciones han sido seleccionadas en base a la Taxonomía de Bloom y tiene el potencial de ayudar a diseñar sus cursos partiendo de los niveles del dominio conceptual, luego proponiendo verbos activos (que se pueden medir) para pasar en seguida a propuestas de actividades para el curso.

El trabajo se completa con una considerable cantidad de aplicaciones para iPad, muchas de las cuales tienen su correspondiente contraparte para Windows o Android, estas aplicaciones pueden ser utilizadas para realizar las actividades que corresponden a cada nivel. Allan Carrington dice sentirse sorprendido por el gran interés despertado por la Rueda de la Pedagogía (Padagogy Wheel), esta versión 4 en inglés ha sido descargada en una semana más de 14 mil veces.

Para usar la rueda debemos empezar al centro.

El Blog de diseño instruccional
tinyurl.com/padwheelSP
SP Published 080415

English Padagogy Wheel
tinyurl.com/posterV4
V4 Published 010315

Últimas novedades

- > La cantina
- > Rebeldes, receptivos, materia prima, clientes, socios o exploradores. ¿Cómo interpretas a tus estudiantes?
- > De regreso!
- > El jinete
- > De vez en cuando necesitamos un empujón..
- > ¿Trabajas en una oficina? Este método ergonómico te puede ayudar.
- > Protocolo para la prevención y evacuación en caso de incendios.
- > ¿De qué manera decido que evaluar en mi curso?

Modelo SAMR

La rueda de la Padagogy V4.0

Ante nueva. (No concebida antes)

Sustitución: Sustituir sin cambios funcionales

Criterios para seleccionar aplicaciones

del sitio [Listas APPitic](http://ListasAPPitic.com) App para la educación

Comprensión: Las Apps (aplicaciones) que caben en esta categoría de "comprensión" proveen formas para que los estudiantes expliquen ideas o conceptos. Las apps de comprensión no son meramente aquellas que permiten seleccionar una respuesta correcta sino que permiten establecer un formato más abierto para que los estudiantes parafraseen o expliquen los significados.

Criterio para la comprensión

Recordar: Aplicaciones (apps) que caen en esta categoría mejoran la habilidad del usuario para definir términos, identificar hechos, y recordar o localizar información. Estas piden al usuario seleccionar una respuesta correcta de una lista, secuenciar contenido o introducir datos.

Criterio para recordar

Aplicación: Apps que caen en esta categoría demuestran su habilidad para implementar procedimientos o métodos aprendidos. Estas también resaltan la habilidad de aplicar conceptos en circunstancias fuera de contexto o no familiares.

Criterio para aplicar

Análisis: Apps que caen en esta categoría mejoran la habilidad del usuario para diferenciar entre lo relevante e irrelevante, determinar relaciones y reconocer la organización del contenido.

Criterio para el análisis

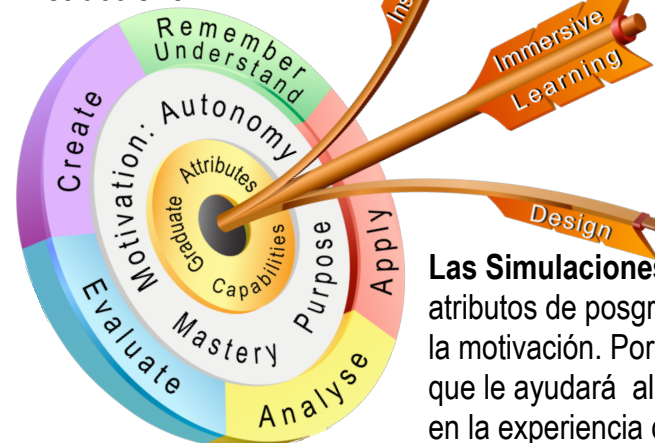
Evaluación: Apps que en la categoría de "evaluación" mejoran la habilidad del usuario para juzgar material o métodos basados en criterios establecidos por ellos mismos o fuentes externas. Estas ayudan a los estudiantes a emitir juicios sobre la fiabilidad, exactitud, calidad, efectividad sobre el contenido y así tomar decisiones con sustento.

Criterio para la evaluación

Creación: Apps que caen en la categoría de "creación" proveen a los usuarios oportunidades para generar ideas, diseñar planes, procesos y productos.

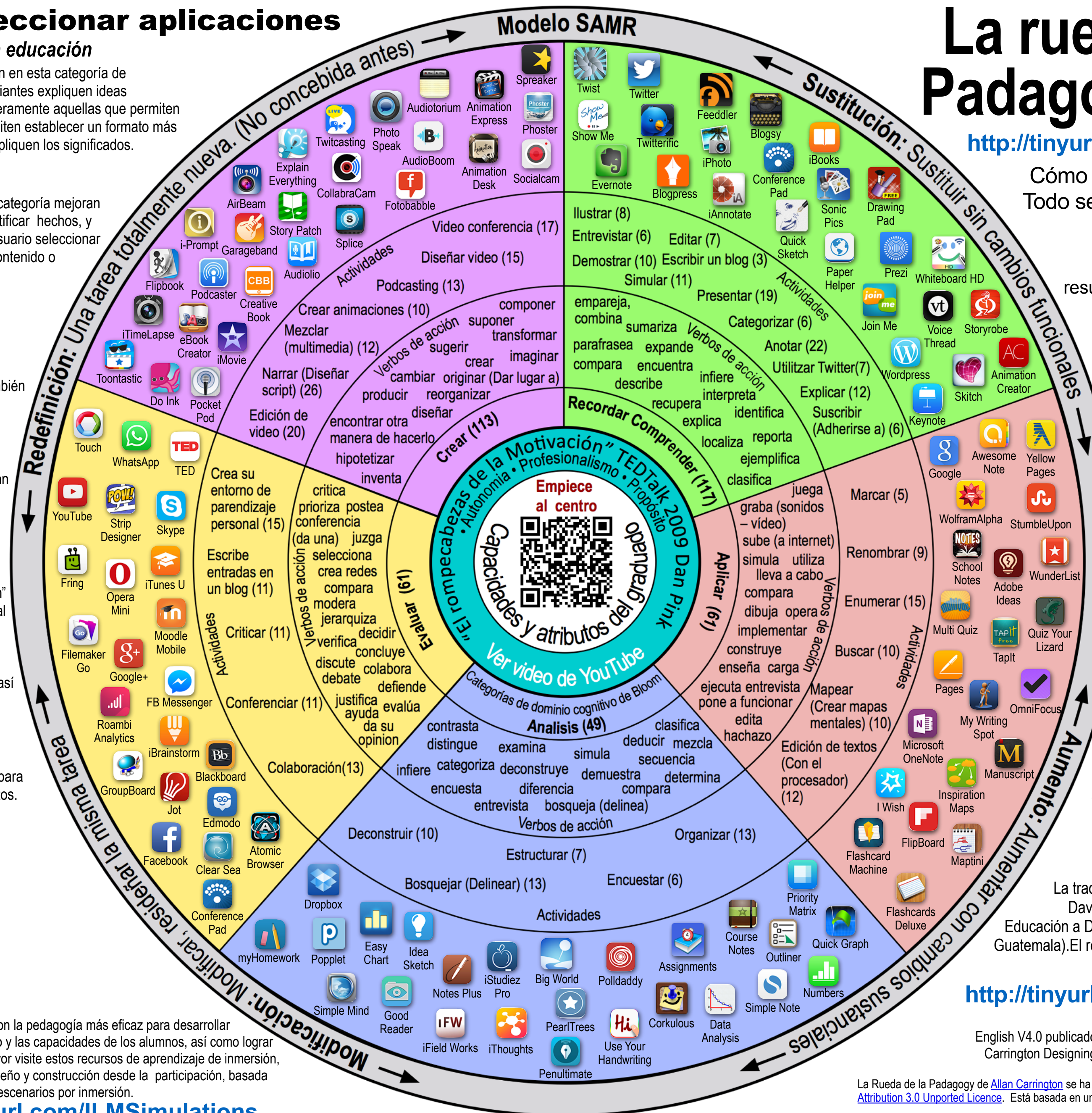
Criterio para la creación

El **Aprendizaje de inmersión** ubicado en el núcleo de la rueda es el nuevo diseño instruccional.



Las **Simulaciones** son la pedagogía más eficaz para desarrollar atributos de posgrado y las capacidades de los alumnos, así como lograr la motivación. Por favor visite estos recursos de aprendizaje de inmersión, que le ayudará al diseño y construcción desde la participación, basada en la experiencia de escenarios por inmersión.

<http://tinyurl.com/ILMSimulations>



La rueda de la Padagogy V4.0

<http://tinyurl.com/posterV4SP>

Cómo utilizar la Rueda de la Padagogy: Todo se trata del plano de la materia gris.

Una metodología para conseguir mejores resultados con este modelo de enseñanza.(EN)



<http://appitic.com>

Es un completosiglas en inglés y está disponible en 19 idiomas. Este sitio web ha identificado 400 aplicaciones (apps) alineadas al Dominio Cognitivo de la Taxonomía de Bloom y 122 de ellas están enlazadas directamente desde la Rueda de la Padagogy.

Sobre los hombros de los gigantes

La Rueda de la Taxonomía (sin las aplicaciones), fue descubierta al inicio en el sitio web de consultoría educativa de Paul Hopkin en mmiweb.org.uk Esa rueda fue producida por Sharon Arley y era una adaptación de la Revisión de la Taxonomía de Bloom (1956) por Krathwool y Anderson (2001). La idea para adaptarla luego para pedagogía en aparatos móviles y particularmente el iPad, V2.0 y V3.0 debo reconocérsela a Kathy Schrock en su sitio BloominAps. Para las revisiones mayores como la V4.0 debo agradecer al equipo de ADEs que crearon el sitio [APPitic](http://APPitic.com) en sitio Listado de Aplicaciones de APPitic.

La traducción al Español es de Aroldo David Noriega de ISTE (Instituto de Educación a Distancia Santa Elisa, Ciudad de Guatemala).El recurso PW V4. Español está en el blog de Diseño Instruccional

<http://tinyurl.com/padwheelSP>

English V4.0 publicado 010315. Spanish V4.0 publicado 080415 Diseñado por Allan Carrington Designing Outcomes Adelaide SA Email: allan@designingoutcomes.net

La Rueda de la Padagogy de Allan Carrington se ha liberado bajo una licencia de Creative Commons Attribution 3.0 Unported Licence. Está basada en una obra localizada en <http://tinyurl.com/bloomsblog>.



German

Die deutsche Übersetzung wurde von Prof. Dr. Volkmar Langer, Präsident, Hochschule Weserbergland, University of Applied Sciences, Am Stockhof 2, D-31785 Hameln Deutschland bereitgestellt. Volkmar wird über das Padagogy Wheel in seinem HSW-Learningblog berichten.

<http://tinyurl.com/padwheelsDE>

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Lernen via App – ich dreh'am Rad: das Padagogy Wheel

Posted on 26. Mai 2015 by Volkmar

Dafür gibt es doch 'ne App – diese schon fast geflügelten Worte hören wir immer häufiger auch im Zusammenhang mit Lehren und Lernen. Nur welche App setze ich am besten in welcher Phase des Lernens ein? Wie kann ich verschiedene Apps in Lehr-/Lernprozesse integrieren?

Wer sich für sein Curriculum Design oder einfach für die Anreicherung einer Lehr-/Lernveranstaltung etwas tiefer gehend damit befassen möchte, welche App er für welchen Zweck einsetzen kann, dem empfehle ich das „Padagogy Wheel“, inzwischen aktualisiert in der 4. Version.

Das Padagogy Wheel V4.0

Das Padagogy Wheel (Erst) und keine funktionelle Veränderung

Das Padagogy Wheel von Alan Carrington ist unter einer Creative Commons Attribution 3.0 License veröffentlicht. Bitte beachten Sie, dass es sich um eine Kopie handelt und nicht die Originalversion.

Englische Version 4.0 veröffentlicht 010315
Deutsch v4.0 veröffentlicht 010315. Developed by Alan Carrington and the E-Learning Alliance SA
Email: alan@elearningalliance.com

Das Padagogy Wheel ist ein zirkuläres Diagramm, das verschiedene Apps in die Kategorien der Bloom'schen Taxonomie und des SAMR-Modells einordnet. Die Taxonomie ist in sechs Ebenen unterteilt: Erinnern (1-2), Verstehen (3-4), Anwenden (5-6), Analysieren (7-8), Bewerten (9-10) und Schöpfen (11-12). Die SAMR-Ebenen sind: Substitution (1-3), Augmentierung (4-6), Modifizierung (7-9) und Neudefinition (10-12). Jede Ebene enthält eine Liste von Apps, die mit dieser Ebene und Taxonomieebene verknüpft sind. In der Mitte des Rades befindet sich ein QR-Code und der Text: 'The Puzzle of Motivation' - Dan Pink, TED Talk, 2009. YouTube video ansehen.

Was leistet das „Padagogy Wheel“?

Auf Basis der [Bloom'schen Taxonomie](#) werden für die verschiedenen kognitiven Ziele Apps vorgeschlagen und im Original gleich verlinkt, die es einem ermöglichen eine begrenzte Auswahl von geeigneten Apps direkt zu finden. Gerade diese Vorauswahl macht den Einstieg und Auswahl für denjenigen, der sich mehr mit der Didaktik befasst, einfach und spart viel Zeit. Natürlich schließt diese Auswahl von immerhin 122 Apps für das iPad (die meisten Apps sind auch für andere Betriebssysteme verfügbar) nicht aus, dass es noch eine ganze Menge weiterer Apps gibt und diese auch unterschiedlich eingesetzt werden könnten.

Welche Ideen sind in das „Padagogy Wheel“ eingeflossen?

[Alan Carrington](#), einer der Entwickler, betont, dass zuerst die Didaktik und dann die Technologie berücksichtigt wurde. Gerade beim Curriculum Design wird im Zentrum beginnend das Thema der intrinsischen Motivation (vgl. [TED von Dan Pink](#)), Ge...

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Letzte Beiträge

Lernen via App – ich dreh'am Rad: das Padagogy Wheel
Best Practices in the Production of Learning Nuggets oder Lessons Learned 1.x
Nachlese zum HSW BarCamp: Dr. med. MOOC – nein danke!

Letzte Kommentare

Lernen via App – ich dreh'am Rad: d... bei Lernen via App – ich dreh'am Rad: das Padagogy Wheel
LearningNuggets zum HSW BarCamp 2014 sind online | E-Learning Center @ HSW bei Nachlese zum HSW BarCamp: Dr. med. MOOC – nein danke!
Nachlese zum HSW BarCamp: Dr. med. MOOC –... bei Nachlese – BarCamp: Dr. med.

Auswahlkriterien der App

von der APPitic App Lists for Education Webseite

Verstehen: Apps, die der Phase des „Verstehens“ zuzuordnen sind, ermöglichen Studierenden Ideen oder Konzepte zu erklären. Bei Apps des Verstehens geht es nicht um die Auswahl einer „richtigen“ Antwort, sondern diese stellen Studierenden ein offeneres Format bereit, um Inhalte zusammenzufassen und Sinngehalte wiederzugeben.

Kriterien des Verstehens

Erinnern: Apps, die der Phase des „Erinnerns“ zuzuordnen sind, verbessern die Fähigkeit des Anwenders, Begriffe zu definieren, Fakten zu erkennen und Informationen zu ermitteln und abzurufen. Viele „Bildungsapps“ fallen in die „Erinnerungsphase“ des Lernprozesses. Sie verlangen von den Anwendern eine Antwort aus einer Liste auszuwählen, Übereinstimmungen zu finden und Inhalte in eine Reihenfolge zu bringen.

Kriterien des Erinnerns

Anwenden: Mit Apps, die der Phase des „Anwendens“ zuzuordnen sind, können Studierende zeigen, dass sie in der Lage sind, erlernte Vorgänge oder Methoden anzuwenden. Sie heben außerdem die Fähigkeit hervor, Konzepte in bisher unbekanntem Kontexten anzuwenden.

Kriterien des Anwendens

Analysieren: Apps, die der Phase des „Analysierens“ zuzuordnen sind, verbessern die Fähigkeit des Anwenders zwischen relevanten und irrelevanten Informationen zu unterscheiden, Beziehungen festzustellen und die Gliederung von Inhalten zu erkennen.

Kriterien des Analysierens

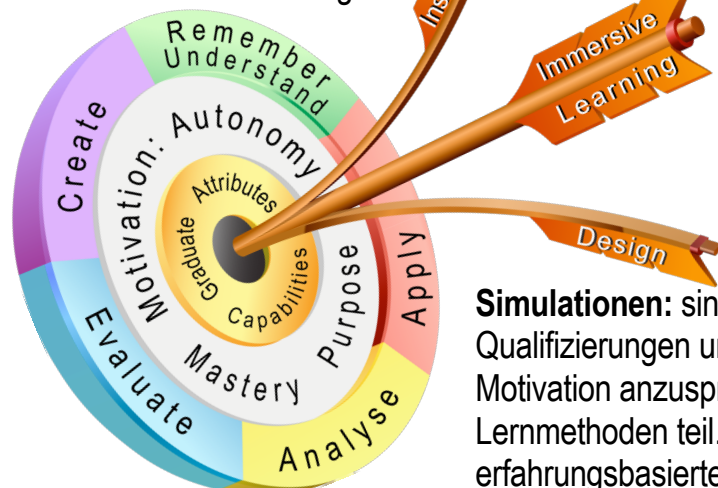
Bewerten: Apps, die der Phase des „Bewertens“ zuzuordnen sind, verbessern die Fähigkeit des Anwenders, auf Basis von selbst festgelegten Kriterien oder externen Quellen Materialien oder Methoden zu beurteilen. Sie unterstützen Studierende dabei, die Glaubwürdigkeit, Richtigkeit, Qualität und Effektivität von Inhalten zu bewerten und fundierte Urteile zu treffen.

Kriterien des Bewertens

Gestalten: Apps, die der Phase des „Gestaltens“ zuzuordnen sind, ermöglichen Studierenden Ideen zu entwickeln, Pläne zu entwerfen und Produkte herzustellen.

Kriterien des Gestaltens

Im Kern des Rades steht das immersive Lernen, welches das neue instruktive Design ist.



Simulationen: sind die effektivste Form der Pädagogik um Qualifizierungen und Fähigkeiten von Lernenden zu entwickeln und die Motivation anzusprechen. Nehmen Sie an diesen immersiven Lernmethoden teil. Sie werden Ihnen helfen, ansprechende, erfahrungsbasierte, immersive Szenarien aufzubauen und zu gestalten
<http://tinyurl.com/ILMSimulations>

Das Padagogy Wheel V4.0

<http://tinyurl.com/posterV4GER>

Wie verwendet man das „Padagogy Wheel“: Es dreht sich alles um die Aktivierung der grauen Zellen

Eine Methodik um die besten Ergebnisse mit diesem Model der Lehre zu erhalten.



<http://appitic.com>

ist ein verständliches Online-Verzeichnis von „Bildungsapps“, entwickelt von Apple Distinguished Educators (ADEs) und in 19 Sprachen verfügbar. Die Webseite identifiziert 400 Apps mithilfe der Bloom'schen Lernzieltaxonomie mit 122 der bekanntesten Apps, die an das „Padagogy Wheel“ anknüpfen.

Die deutsche Übersetzung wurde von Prof. Dr. Volkmar Langer, Präsident, Hochschule Weserbergland, University of Applied Sciences, Am Stockhof 2, D-31785 Hameln Deutschland bereitgestellt. Volkmar wird über das Padagogy Wheel in seinem HSW-Learningblog berichten.

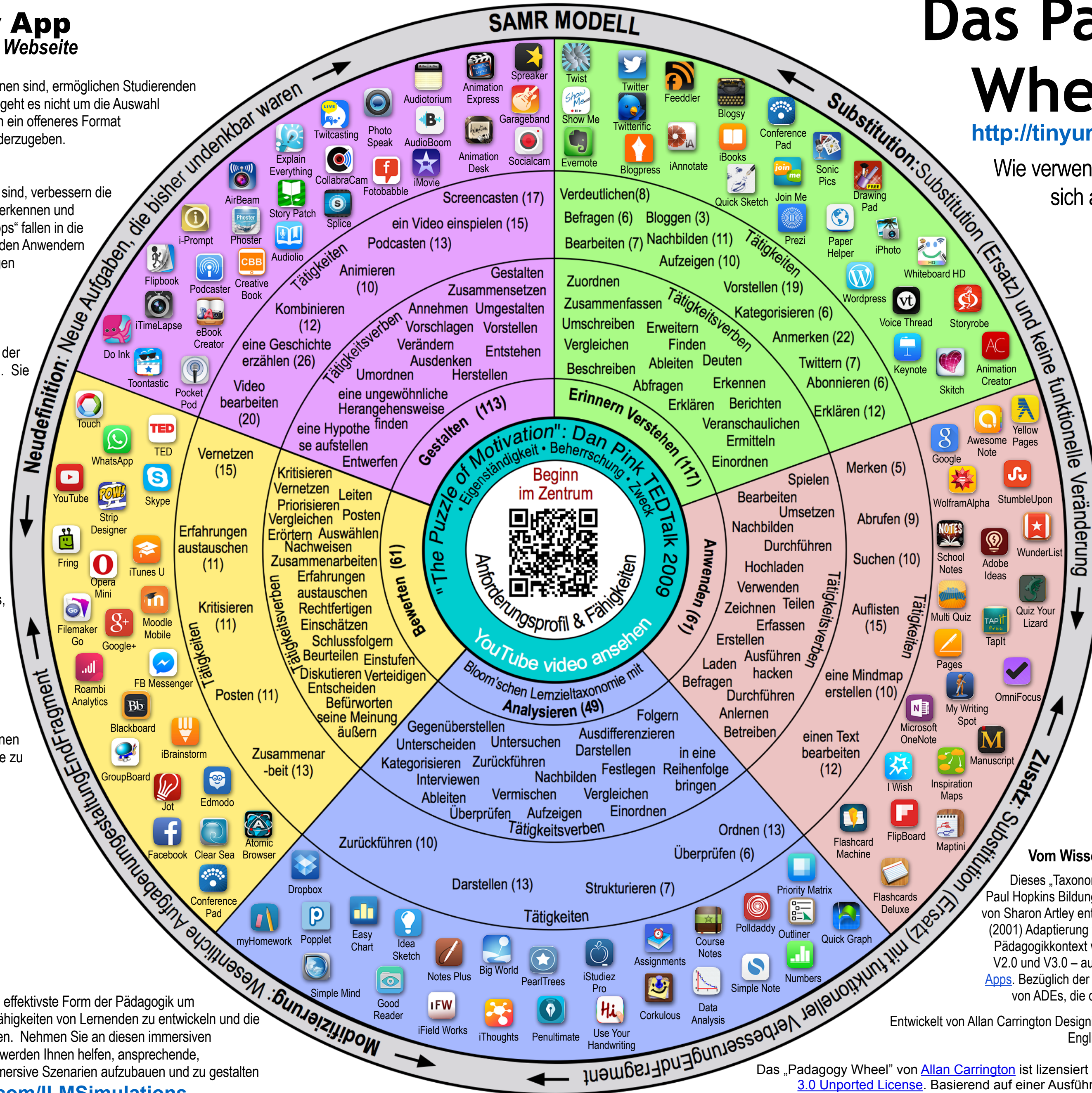
<http://tinyurl.com/padwheelDE>

Vom Wissen intellektueller Größen der Vergangenheit profitieren

Dieses „Taxonomy Wheel“, ohne die Apps, wurde als erstes auf der Webseite von Paul Hopkins Bildungsberatungs-Webseite mmiweb.org.uk entdeckt. Das „Rad“ wurde von Sharon Artley entwickelt, die sich auf die Anpassung von Kathwohl und Andersons (2001) Adaptierung von Bloom (1956) bezog. Die Idee, das „Rad“ mit Mobilgeräten im Pädagogikkontext weiterzuentwickeln, im Speziellen für das iPad, beruht – bezüglich V2.0 und V3.0 – auf der Kreativarbeit von Kathy Schrock auf ihrer Webseite BloominApps.com. Bezüglich der größeren Überarbeitung der V04 bedanke ich mich bei dem Team von ADEs, die die Webseite [APPitic the App Lists for Education](http://APPitic.com) entwickelt haben.

Entwickelt von Allan Carrington Designing Outcomes Adelaide SA E-Mail: allan@designingoutcomes.net English V4.0 veröffentlicht 010315 German V4.0 veröffentlicht 010515

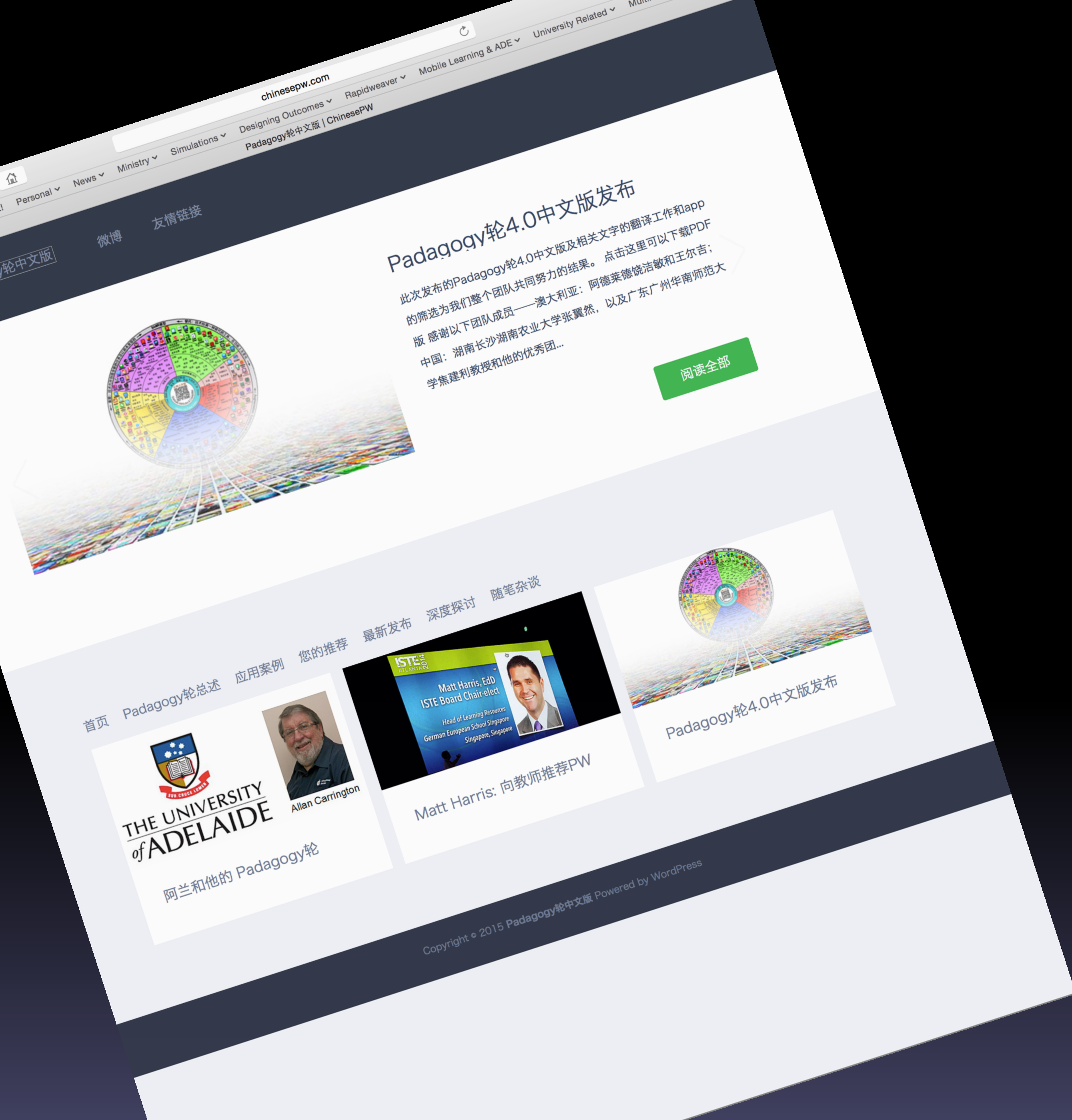
Das „Padagogy Wheel“ von [Allan Carrington](http://AllanCarrington.com) ist lizenziert unter der [Creative Commons Attribution 3.0 Unported License](http://creativecommons.org/licenses/by/3.0/). Basierend auf einer Ausführungen auf <http://tinyurl.com/bloomsblog>



Chinese

相关文字的翻译工作和app的筛选为我们整个团队共同努力的结果。感谢以下团队成员——澳大利亚：阿德莱德饶洁敏和王尔吉；中国：湖南长沙湖南农业大学张翼然，以及广东广州华南师范大学焦建利教授和他的优秀团队。他们的付出使得中文版的Padagogy轮得以出版。请访问我们的中文版博客“支持卓越”查看更多关于Padagogy轮的资讯。

<http://www.chinesepw.com>



App筛选标准

摘自APPitic App Lists for Education网站

识记层次筛选标准

识记：该层次的Apps能够帮助学习者提升定义术语、识别事实、回顾知识和查找信息的能力。许多教育类的Apps都属于这个层次。学习者可以在这些Apps上做选择题、配对题、排序题或简答题。

理解层次筛选标准

理解：该层次的Apps能够为学习者提供阐述观点，明晰概念的机会。这个层次的Apps不在于为学习者提供“标准”答案，而在于帮助他们采用更加开放的形式来总结内容、诠释意义。

应用层次筛选标准

应用：该层次的Apps帮助学习者展示自己运用所学到的流程和方法的能力；同时也注重培养他们运用概念解决新问题的能力。

分析层次筛选标准

分析：该层次的Apps能提高学习者区分相关和不相关信息、确定各部分之间的关系、提炼内容结构的能力。

评价层次筛选标准

评价：该层次的Apps能够提升学习者使用自身或他人设置的标准来评估材料或方法的能力。它们帮助学习者判断内容的可靠性、精度、质量、效益，并做出有理有据的决策。

创造层次筛选标准

创造：该层次的Apps帮助学习者激发创意、设计方案和创作作品。



是由苹果杰出教育工作者 (ADEs) 开发的一个全面的教育Apps在线目录。目前推出了19种语言版本。该网站依据Bloom的认知领域教育目标收录了400个Apps，而Padagogy轮则专门列出了其中最受欢迎的122个Apps。
<http://appitic.com>

位于此轮核心的沉浸式学习便是新的教学设计。



模拟是培养毕业生素养和能力以及激发学习者动机的最有效的教学法。请浏览这些沉浸式学习资源，它们将能帮助您设计出有吸引力的沉浸式学习案例。

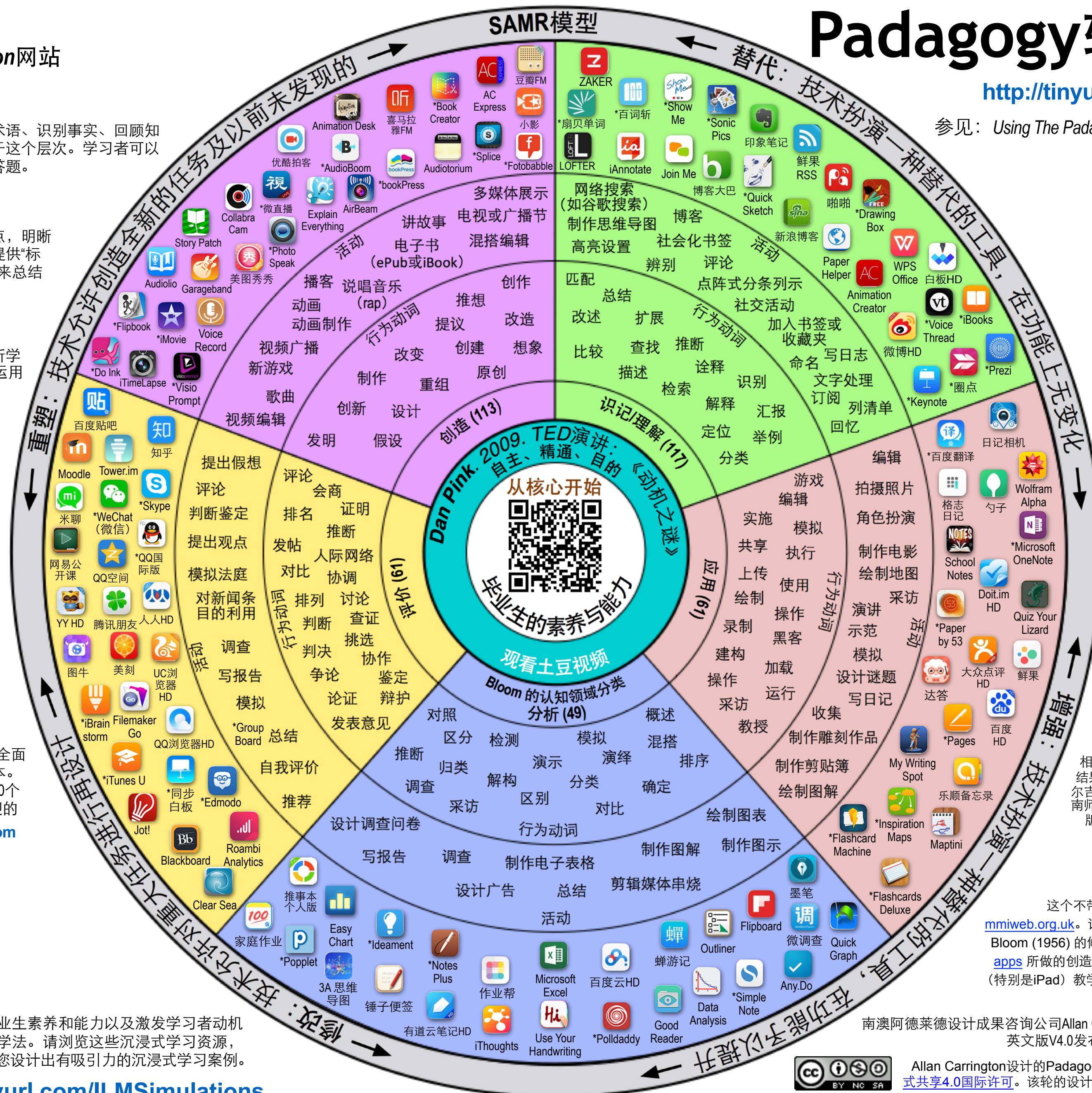
<http://tinyurl.com/LMSimulations>

Padagogy轮 V4.0



<http://tinyurl.com/posterV4CHI>

参见：Using The Padagogy Wheel: It's All About Grey-matter Grids (GGs)
这种教学模式的最佳应用方法
<http://tinyurl.com/gmginteraction>



Padagogy轮在语言教学中的应用

Anderson & Krathwohl等人(2001)修订的布鲁姆教育目标分类的六个层次从低到高依次为识记、理解、应用、分析、评价和创造，它们构成了一线教师课堂教学设计的基础。如Padagogy轮所示，语言教师在备课过程中，可以根据具体的教学目标及其对应的行为动词，设计相应的教学活动，选择图中满足该活动需求的Apps，形成系统的教学设计方案，并应用该方案实施基于移动终端的语言教学活动。

例如：在英语读写教学中，为了提高学生对文章的理解能力，教师选用了“理解”层次的行为动词——“总结”和“解释”，并选用该层次所推荐的“Mindmanager”开展“制作思维导图”活动来展示文章的提纲和细节。之后为了加深学生对文章的理解，并为写作输出做好准备，教师可以基于文章设计相关讨论话题并组织学生开展头脑风暴式讨论。此时，教师可选用“评价”层次中的行为动词——“发表意见”和“发帖”开展“评论”和“提出观点”等活动，让学生使用“新浪微博”或者“微信”发表自己的见解和评论。

推荐阅读：
Web2 4 Languages Teachers: iPad Apps
<http://web2-4languageteachers.wikispaces.com/iPad+apps>
Teaching Languages with iPads
<https://teachinglotewithipads.wordpress.com>
加(*)的apps可能对语言教学有较大的帮助。



焦建利，教育技术学博士，广州华南师范大学教育信息技术学院副院长，未来教育研究中心主任。
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个人博客: <http://www.jiaojianli.com/>

相关文字的翻译工作和app的筛选为我们整个团队共同努力的结果。感谢以下团队成员——澳大利亚：阿德莱德饶洁敏和王尔吉；中国：湖南长沙湖南农业大学张翼然，以及广东广州华南师范大学焦建利教授和他的优秀团队。他们的付出使得中文版的Padagogy轮得以出版。请访问我们的中文版博客“支持卓越”查看更多关于Padagogy轮的资讯。
<http://www.chineseppw.com>

鸣谢

这个不带apps的分类学轮，最早源于Paul Hopkin的教育咨询网站 mmiweb.org.uk。该轮是Sharon Artley基于Anderson和Krathwohl (2001)对Bloom (1956)的修订版而创作的。感谢Kathy Schrock在她的网站 [bloominapps](http://bloominapps.com) 所做的创造性工作，使我产生了修订第2和第3版以便适用于移动设备(特别是iPad)教学的想法。而我在第四版进行的重大修改则得益于ADEs团队的APPitic the App Lists for Education网站。

南澳阿德莱德设计成果咨询公司Allan Carrington著 Email allan@designingoutcomes.net
英文版V4.0发布于2015.03.01 中国版V4.0发布于2015.07.07



Allan Carrington设计的Padagogy轮获知识共享署名-非商业性使用-相同方式共享4.0国际许可。该轮的设计基于<http://tinyurl.com/bloomsblog>上的工作。



Evangelising the Cause

- 669 Chinese Pedagogy Wheel posters in the last 5 days (150715)
- Poster published on QQ to 150,000 teachers on 150715
- Tracking the downloads, the latest total is ...

<http://www.chinesepw.com>



Languages in Production



- Russian
- Catalan
- Portuguese
- Dutch
- Filipino
- French
- Greek
- Irish
- Italian
- Japanese
- Norwegian
- Turkish
- Korean
- Arabic

Where To Next?



- More Languages
- More functionality
- More resources
- More best practice examples
- More interactivity

The Pedagogy Wheel is under constant development

In Support of Excellence

Allan's Learning and Teaching Blog

<http://tinyurl.com/alsltblog>



@allanadl