The Padagogy Wheel V4.1

http://tinyurl.com/posterV4

App Selection Criteria

Remembering 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

Understanding Criteria

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 summarise content and translate meaning.

Applying 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.

Analyzing Criteria

Analysing: Apps that fit into the "analysing" stage improve the user's ability to differentiate between the relevant and irrelevant, determine relationships, and recognise the organisation of content..
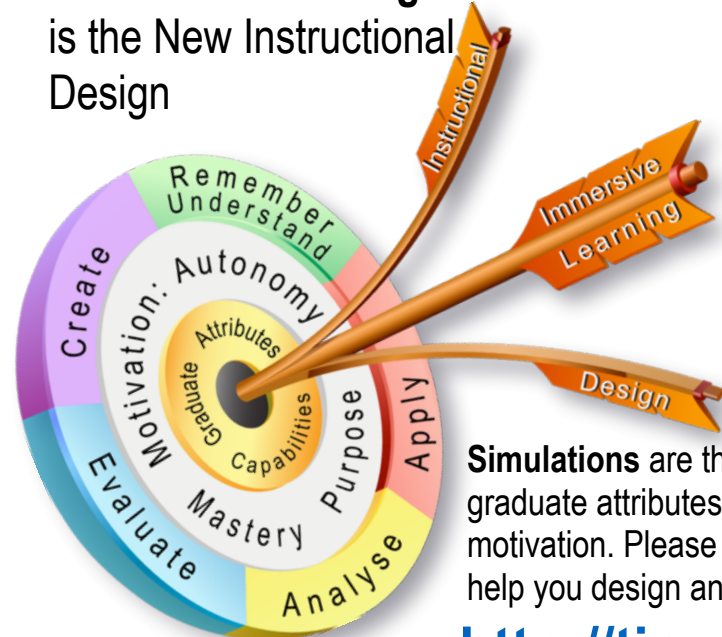
Evaluating Criteria

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.
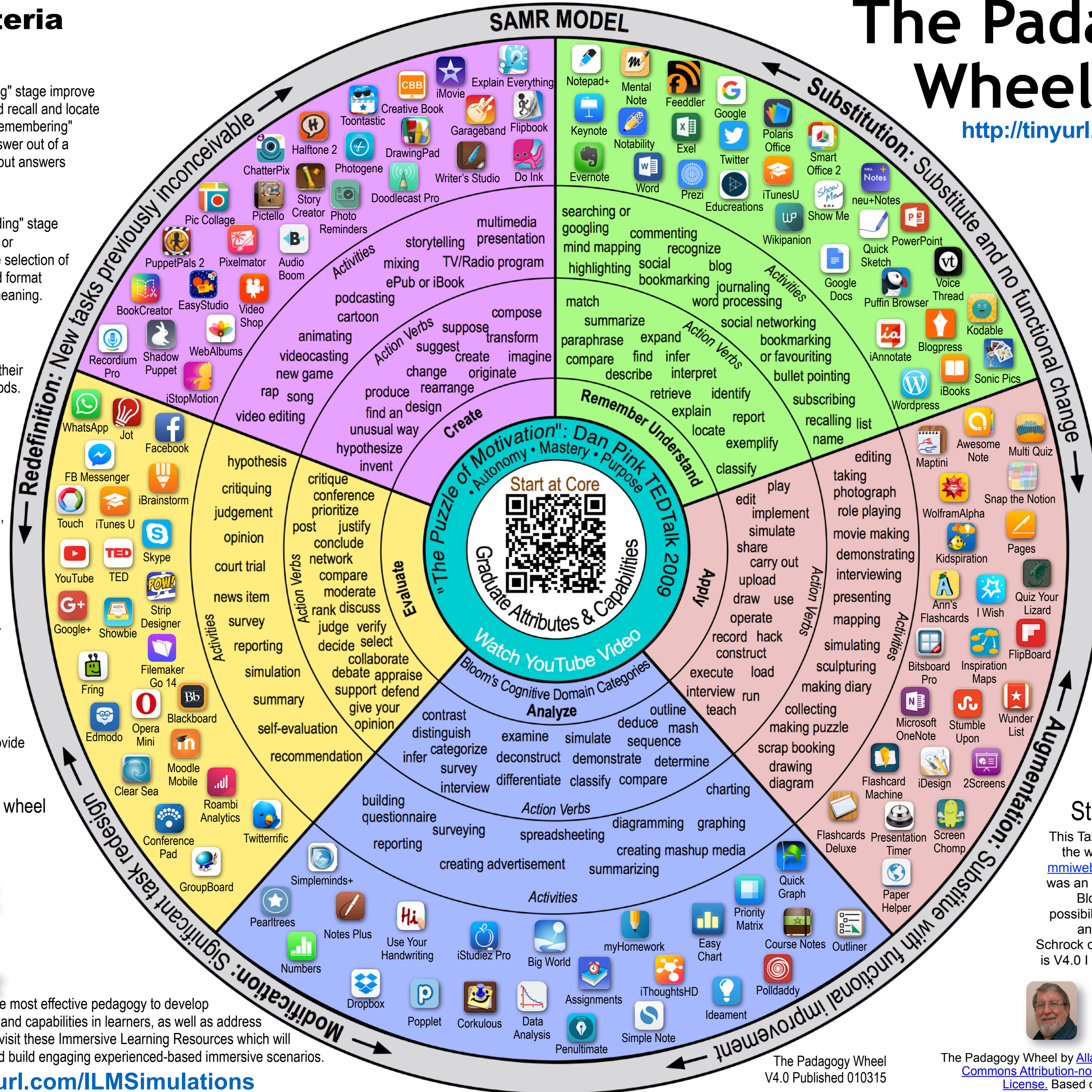
Creating Criteria

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

Immersive Learning at the core of the wheel is the New Instructional Design
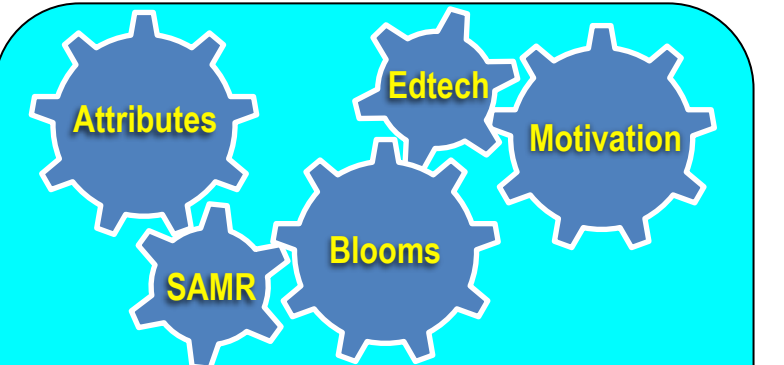
Simulations are the most effective pedagogy to develop graduate attributes and capabilities in learners, as well as address motivation. Please visit these Immersive Learning Resources which will help you design and build engaging experienced-based immersive scenarios.

http://tinyurl.com/ILMSimulations

SAMR MODEL

Substitution: Substitute and no functional change

Augmentation: Substitute with functional improvement

Modification: Significant task redesign

Redefinition: New tasks previously inconceivable

Center

Start at Core

"The Puzzle of Motivation": Dan Pink TED Talk 2009
• Autonomy • Mastery • Purpose

Graduate Attributes & Capabilities

Watch YouTube Video

Bloom's Cognitive Domain Categories

Remember Understand

Activities: searching or googling, commenting, mind mapping, recognize, highlighting, social, blog, bookmarking, journaling, word processing, social networking, bookmarking or favouriting, bullet pointing, subscribing, recalling, list, name

Action Verbs: match, summarize, paraphrase, expand, compare, find, infer, describe, interpret, retrieve, identify, report, explain, locate, exemplify, classify

Create

Activities: multimedia presentation, storytelling, mixing, TV/Radio program, ePub or iBook, podcasting, cartoon, animating, videocasting, new game, rap, song, video editing

Action Verbs: compose, suppose, transform, suggest, create, imagine, change, originate, produce, rearrange, find an design, unusual way, hypothesize, invent

Evaluate

Activities: hypothesis, critiquing, judgement, opinion, court trial, news item, survey, reporting, simulation, summary, self-evaluation, recommendation

Action Verbs: critique, conference, prioritize, post, justify, conclude, network, compare, moderate, rank, discuss, judge, verify, decide, select, collaborate, debate, appraise, support, defend, give your opinion

Analyze

Action Verbs: contrast, distinguish, outline, deduce, mash, infer, categorize, examine, simulate, sequence, survey, deconstruct, demonstrate, determine, interview, differentiate, classify, compare

Activities: building, questionnaire, surveying, reporting, diagramming, graphing, spreadsheeting, creating mashup media, creating advertisement, summarizing, charting

Apply

Action Verbs: editing, play, taking, edit, photograph, implement, role playing, simulate, movie making, share, demonstrating, carry out, interviewing, upload, presenting, draw, use, mapping, operate, simulating, record, hack, sculpturing, construct, making diary, execute, load, making puzzle, interview, run, collecting, making puzzle, teach, scrap booking, drawing, diagram

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Getting the best use out of the Padagogy Wheel

Use it as a series of prompts or interconnected gears to check your teaching from planning to implementation

The Attributes Gear: This is the core of learning design. You must constantly revisit things like ethics, responsibility and citizenship. Ask yourself the question what will a graduate from this learning experience 'look like' i.e. what is it that makes others see them as successful? Ask 'how does everything I do support these attributes and capabilities?'

The Motivation Gear: Ask yourself 'How does everything I build and teach give the learner autonomy, mastery and purpose?'

The Blooms Gear: Helps you design learning objectives that achieve higher order thinking. Try to get at least one learning objective from each category. Only after this are you ready for technology enhancement.

The Technology Gear: Ask 'How can this serve your pedagogy'? Apps are only suggestions, look for better ones & combine more that one in a learning sequence.

The SAMR Model Gear: This is "How are you going to use the technologies you have chosen"?

I would like to thank *Tobias Rodemerk* for the idea of the gears. Tobias is a teacher & works for the State Institute for School Development Baden-Württemberg (LS), Germany

Allan Carrington

The Padagogy Wheel First Language Project: 21 languages are planned for 2016. For the latest languages see bit.ly/languageproject

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 and 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 Project which has now closed

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

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