

Handout for THE MAIN IDEA's PD Ideas for *Hacking Leadership*

Study Groups on Makerspaces, Genius Hour, and EdCamps

Makerspace

Makerspace--a space inside a school where students can tinker, play, explore and make projects of their choosing, using a variety of tools and materials. Student projects may involve sewing, building with Legos, robotics, coding, etc. (Primarily for student learning.)

Genius Hour

With origins in Google and other companies that encourage employees to spend a part of their work hours pursuing passion projects, *Genius Hour* provides students with the time, structure, and support to pursue individual academic interests. To implement Genius Hour, a teacher designates an hour per week for students to work on individual projects. The teacher guides students through planning their projects, and then provides support, feedback, and opportunities for reflection as they work. (This can be for the teachers, but if you already introduced passion projects, then that's already like a *Genius Hour* for teachers!)

EdCamps

EdCamps are participant-driven "un-conferences" where everyone acts as both a leader and learner. Although EdCamps began as models for teachers' professional development, schools have also begun using them to support student learning.

Each study group will need to present what they've learned about the above model for learning. Groups must include:

1. A definition of the model
2. An idea of who the school might implement this for—students? Teachers? Both?
3. An explanation of the skills the model supports and any other benefits
4. A brief example of the model in action, via a video clip or an interactive demonstration
5. A description of how a school might implement the model including potential challenges
6. Time for colleagues to discuss the model and ask questions

Resources for the Study Groups

Makerspaces

- Online articles: Designing a School Makerspace (edutopia.org/blog/designing-a-school-makerspace-jennifer-cooper), What is a Makerspace? (makerspaces.com/what-is-a-makerspace/) and Create a school makerspace in 3 simple steps (iste.org/explore/ArticleDetail?articleid=103)
- Books: *Worlds of Making: Best Practices for Establishing a Makerspace for Your School*, by Laura Fleming, *Your Starter Guide to Makerspaces*, by Nicholas Provenzano, and *The Makerspace Librarian's Sourcebook*, edited by Ellyssa Kroskiand.

Genius Hour

- Online articles and sites: What is Genius Hour? (geniushour.com/what-is-genius-hour), 6 Tips for Getting Started with Genius Hour (edutopia.org/groups/personalized-learning/802456), student passion projects (<https://www.lifelessonlearning.com/passion-projects>), and *Bring JOY to the Classroom with Passion Projects* (<http://creativeeducator.tech4learning.com/2016/articles/passion-projects>)
- Books: *The Genius Hour Guidebook*: by Denise Krebs and Gallit Zvi; *Pure Genius: Building a Culture of Innovation and Taking 20% Time to the Next Level*, by Don Wettrick; *The Passion-Driven Classroom* by Angela Meiers and Amy Sandvold; and *Inquiry and Innovation in the Classroom: Using 20% Time, Genius Hour, and PBL to Drive Student Success*, by A.J. Juliani.
- Web videos: What is Genius Hour? (youtu.be/NMFQUtHsWhc), Genius Hour Project Examples (youtu.be/1MVR9qc21nA)

EdCamps

- Online articles and sites: Join the EdCamp Movement!(edcamp.org/attend), What is EdCamp? (edcamponline.weebly.com/what-is-edcamp.html), Why EdCamp? (edutopia.org/blog/why-edcamp-kristen-swanson)
- Book: *The EdCamp Model: Powering Up Professional Learning*, by Kristen N. Swanson and Kevin Jarrett
- Web videos: EdCamp (<https://youtu.be/gr7teMAk-hA>), EdCamp 101 (<https://youtu.be/I7DwCI7j0Bg>)

Below are ideas for what groups might include in a few meetings to prepare to present the 6 items above to the two other groups.

<u>Meeting #1</u>	<u>Meeting #2</u>
Resources we will explore: (choose from the ones above or find others) Goal: By the end of today's meeting, we will have: 1) A definition of the model we can share with the rest of the school 2) An idea of who the school might implement this for—students? Teachers? Both? 3) An explanation of the skills the model supports and any other benefits of the model	Resources we will explore: (choose from the ones above or find others) Goal: By the end of today's meeting we will have: 1) An example of the model in action, via a video clip or online article 2) An activity to introduce the model to the school – an interactive demonstration or a hands-on way to engage with the model 3) A description of how the school might implement the model, including potential challenges and ideas for next steps