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1/3/18 ECS NEWSLETTER

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ECS Newsletter

1/3/18

ECS Mission: To Collaborate with PSB educators to create rigorous, relevant, engaging learning for all students

Goals of the Public Schools of Brookline

Goal 1: Every Student Achieving

Goal 2: Every Student Invested in Learning

Goal 3: Every Student Prepared for Change and Challenge

Goal 4: Every Educator Growing Professionally



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Psbma

A Photo Instead of a Quote This Week

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I recently found this photograph of me during one of my first days of Kindergarten at Driscoll School. It looks like I loved learning then as much as I do now.

Articles and Resources

Why Making is Essential to Learning

From the article: Thinkers such as Pestalozzi, Montessori, and Papert helped paved the way for the maker movement by stressing the importance of hands-on, student-centered, meaningful learning. Instead of viewing learning as the transmission of knowledge from teacher to student, these thinkers embraced the idea that children learn best when encouraged to discover, play, and experiment.



[Resources for getting Started With Project-Based Learning](#)

Explore Edutopia's curated compilation of online resources for understanding and beginning to implement project-based learning.

[Creating, Imagining, and Innovating; Developing Leaders of Tomorrow](#)

“It is the supreme art of the teacher to awaken joy in creative expression and knowledge” – Albert Einstein

[Skype-a-Scientist](#)

What would your class ask?

From Matt Rosenthal:

[THE 2018 INVENTOR'S CHALLENGE](#), sponsored by the Imagination Foundation (yes, originating from Caine's Arcade).

[This begins on February 1st and runs the entire month of February.](#) Registration opens in mid-January if you want to enter officially.

This is last year's **[Inventor's Challenge Playbook](#)** which provides all sorts of information on the entire process. I noticed that STUDENT DOCUMENTATION of their design process is a key component. We've discussed this a lot.

Check out some of the winning projects from last year. These videos are short and succinct, and could be used with students to inspire them much the same way that Caine's Arcade did. Also notice how the theme of EMPATHY was highly visible.

[Honorable Mention](#): a car for a boy with cerebral palsy

[Grades K-2](#): a "journey box" toy for homeless children

[Grades 3-5](#): an "all you need" Swiss-army-like cane for seniors

[Grades 6-8](#): using Arduino to alert emergency services when stress is detected on beams that support buildings

[And many more](#), including high school and runners-up...

Equity/Every Student Learning

Resources for a Radically Compassionate Classroom

This article is chock full of resources, from classroom management to LGBTQ and race issues, to disability self-care support and much more.

Opinion: Don't assume that every student had a fun or warm holiday break

School vacations can be difficult for some students for many reasons. This article suggests getting to know your students, and offers a number of ways to help them. For example: **"Refrain from giving assignments *about* winter break:** We cannot assume that all students will have had a pleasant experience over the break; such assignments may make students upset or embarrassed in front of their peers."

Tinker Time

Cardboard Kids Igloos.

You know me and cardboard! These are really cool.



Just some cardboard art:







