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11/2/17 ECS NEWSLETTER

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Draft

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# ECS Newsletter

11/2/17

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

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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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## Quote of the Week

Play  
is the highest  
form of  
Research

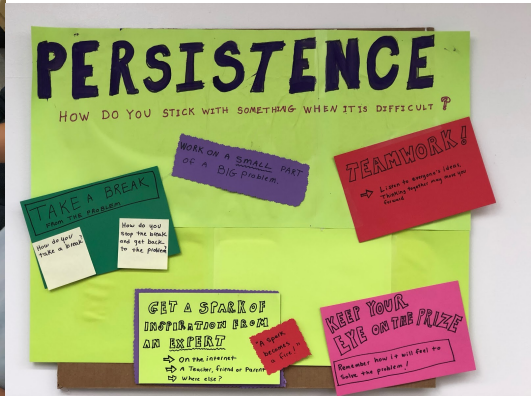
-Albert Einstein

## Current Goings On

### Breakout Box



Grade 5 (Heath) is working on problem solving, critical and creative thinking by trying to break into a breakout box. A breakout box is a lot like those “Escape Rooms” that are so popular (like [Boda Borg](#)). Students need to solve complex puzzles to unlock locks and find out what is inside the locked box. We are focusing on “Persistence” and different strategies for when you get stuck.



The persistence poster will be added to as students discover more ways to be persistent.

## Cardboard Arcade “Mind Games”

A huge shout-out to grade 5 Heath (they are very busy) for putting together their annual cardboard arcade. It gets better every year!







## [Solving Real-World Issues Through Problem-Based Learning](#)

I went to a conference over the weekend ([EL Conference](#)), where the idea of doing projects for the greater good was highlighted. It's got me thinking about how we can think about teaching social justice ideas through our work. This article is not an EL - based article but it gives some similar, and practical ideas.

## [4 Tips on Teaching Problem Solving \(From a Student\)](#)

From the article: Education is one of the most important things in the world, but at most schools, students are told to memorize facts, formulas, and functions without any applicability to the real challenges we will face later. Instead, give us challenges; give us problems that focus on real-world scenarios; give us a chance to understand the world we're entering and to be prepared for it before we're thrown in headfirst.



## [Using design Principles to Build a Culture of Innovation](#)

With two design thinking practices, you can make small, iterative changes to foster a creative culture in your school or classroom.

## [4 Questions for Administrators to Promote a Culture of Innovation](#)

## [Preparing Students to Lose Their Jobs](#)

This is a really interesting article. "Students will find themselves doing work that does not yet exist."  
"Human work should focus on uniquely human skills."

So what are the implications for educating today's students? How do we help students continually adapt to change? How can we develop in students the flexibility to be continuous learners? The messages in this article link directly to the conversations we've been activating at the ECS parent coffees around "why we do the work we do."

## [24 of the Best Writing Prompts for Middle School Students](#)

These too can promote student creativity.

## [Buildings of the Future Might be Built By Tiny Robots](#)

I included this article just so we can start thinking about how things might be very different when our kids grow up and graduate highschool or College.



Equity/Every Student Achieving

## [How to Respond When Students Use Hate Speech](#)



## When a Student Says I'm Not a Girl or a Boy



From the Article: At some schools, teaching for and about transgender people is a battle, epitomized by nationwide debates over “[bathroom bills](#).” But at others, educators aren’t battling against trans students or their needs. Instead, schools like Puget Sound are altering their policies to include transgender kids and, more broadly, to make gender a deliberate part of the curriculum. Students are leading the way, driving schools to adopt more inclusive teaching methods.

## Tinkertime

### Optical Illusion Toy: Decotropes (Thaumatropes)

**From the article:** A thaumatrope is a classic optical illusion toy consisting of a card with two different pictures on each side; when spun rapidly the pictures appear to combine.

Decotropes and Thaumatropes are an example of persistence of vision. This is a phrase used to describe how our brain combines multiple images together when they are rapidly flashed in front of the eyes. This is the



basis for film in fact. All movies are simply long strings of still images flashed at quick succession in front of the eyes. Most movies are played at 24 frames per second, meaning there are 24 still images per second flashing in front of you. It is thought that the brain perceives anything from upwards of about 10 frames per second as motion. This is about as fast as you can thumb through a flipbook.

