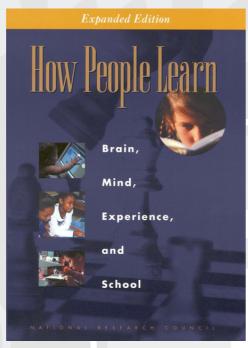
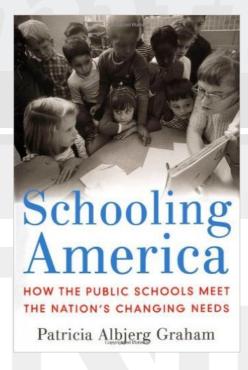
CLASSICAL. Three (oreign languages (one modern).		LATIN-SCIENTIFIC. Two foreign languages (one modern).
Latin	5 p.	Latin 5 p.
English	4 p.	English 4 p.
Algebra	4 p.	Algebra 4 p.
History	ERECORDE 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	History 4 p.
Physical Geography	3 р.	Physical Geography 3 p.
	20 p.	20 p.
YEAR II.		YEAR II.
Latin	5 p.	Latin 5 p.
English		English 2 p.
*German [or French] begun	1 4 p.	German [or French] begun 4 p.
Geometry	3 р.	Geometry 3 p.
Physics	100000000000000000000000000000000000000	Physics 3 p.
History	3 p.	Botany or Zoölogy 3 p.
7/ / 一种推炼	20 p.	20 р.
YEAR JIL		YEAR III.
I (n)	4 7	La I
English	3 p.	German [or French] 4 p.
German [or French]	4 p.	Mathematics Algebra 2 . 4 p.
Mathematics Algebra 2 Geometry 2	\ 4 p.	Astronomy ½ yr. & Meteor-
Geometry 2	-	ology ½ yr
	20 p.	History 2 p.
- 1	FILE	20 p.
YEAR IV.		YEAR IV.
Latin	00000000	Latin 4 p
Greek	3000	English as in classical 2 4 p
German [or French]		A STATE OF THE PARTY OF THE PAR
Chemistry	1000	Chemistry 3 p.
Trigonometry & Higher Alge	The state of the s	Trigonometry & Higher Algebra
or	3 p.	or 3 p
History		History
	20 p.	Geology or Physiography 1/2 yr.
		Anatomy, Physiology, & Hy- 3 p
		giene ½ yr.
		72321

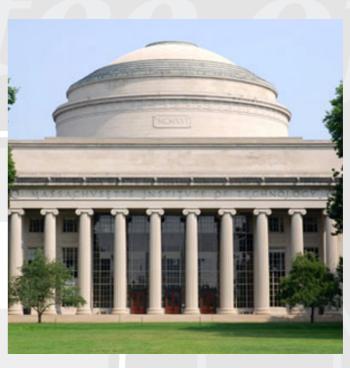


Where Have We Been?







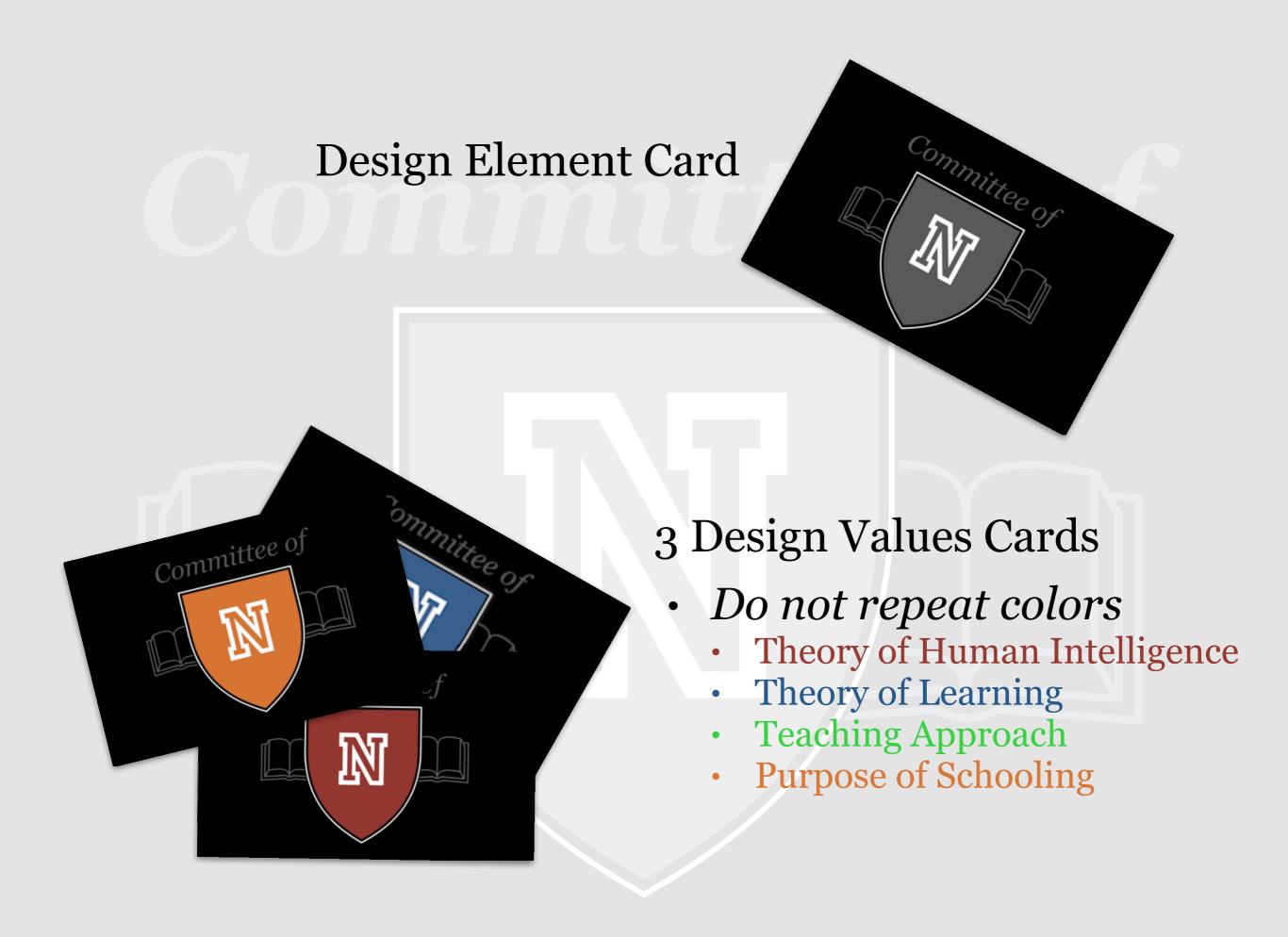


Where Are We Going?

- School Design Game
- · Feeds your 2nd paper where do you want to teach?
- Game has 3 phases

Committee of

Phase I



Committee of

Social Constructivist



"Children have real understanding only of that which they invent themselves, and each time that we try to teach them something too quickly, we keep them from reinventing it themselves."

-Jean Piaget



Multiple Intelligences



"I believe that the brain has evolved over millions of years to be responsive to different kinds of content in the world. Language content, musical content, spatial content, numerical content, etc."

- Howard Gardner



Life Adjustment & Purpose



"For education in the
Century of the Child aims at
nothing less than the
production of individuality
through the integration of
experience."

- Harold Rugg & Ann Shumaker



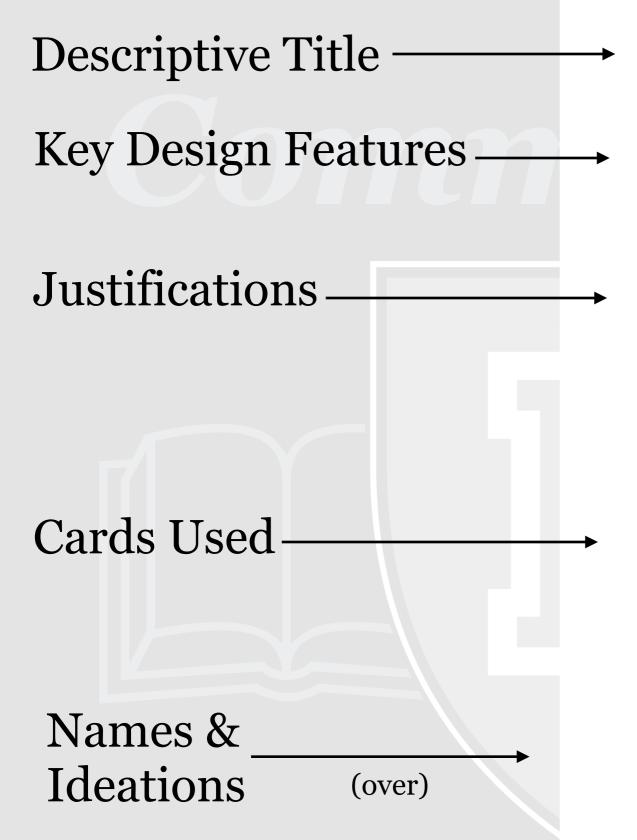
Bell Schedule



"And therefore never send to know for whom the bell tolls; It tolls for thee."

- John Donne





Your design element:		
Our design includes		
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Because		
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School Design Flements:	Value: Teaching Approaches	
School Design Elements:	Value: Teaching Approaches Project-based Learning	
_		
□ Bell Schedule□ Technology Infrastructure□ Classroom design	Project-based LearningFlipped ClassroomMastery Learning/Standards-Based	
□ Bell Schedule□ Technology Infrastructure□ Classroom design□ Graduation requirements	 Project-based Learning Flipped Classroom Mastery Learning/Standards-Based Grading 	
 □ Bell Schedule □ Technology Infrastructure □ Classroom design □ Graduation requirements □ Extracurricular offerings 	 Project-based Learning Flipped Classroom Mastery Learning/Standards-Based Grading Apprenticeship 	
 □ Bell Schedule □ Technology Infrastructure □ Classroom design □ Graduation requirements □ Extracurricular offerings □ Student Assessment Framework 	 Project-based Learning Flipped Classroom Mastery Learning/Standards-Based Grading Apprenticeship Vocational Education 	
 □ Bell Schedule □ Technology Infrastructure □ Classroom design □ Graduation requirements □ Extracurricular offerings □ Student Assessment Framework □ Professional Development framework 	 Project-based Learning Flipped Classroom Mastery Learning/Standards-Based Grading Apprenticeship Vocational Education Design-Based Learning 	
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 □ Bell Schedule □ Technology Infrastructure □ Classroom design □ Graduation requirements □ Extracurricular offerings □ Student Assessment Framework □ Professional Development framework □ Building design 	 □ Project-based Learning □ Flipped Classroom □ Mastery Learning/Standards-Based Grading □ Apprenticeship □ Vocational Education □ Design-Based Learning □ "School of One" Value: Purpose of Schooling □ Elite College Prep 	
□ Bell Schedule □ Technology Infrastructure □ Classroom design □ Graduation requirements □ Extracurricular offerings □ Student Assessment Framework □ Professional Development framework □ Building design	 □ Project-based Learning □ Flipped Classroom □ Mastery Learning/Standards-Based Grading □ Apprenticeship □ Vocational Education □ Design-Based Learning □ "School of One" Value: Purpose of Schooling □ Elite College Prep □ College and Career Readiness 	
□ Bell Schedule □ Technology Infrastructure □ Classroom design □ Graduation requirements □ Extracurricular offerings □ Student Assessment Framework □ Professional Development framework □ Building design Value: Theories of Learning □ Social Constructivist	 □ Project-based Learning □ Flipped Classroom □ Mastery Learning/Standards-Based Grading □ Apprenticeship □ Vocational Education □ Design-Based Learning □ "School of One" Value: Purpose of Schooling □ Elite College Prep 	
□ Bell Schedule □ Technology Infrastructure □ Classroom design □ Graduation requirements □ Extracurricular offerings □ Student Assessment Framework □ Professional Development framework □ Building design Value: Theories of Learning □ Social Constructivist □ Constructionist	 □ Project-based Learning □ Flipped Classroom □ Mastery Learning/Standards-Based Grading □ Apprenticeship □ Vocational Education □ Design-Based Learning □ "School of One" Value: Purpose of Schooling □ Elite College Prep □ College and Career Readiness 	
☐ Technology Infrastructure ☐ Classroom design ☐ Graduation requirements ☐ Extracurricular offerings ☐ Student Assessment Framework ☐ Professional Development framework ☐ Building design Value: Theories of Learning ☐ Social Constructivist ☐ Constructionist ☐ Behaviorist	 □ Project-based Learning □ Flipped Classroom □ Mastery Learning/Standards-Based Grading □ Apprenticeship □ Vocational Education □ Design-Based Learning □ "School of One" Value: Purpose of Schooling □ Elite College Prep □ College and Career Readiness □ Assimilation 	

Value: Theory of Human Intelligence

General Intelligence FactorTheory of RecollectionMultiple Intelligences

■ Tabula Rasa

S.A.Q.

What if I don't know a card?

How will I know when I'm done?

Where is all this going?

For Your Reference

Design Element Card + 3 Design Values Cards = Element Card

- Do not repeat colors
 - Theory of Human Intelligence
 - Theory of Learning
 - Teaching Approach
 - Purpose of Schooling

Get cards from Teaching Staff

"Check out" with Teaching Staff to get new cards

Element Cards will be collected at the end of class