







## You1. Attentional bias:<br/>get us to pay attention &<br/>care about your topicAcc2. Meaning-making:<br/>create the relevant linksMen3. Emotional & body-<br/>mind intensity: make it<br/>emotional and physicalWith4. Repetition: Use 3-4X<br/>over 3-5 daysMul

You Can Accelerate Memory-Building With Multiple Strategies



## Key Principles 1-7

Uniqueness
 Labels & Properties
 Emotions
 Attentional & Input Limitations
 Adaptive & Flexible
 Rough Drafts
 Prediction

## Key Principles 8 – 14

8. Environments Matter
 9. Body-Mind Integration
 10. Malleable Memories
 11. Perception, Not Reality, Matters
 12. Social Conditions
 13. Developmental Stages
 14. Meaning-making

## **Understanding Effect Sizes**

Effect size is a standardized measure of the *relative size of the gain (or loss)* of an intervention.

0.00 or less = Negative effect 0.00 – 0.20 = Negligible, unclear effects 0.20 – 0.50 = Small-moderate effects 0.50 – 0.75 = Strong effects 0.75 – 2.00 = Extreme positive effects

A 0.50 is one school year of gains and 1.0 is 2 years. These are just one way of understanding the value of educational/classroom factors..

## **Key Principle**

## 1. Uniqueness

Students share 99.5% of the same DNA, but we have unique brains because of unique life experiences and gene-expression.

## Can You Connect Brain Uniqueness to the Classroom?

Do the following students behave and perform academically any different than others?

- □ Those with autistic spectrum disorders?
- □ Those with abusive parents?
- □ Those who grow up in poverty?
- Those who use drugs?
- □ Those with stress disorders?
- □ Those with foster care experiences?
- Those with a family member in prison?





Students report of likely grade they will get = 1.44

Teacher does micro-teaching teaching (sm. groups) = 0.88

Comprehensive targeted interventions = 0.77

Source: Hattie, JA (2010) Visible Learning for Teachers Feedback to student = 0.73

## Effects of Chronic Stress on Your Students Include:

- □ Greater impulsivity (blurts, talking back, less reflection, more scattered)
- Symptoms like AD/HD symptoms
  (poor memory, impulsivity & achronica)
- $\hfill\square$  Might be upset, angry or argumentative
- Apathy or indifferent; can be seemingly disinterested in achievement



Key Principle

## 2. Labels & Properties

Our brain's natural quest is to sort, group and classify (labels) and to understand functional, relevant (properties). The label is the brain "box" that our brain puts jeans into; such as clothes, fabrics, fun, etc. The properties are the defining features such as the fit, brand, size, style, color and price).









Key Principle **3. Emotional** Cognition and emotions have over a 70% overlap. We usually (not always) do what we *feel like doing*.



















## Emotional Positivity Means Making School Time a Great Experience

- Positive behaviors come from strong parenting and teaching
- Home and classroom examples include:



verbal affirmations, smiles, physical gestures, head nodding, positive comments, positive music, celebrations, use of name or pre-set celebration rituals





- Learn to identify key emotional states.
- Always have a target state in mind for your learning goals.
- Influence student states.
- ✓ Teach them how to manage their own states. Help them track progress.

## **ACTION STEPS**





## Key Principle

## 4. Attentional & Input Limitations

Our brain is designed to limit the attention and quantity of new input per minute.





## **Building Attentional Skills**

- Fast wr\_\_\_\_ practice
- Design, building or fine-motor handiwork with extended processes
- Well-coached sp\_\_\_
- Extreme high interest r\_\_\_\_\_
- Playing a m\_\_\_\_\_ in\_\_\_\_\_
- "What's different?" activities



Effects of Various Lecture Densities on Student Achievement at University Science Class

 Experiment: 3 lectures, 50 min. each by same instructor, using the same 50% base of info. Details added to groups 1 and 2.



- **#1 Group: High Density** (new information 90%, w/ 10% review time)
- **#2 Group: Medium Density** (70% new information, with 30% of time for review)
- **#3 Group: Low Density** (50% new information, 50% of time for processing and review)
- Conducted at UTSA, with technical information







Key Principle **5. Adaptive & Flexible** Our brains are not static or fixed. They are constantly changing in over a dozen ways.













## 2 Brief Memory Types WORKING SHORT-TERM Can you HOLD Can you recall, and RECALL hold and then the content in MANIPULATE your head (as the content in is) for seconds your head for or minutes? seconds or minutes?











## **Building Attentional Skills**

- Partner and teamwork on rapid, detailed le\_\_\_\_\_ projects
- Theater, drama or dance le\_\_\_\_
- Specialized c\_\_\_\_\_ programs that focus on skill-building such as those at:
- www.scilearn.com/free-trial









Key Principle

## 6. Rough Drafts

Our brain rarely gets it right the first time. Instead we make sketchy rough drafts of new learning.

## Our Brain as a "Gist" Gatherer

We rarely get new and complex explicit learning right the first time. Instead, we gather the "gist" and make "rough drafts." This is not what most teachers hope to happen. Nor is it what we test for.





## Why Feedback and Error-Correction?

We have a brain which is designed to *rarely get it right the first time.* Instead, it makes "rough drafts" of the new learning. These are held until there's a reason to *drop <u>or</u> upgrade and save.* 





## Attribution Says...

When you "attribute" cause and effect, the effect size is huge

## Link the behavior to something you have done in the past

Link the behavior to a probable future outcome, so you have a strong reason for today's effort

## Add Attribution to "S-E-A" Feedback and Get 1.42

- "I loved how you tried many <u>strategies</u> on that problem until you got it. That may help you get into the college you want."
- "I like that you refused to give up. That extra <u>effort</u> may help you reach that goal of yours."
- "Before you began, you thought you could succeed. Bet that positive <u>attitude</u> helps you get the job interview you want."





# Interpreting the Research: How Important is Understanding and Adapting to: Rough Drafts? Image: Colspan="2">Image: Colspan="2" Image: Colspan="2">Image: Colspan="2" Image: Colspan="2" Image:









Key Principle

7. Prediction

Labels and properties help us form RULES, which helps us produce better PREDICTIONS (to help us survive and thrive).

## Predictions Include...

- ✓ Predictions of success or failure in the near future
- ✓ Predictions of college or no college
- ✓ Guesses you make about how a student will do academically
- ✓ Assumptions about whether the student will graduate (or not)
- ✓ Assumptions you make about the cognitive capacity of a student





## How Key are High Expectations for Student Achievement? Teacher

expectations of student success are a staggering 1.03 effect size. Expect more, and

get more!

. Paper pr of Exeter,

s and why it is Accordation





Does Strong Teaching Matter?

"If a student had a good teacher (one standard deviation of quality above the mean AYP)

as opposed to an average teacher for five years in a row, the increased learning would be sufficient to close entirely the average gap between a typical low-income student and a higher-income student (i.e. one not on free or reduced lunch)."









- ✓ Insist students make predictions about the source, the process, the odds or the outcome.
- ✓ Increase the stakes of the prediction to keep it interesting; they write it down or share it.
- Ensure students have a chance to find out if they got it right and, if needed, change mindset.
- Predict good things!





- 1. Humidity levels, drinking water avail.
- 2. Acoustic quality in classrooms
- 3. Wall colors, decorations, mobile
- 4. Temperature of room
- 5. Aesthetics... plants, flowers, view
- 6. Flexible seating w/multiple options
- 7. New, up-to-date buildings
- 8. Fewer students per sq./ft.
- 9. Olfactory: aromas, non-toxic smells
- 10. Lighting; well-lit classrooms



## How to Help Your Students Develop Joy and Optimism Nobel Laureate psychologist Daniel Kahneman

says four things have a far greater impact on making people happy than money. They are:

n

- Control over what you're doing
- Progress in what you're pursuing
- Connections to other people
- Having purpose and meaning









## **Neurogenesis Builders**

- ♦ Exercise (voluntary, gross motor, 3-5x/w.)
- Tough cognitive work
- ♦ Strong social networks
- ♦ Thoughtful nutrition
- Low-moderate stress w/ moderate-high challenge



### Kids asked to physically gesture their math problems are nearly *three times* more likely than nongestures to remember what they've learned in the



(Cook, SW, et al., 2007)

Kids asked to physically gesture their math problems are nearly *three times* more likely than nongesturers to remember what they've learned. In the study, *90% of students* who had learned algebraic concepts using gestures remembered them 3 weeks later vs. 33% of speech-only students. And 90% of students who had learned by gesture alone *with NO speech* at all recalled what they'd been taught.





Key Principle

## **10. Malleable Memories**

This principle reminds us that our memories are a process, not a fixed thing. Memories can and are often altered or lost.







- ✓ Self quiz/questioning
- ✓ Create strong relevance/buy-in
- ✓ Movement
- ✓ Emotions
- ✓ Gesturing
- ✓ Repetition
- ✓ Multi-sensory
- ✓ Spaced (vs. massed)
- ✓ Coherence



Key Principle

## 11. Perception, Not Reality, Matters

Our brain only knows what it receives perceptually and is easily fooled. Our prior knowledge is a huge factor in determining what we see, hear, feel, taste and touch.

## Perceptions...

- Are shaped by your brain more than your vision
- Influence your judgments
- > Are biased by **your past** experiences
- Are the key to higher expectations
- Regulate your mindsets
- Are susceptible to confirmation bias

## Perceptions at School -Students May Think That:

- A task is harder or easier than it really is
- Any student who talks back to you is either bad, a problem kid or from a bad family
- Another person intentionally (vs. by accident) tried to harm them
- They do not belong in school, either academically or socially
- The student was late to class (and it was his fault)









Stress levels

Cognition

Mood and affect

Status

Immune systems

Brain Development

Self-concept

Chronic or acute exposure to these effects may create significant brain changes (Cacioppo et al. 2001).















## Buy-In is Developmental

## K-5 STUDENTS:

Use the "bigger kid" challenge, simple reward, teacher enthusiasm, curiosity, affirmation, friendship-maker, be gross and use mystery.

## GRADE 6-12 STUDENTS:

Be edgy/risky, use peer pressure, challenge, stair-step the activity, cooperative, statusbuilder, experimental and use relationship.



## Key Principle

## 14. Meaning-making

Every perception, sensation and conclusion is usually associated with another related experience. This may create meaning. When that doesn't happen, we often seek it elsewhere.

## How Does Our Brain Make Meaning? When...

- > new meaning fits with existing meaning
- we create or master (draw, build, develop, learn or describe) something on our own
- > we can put something in greater context
- we discover that it answers an important question or deep need for us (relevancy)
- we name it a "desirable", such as a goal, key process or something of value



## These 14 Principles Support an Understanding for the Scientific Basis for Learning

Each principle is well supported by peerreviewed studies. Base your strategies you develop and use on principles. There is no sequential order or hierarchy of importance to them.



## Decision + Action Step = Results



Predict What Will Be Different in Your Daily Work. NEXT STEP?

## How to Support Your Own Success with Online Apps



- Create advance weekly emails to send to yourself in advance: www.futureme.org
- 2. Earn money by reaching goals from those who don't reach theirs. www.pactapp.com
- Inspire yourself with your choices of both the carrot (and stick). www.stickk.com