

Bridging the Data Divide Between Professional Learning & Student Growth

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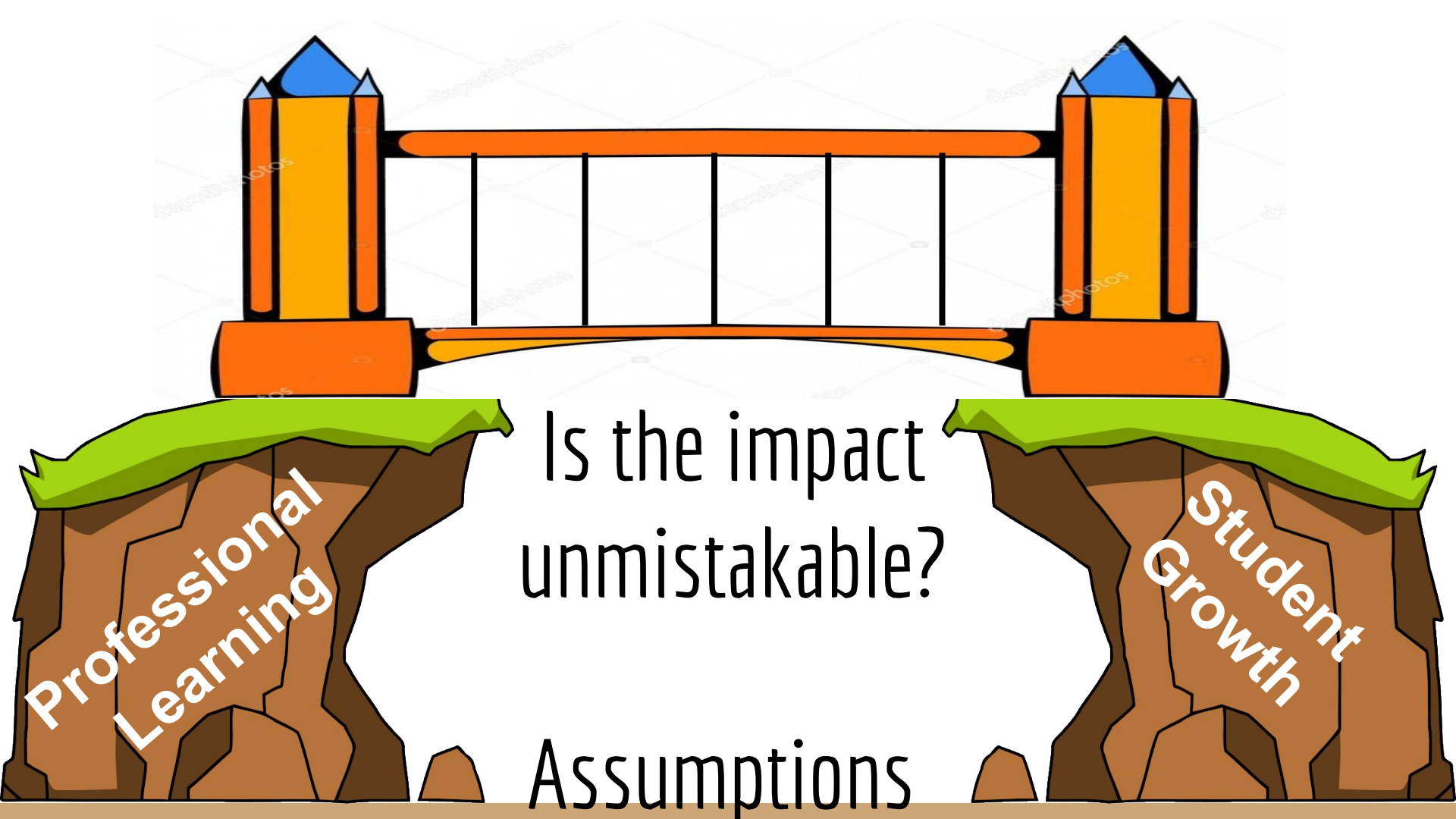
“In knowledge work, we need our goals to be fuzzy.”

— [*Gamestorming: A Playbook for Innovators, Rulebreakers, and Changemakers.*](#) O'Reilly Media Inc. 2010. Pg 5

“...Impact Schools, where every aspect of professional learning is designed to have an unmistakable, positive impact on teaching and, hence, student learning.”



[Corwin & Learning Forward. 2011](#)

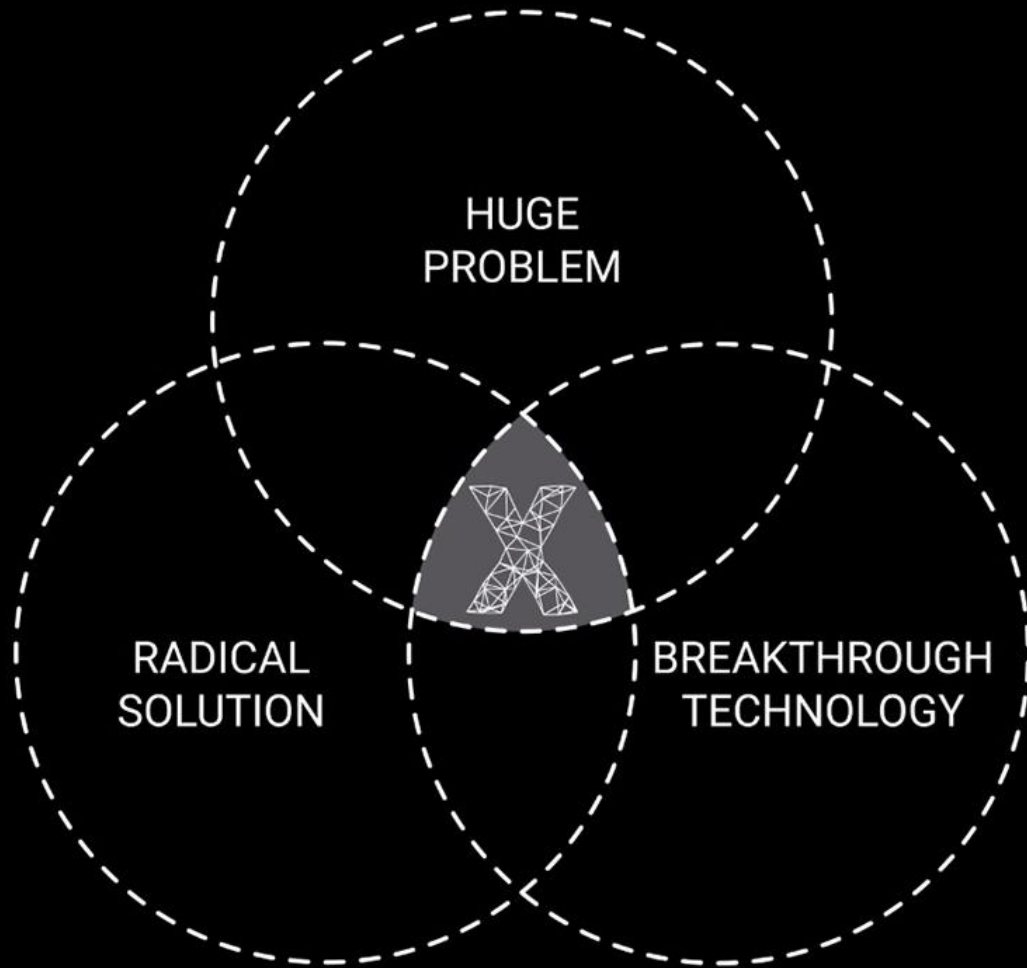


Professional Learning

Student Growth

Is the impact unmistakable?

Assumptions

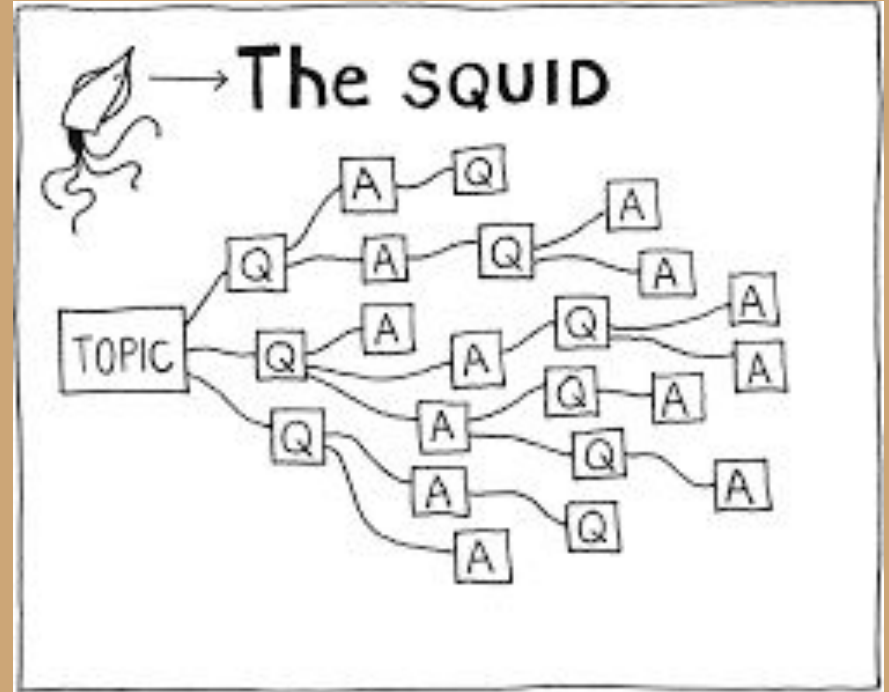


Gamestorming

The “...agreement among the players to temporarily suspend reality creates a safe place where the players can engage in behavior that might be risky, uncomfortable, or even rude in their normal lives.

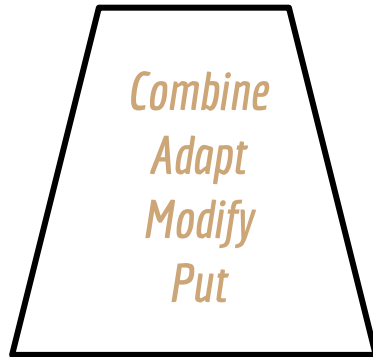


Sequential Question and Insight Diagram



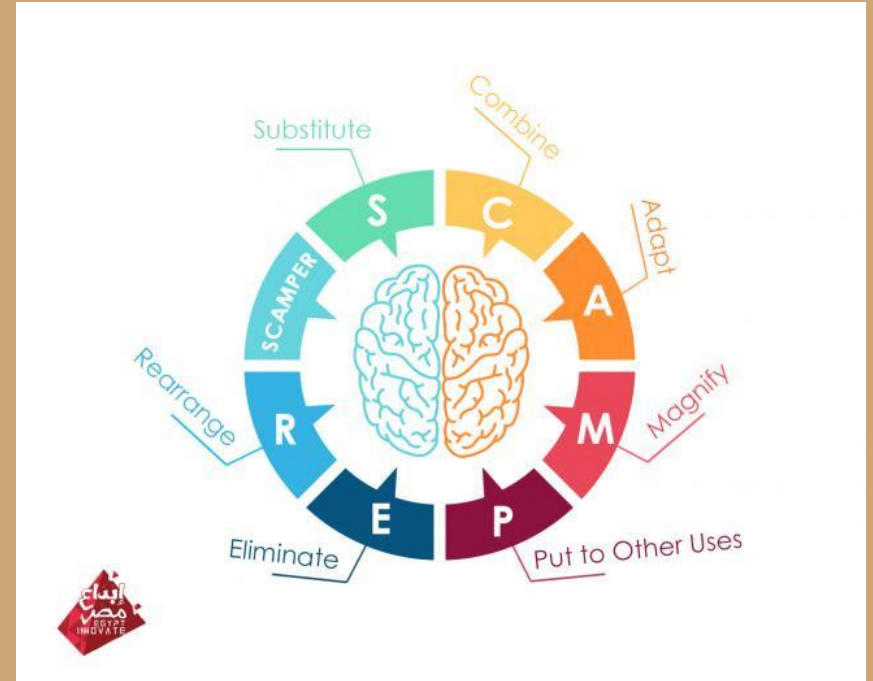
S'CAMP'ER

Substitute



Eliminate

Rearrange





Professional Learning

Will the impact
Be
unmistakable?

Student Growth