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.”
Is the impact unmistakable?

Professional Learning

Assumptions

Student Growth
HUGE PROBLEM

RADICAL SOLUTION

BREAKTHROUGH TECHNOLOGY
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
Combine
Adapt
Modify
Put
Eliminate
Rearrange

Diagram showing the SCAMPER mnemonic:
- Substitute
- Combine
- Adapt
- Magnify
- Eliminate
- Put to Other Uses
- Rearrange
Will the impact Be unmistakable?