

# Transcript of INGING

**Excited to learn about "INGin" the curriculum!**

9:08am, Sat, Mar 21, 2015 by Allie

**Good morning**

9:10am, Sat, Mar 21, 2015 by BA

**Good morning**

9:10am, Sat, Mar 21, 2015 by PIK

**Good morning from Virginia Beach**

9:11am, Sat, Mar 21, 2015 by Stallion1

**Looking forward to inning today!**

9:12am, Sat, Mar 21, 2015 by Janet

**Good morning Jill from Charlotte, NC**

9:12am, Sat, Mar 21, 2015 by Jill

**Good morning from Minneapolis!**

9:12am, Sat, Mar 21, 2015 by Sara

**Tucson AZ**

9:12am, Sat, Mar 21, 2015 by Janet

**Good Morning! From Seattle.**

9:12am, Sat, Mar 21, 2015 by David

**Go morning from SoCal**

9:12am, Sat, Mar 21, 2015 by Anthony

**Good morning. I am from the Dallas area.**

9:12am, Sat, Mar 21, 2015 by Lori

**Good Morning! Sane from Houston**

9:12am, Sat, Mar 21, 2015 by S.Bell

**Greetings from Reno, Nevada!**

9:12am, Sat, Mar 21, 2015 by Andrea

**Lisa from Virginia Beach**

9:12am, Sat, Mar 21, 2015 by Lisa

**Good morning! BROOKLYN! :)**

9:12am, Sat, Mar 21, 2015 by Mel

**Good morning from Atlanta :-)**

9:12am, Sat, Mar 21, 2015 by Nikki

**Hello from Texas**

9:12am, Sat, Mar 21, 2015 by BA

**Winston-Salem NC**

9:12am, Sat, Mar 21, 2015 by JM

**Good morning from Rochester, NY**

9:12am, Sat, Mar 21, 2015 by Cldixon

**Hi, from Seattle**

9:12am, Sat, Mar 21, 2015 by Kish

**Hello from Houston!**

9:12am, Sat, Mar 21, 2015 by MHM

**Good Morning from Katy, TX**

9:12am, Sat, Mar 21, 2015 by MP

**Good morning from League City, TX.**

9:12am, Sat, Mar 21, 2015 by Ashlie

**Good morning! Craig from Vista, CA. Ready to ING.**

9:12am, Sat, Mar 21, 2015 by Craig

**Good morning from Long Island, NY**

9:12am, Sat, Mar 21, 2015 by KB

**Hi from Saskatchewan**

9:12am, Sat, Mar 21, 2015 by Vicki

**Good Morning from San Diego**

9:12am, Sat, Mar 21, 2015 by Matt

**Morning! Here from Shelbyville KY.**

9:12am, Sat, Mar 21, 2015 by Ricke

**Good morning canada**

9:12am, Sat, Mar 21, 2015 by Andre

**Good morning, from Concord California**

9:12am, Sat, Mar 21, 2015 by Cannon

**<http://www.learningpersonalized.com/inging-curriculum/>**

9:12am, Sat, Mar 21, 2015 by Mike

**Good morning from Baltimore!**

9:12am, Sat, Mar 21, 2015 by Stefani

**Hi all! Good to be hanging out with you**

9:13am, Sat, Mar 21, 2015 by Allison

**Good Morning from the Bronx, NY**

9:13am, Sat, Mar 21, 2015 by Lizandra

**Good day!**

9:13am, Sat, Mar 21, 2015 by Christie

**I'm from Socal**

9:13am, Sat, Mar 21, 2015 by Christie

**Good morning from scotts valley, Ca**

9:13am, Sat, Mar 21, 2015 by Martha

**From Memphis, TN**

9:13am, Sat, Mar 21, 2015 by Audumn

**Good morning from Federal Way, WA**

9:14am, Sat, Mar 21, 2015 by Michelle

**You can scroll the list to get back to any links we share.**

9:15am, Sat, Mar 21, 2015 by Allison

**Good morning from Green Bay, WI**

9:15am, Sat, Mar 21, 2015 by Callie

**People remember 90% of what they do....we need active learning in schools**

9:17am, Sat, Mar 21, 2015 by Jill

**Cycle of expertise allows the kids to fail forward and gain knowledge...just like when they are gaming**

9:19am, Sat, Mar 21, 2015 by Anthony

**Hi**

9:20am, Sat, Mar 21, 2015 by Mike

**Failure is a natural part of the learning process. When we play games that is a given. In schools it has been turned.**

9:22am, Sat, Mar 21, 2015 by Allison

**Question Design**

9:22am, Sat, Mar 21, 2015 by Allison

**What should we see in student? How can we tell they are doing the work?**

9:23am, Sat, Mar 21, 2015 by Allison

**Welcome Craig!!!**

9:24am, Sat, Mar 21, 2015 by Allison

**Where can we get this PowerPoint?**

9:25am, Sat, Mar 21, 2015 by Audumn

**It will be on the personalized learning site that is linked below.**

9:26am, Sat, Mar 21, 2015 by Allison

**Craig's Blog Post: <http://www.learningpersonalized.com/2015/03/20/developing-questioning>**

9:26am, Sat, Mar 21, 2015 by Jill

**Way to go Craig!**

9:27am, Sat, Mar 21, 2015 by Allison

**Student inquiry still requires front loading and a quality "hook" by the teacher like Craig's AP Bio example.**

9:27am, Sat, Mar 21, 2015 by Stallion1

**Stallion1– Absolutely. There are parameters to this learning space, including a hook, context of problem, etc.**

9:30am, Sat, Mar 21, 2015 by Allison

**storybird.com**

9:30am, Sat, Mar 21, 2015 by Allison

**Story bird.com**

9:31am, Sat, Mar 21, 2015 by Janet

**Storybird.com**

9:31am, Sat, Mar 21, 2015 by Janet

**StoryBird.com**

9:32am, Sat, Mar 21, 2015 by JM

**Trying to get handouts; logged in, but need code. Anybody know this?**

9:36am, Sat, Mar 21, 2015 by Andrea

**Amazing Gaming site WHERE GAMING AND EDUCATION CONVERGE. <http://edurealms.com>**

9:37am, Sat, Mar 21, 2015 by Jill

**@andrea if you sign in, you din't need a code**

9:37am, Sat, Mar 21, 2015 by Jill

**Starting a virtual school. What would student led inquiry look like in that environment?**

9:41am, Sat, Mar 21, 2015 by Christie

**The students are the do-ers.**

9:41am, Sat, Mar 21, 2015 by Janet

**I noticed a very clear difference between "Essential Questions" and Inquiry.**

9:41am, Sat, Mar 21, 2015 by David

**How do you ensure that the gaming doesn't take on a winning/losing focus?**

9:41am, Sat, Mar 21, 2015 by Stallion1

**Students as Game Designer vs Student as Game Player**

9:41am, Sat, Mar 21, 2015 by Jill

**Students are partners in the design and the experience. Not just the receiver.**

9:41am, Sat, Mar 21, 2015 by Lori

**I wonder how these principles look in a classroom. How do I help teachers integrate these principles effectively?**

9:41am, Sat, Mar 21, 2015 by S.Bell

**The inquiry leads the kids to discover, with parameters– allowing to go with interests more than standards?**

9:41am, Sat, Mar 21, 2015 by BA

**Like the idea of students being the \_\_\_\_ designers**

9:42am, Sat, Mar 21, 2015 by Janet

**@stallion1 it naturally goes into getting better at the game.**

9:42am, Sat, Mar 21, 2015 by Allison

**Networking: I have my students group together and share a google doc while taking notes... each adds their own insights to the lecture/lab**

9:42am, Sat, Mar 21, 2015 by SarahJane

**By setting up/using multiple roles in some instances you will have producers and consumers.**

9:42am, Sat, Mar 21, 2015 by Anthony

**Gaming provides Ss with deep, meaningful opportunities for decision making**

9:42am, Sat, Mar 21, 2015 by craig

**Good morning from Santa Cruz, CA**

9:42am, Sat, Mar 21, 2015 by Steve

**Games are complex and difficult, yet kids love them!**

9:42am, Sat, Mar 21, 2015 by Nikki

**Quizlet... they love competing on the "scatter"**

9:43am, Sat, Mar 21, 2015 by SarahJane

**Creating questions for gaming could**

9:43am, Sat, Mar 21, 2015 by PIK

**I think students love to analyze games and be able to figure out why they love some games and not others.**

9:43am, Sat, Mar 21, 2015 by David

**possibly be a good precursor to PBL**

9:43am, Sat, Mar 21, 2015 by PIK

**Students can deeply engage with content when they actively question and are provided opportunities to play and engage in answering them**

9:43am, Sat, Mar 21, 2015 by craig

**I have used programs that teach my kids coding and I learn more about them as learners. Hour of code is great**

9:43am, Sat, Mar 21, 2015 by Lizandra

**Most gaming I have seen from vendors still have ABCD answer**

9:43am, Sat, Mar 21, 2015 by BA

**@BA I know! it is so frustrating...**

9:44am, Sat, Mar 21, 2015 by Allison

**The idea of integrating gaming into the classroom is exciting but also very overwhelming. Where do you even start?**

9:44am, Sat, Mar 21, 2015 by Nikki

**Networking provides more authentic opportunities for students to communicate with an AUTHENTIC audience rather than only the teacher!**

9:44am, Sat, Mar 21, 2015 by craig

**Student ownership of learning is the aha piece that stares us in the face. Hmmmmm...why resistance?**

9:45am, Sat, Mar 21, 2015 by MP

**How old was the student that did the video?**

9:47am, Sat, Mar 21, 2015 by AmyH

**Creativity – have students see objects in as many different ways (uses)... and list them – that's how you get a product this kid did.**

9:47am, Sat, Mar 21, 2015 by SarahJane

**That student made a great product where he got to express his own personal ideas and creativity!**

9:48am, Sat, Mar 21, 2015 by David

**Teachers have a hard time giving up control. We need to give students the opportunity to learn and fail so they can learn to reflect**

9:49am, Sat, Mar 21, 2015 by Cldixon

**Teachers also have resistance to the amount of time, with so many TEKS in Texas!**

9:50am, Sat, Mar 21, 2015 by BA

**What a great point Mike...the student CARES about their work!!**

9:50am, Sat, Mar 21, 2015 by KB

**What options do we have when technology lags or fails? How do we get the momentum going?**

9:53am, Sat, Mar 21, 2015 by Lizandra

**Perhaps definition of gaming is changing b/c the Minecraft ex. represents a virtual platform instead of a competitive environment.**

9:53am, Sat, Mar 21, 2015 by Stallion1

**How to get students to focus on purpose and content, rather than bells and whistles?**

9:55am, Sat, Mar 21, 2015 by Andrea

**Want the materials? <http://www.learningpersonalized.com/inging-curriculum/>**

9:55am, Sat, Mar 21, 2015 by Allison

**<http://langwitches.org/blog/2009/12/04/csi-twitter-crime-scene-investigation/>**

9:55am, Sat, Mar 21, 2015 by Mike

**<http://www.gamesforchange.org/>**

9:56am, Sat, Mar 21, 2015 by Jill

**My Life As A Rock Sarah Tuesday 43,704 views had my students creating videos... Had a ton of fun and learned so much 7212**

9:56am, Sat, Mar 21, 2015 by Pik

**Ask questions of world audience. Network through Twitter.**

9:57am, Sat, Mar 21, 2015 by Janet

**@Pik – can you give us the link?**

9:59am, Sat, Mar 21, 2015 by Allison

**@AmyH – 12 years old. Took 7 months to do it.**

10:00am, Sat, Mar 21, 2015 by Allison

**The more open the way to investigate will bring more responses and allow students to look for accuracy**

10:00am, Sat, Mar 21, 2015 by BA

**Identify this was the driving question, the network included global resources through technology, gaming through cycle**

10:01am, Sat, Mar 21, 2015 by Anthony

**Network: Such great examples of how they used multiple networks and able to see how inquiry worked in those various networks.**

10:02am, Sat, Mar 21, 2015 by David

**Wow, great example of crowd sourcing.**

10:03am, Sat, Mar 21, 2015 by Estaben

**giving students the opportunity to answer their own questions using available networks**

10:03am, Sat, Mar 21, 2015 by SarahJane

**The response of experts and people outside the school community makes this an authentic activity for the students.**

10:03am, Sat, Mar 21, 2015 by StuartW

**Forensic files game**

10:04am, Sat, Mar 21, 2015 by Cidixon

**The power of networking was evident as it reached way beyond the original audience.**

10:04am, Sat, Mar 21, 2015 by lori

**I can also see an extension of this where students create a game around the process of skeleton identification and research.**

10:04am, Sat, Mar 21, 2015 by Stefani

**@Stefani Yes, I agree**

10:04am, Sat, Mar 21, 2015 by Marie

**loved the comment from "Jun" listing all of the great ways the activity could be extended.**

10:05am, Sat, Mar 21, 2015 by lori

**Gaming: Found a skeleton and you need to identify it. That sounds like a great plot to start designing.**

10:05am, Sat, Mar 21, 2015 by David

**Awesome way to expose kids to experts and they can use it to follow through with their investigation.**

10:05am, Sat, Mar 21, 2015 by Lizandra

**Opening it up to the world brings a gaming element into the learning.**

10:05am, Sat, Mar 21, 2015 by SB

**This reminds me of project based learning**

10:05am, Sat, Mar 21, 2015 by Mel

**great use of an "authentic audience"**

10:05am, Sat, Mar 21, 2015 by lori

**Then they can use all the vocabulary they learned from the network in the game narrative.**

10:05am, Sat, Mar 21, 2015 by Marie

**Need to have the proper technology for a lot of this**

10:05am, Sat, Mar 21, 2015 by Pik

**Collaborative gaming because they are all working together to solve the "mystery."**

10:06am, Sat, Mar 21, 2015 by SB

**True, Pik and social media is blocked in our school**

10:06am, Sat, Mar 21, 2015 by Cidixon

**@Pik You can design the game "unplugged" but the documentary would be tricky. You need a phone camera at the least.**

10:06am, Sat, Mar 21, 2015 by Marie

**There is social media like teachertube that is not blocked in most schools**

10:06am, Sat, Mar 21, 2015 by Marie

**@stefani Using Quizlet an easy way for students to create a animal skeletons matching game.**

10:06am, Sat, Mar 21, 2015 by SarahJane

**Wonder: Where can my school get more skeletons?**

10:06am, Sat, Mar 21, 2015 by David

**Could they create their own low tech game?**

10:07am, Sat, Mar 21, 2015 by Lizandra

**@lizandra yes absolutely!**

10:07am, Sat, Mar 21, 2015 by Marie

**Students can do the work and teachers can provide the vehicle for technology if tech is blocked at school.**

10:07am, Sat, Mar 21, 2015 by SB

**15+ Ways of Teaching Every Student to Code–Even Without a Computer <http://www.edutopia.org/blog/15-ways-teaching-students-coding-vicki-davis>**

10:07am, Sat, Mar 21, 2015 by Jill

**@David they can get plaster version if you want to plant it...warning...rarely works out the way you picture it in your mind**

10:08am, Sat, Mar 21, 2015 by Marie

**you can use PowerPoint with hyperlinks to make a game...I'm sure there is a template for it somewhere.**

10:08am, Sat, Mar 21, 2015 by SarahJane

**How long do these type of projects take, with what level of students?**

10:08am, Sat, Mar 21, 2015 by Mel

**If we find a skeleton on campus and I teach chemistry, do I have to turn it over to the anatomy or biology teacher**

10:08am, Sat, Mar 21, 2015 by BA

**It is important to have a large DIn**

10:08am, Sat, Mar 21, 2015 by Janet

**to get large amount of reponses digitally**

10:09am, Sat, Mar 21, 2015 by Janet

**@sarahjane great idea and there are templates – see the links we provided for this session**

10:09am, Sat, Mar 21, 2015 by Marie

**BA no way DNA extraction biochem**

10:09am, Sat, Mar 21, 2015 by Anthony

**As an HS librarian I'm all for helping students answer their questions!**

10:09am, Sat, Mar 21, 2015 by Cldixon

**The trick is to make the magical material not bulldoze the unit design.**

10:10am, Sat, Mar 21, 2015 by Marie

**Anthony, not in state standards**

10:10am, Sat, Mar 21, 2015 by BA

**With the pressure of common core, what do the rubrics for these things look like?**

10:10am, Sat, Mar 21, 2015 by Mel

**In order to listen to student voice, teacher voice must be minimized.**

10:10am, Sat, Mar 21, 2015 by TTalley

**Use the skeleton to teach the standards and so much more. Then move on and find the next quest.**

10:10am, Sat, Mar 21, 2015 by Marie

**I really love this format with TodaysMeet ... will use it right away in my classroom!**

10:10am, Sat, Mar 21, 2015 by SarahJane

**@TTalley Absolutely!**

10:10am, Sat, Mar 21, 2015 by Marie

**BA but is part of next gen 8 practice stds**

10:10am, Sat, Mar 21, 2015 by Anthony

**[learningpersonalized.com/inging-curriculum](http://learningpersonalized.com/inging-curriculum)**

10:10am, Sat, Mar 21, 2015 by Mike

@Mel, try [www.ThemeSpark.net](http://www.ThemeSpark.net) for NGSS, CC rubrics (From an orange shirt)

10:11am, Sat, Mar 21, 2015 by David

**I must move from Texas!**

10:11am, Sat, Mar 21, 2015 by BA

**BA find me we need science teachers!**

10:11am, Sat, Mar 21, 2015 by Anthony

<http://people.uncw.edu/ertzbergerj/msgames.htm> for powerpoint games

10:12am, Sat, Mar 21, 2015 by Marie

**Highly useful for high school and developing career oriented skills.**

10:12am, Sat, Mar 21, 2015 by Rox

**board games can be fun but can take a few days to make and an educator needs to be sure the greatest focus is on questions**

10:12am, Sat, Mar 21, 2015 by Pik

**Shouldn't success in gaming include a demonstration of mastery?**

10:12am, Sat, Mar 21, 2015 by Stallion1

[http://www.internet4classrooms.com/technology\\_tutorials/powerpoint\\_game\\_templates\\_technology\\_tutorials.htm](http://www.internet4classrooms.com/technology_tutorials/powerpoint_game_templates_technology_tutorials.htm) for more powerpoint games

10:13am, Sat, Mar 21, 2015 by Marie

**Thoughts on how to make adult learning more game-based? Always looking for ways to innovate PD.**

10:13am, Sat, Mar 21, 2015 by Allie

**What are some ways to scaffold this for teachers who need small steps to start?**

10:13am, Sat, Mar 21, 2015 by Mike

<https://www.tinkercad.com>

10:13am, Sat, Mar 21, 2015 by Jill

@stallion1 it can, where we would naturally want mastery. It is not required when the game is for drill and practice to develop mastery.

10:13am, Sat, Mar 21, 2015 by Marie

@Allie the 3Dgamelab is a great place to build adult learning. There is a guild for teachers

10:14am, Sat, Mar 21, 2015 by Marie

**Core lessons & STEM challenges give kids a fun crash course in coding <http://www.gosphero.com/education>**

10:15am, Sat, Mar 21, 2015 by Jill

**Thanks, Marie! I will check it out.**

10:15am, Sat, Mar 21, 2015 by Allie

**Would love to find ways to really make my students think like historians. Not sure where to start.**

10:17am, Sat, Mar 21, 2015 by Lizandra

**Should I create the 1st investigation or just have a plan for process but let kids pick the theme/question?**

10:17am, Sat, Mar 21, 2015 by Lizandra

**Do you have any examples from an ELA curriculum?**

10:17am, Sat, Mar 21, 2015 by Stefani

@Lizandra, try the Karpeles Document Museum

10:18am, Sat, Mar 21, 2015 by Mike

**Can you post the first slides of your presentation?**

10:18am, Sat, Mar 21, 2015 by Laura

<http://sciencespot.net/Media/rockcycdice.pdf> Good website to use... Kids can create a video after playing this game... Check

10:18am, Sat, Mar 21, 2015 by Pik

@Lizandra <http://www.rain.org/~karpeles/>

10:18am, Sat, Mar 21, 2015 by Mike

**itnpit on youtube**

10:18am, Sat, Mar 21, 2015 by Pik

@Lizandra [http://www.smithsonianeducation.org/students/explore\\_by\\_topic/history\\_culture.html](http://www.smithsonianeducation.org/students/explore_by_topic/history_culture.html) try this

10:18am, Sat, Mar 21, 2015 by Marie

@Lizandra perhaps by concentrating on cultivating curiosity?

10:19am, Sat, Mar 21, 2015 by Trmzb

**How long will this todaysmeet be available?**

10:19am, Sat, Mar 21, 2015 by Lizandra

**@mrstevewoods** <http://www.gamified.uk/2014/11/12/analysing-gamification-samr-model/>

10:19am, Sat, Mar 21, 2015 by Estaben

**ELA examples are at Curriculum21.com go to the clearing house and search in your content area.**

10:20am, Sat, Mar 21, 2015 by Marie

**Thanks for the great insight. Has me thinking!**

10:22am, Sat, Mar 21, 2015 by Creeds

**I couldn't read the form well on my iPad, but the idea is there**

10:22am, Sat, Mar 21, 2015 by BA

**ELA examples – campus used lit circles and twitter to reach out to authors and others to ask questions about their book. Ss loved it!**

10:23am, Sat, Mar 21, 2015 by lori

**add me to twitter @mrs\_undiemi I haven't used it much, but you sold me on using it more.**

10:23am, Sat, Mar 21, 2015 by SarahJane

**This may have been answered already, but where is the power point located?**

10:24am, Sat, Mar 21, 2015 by Nikki

**Read my mind! Thanks for the transcript :)**

10:24am, Sat, Mar 21, 2015 by Allie

**How long will today's meet session be up?**

10:25am, Sat, Mar 21, 2015 by Pik

**Well said, Allison!**

10:25am, Sat, Mar 21, 2015 by BA

**Interesting session. I like the idea of having students build a game.**

10:25am, Sat, Mar 21, 2015 by Nataliemc