

# HOW SCHOOL & GRADES CAN GET IN THE WAY OF LEARNING

<p>Why do my students think a D is good enough?</p> <p>Why can my students learn to play video games but not math or science?</p> <p>Do your students give up as soon as it gets hard or takes “too long?”</p> <p>Have you heard “Just tell me what I need to do to get an A”</p> <p>We need to have a growth mindset, spend most of the time in the learning zone, and tap into intrinsic motivation.</p> <p><a href="#">Example of grading for growth</a></p>	<p>Dweck- Fixed v Growth Mindset</p> <ul style="list-style-type: none"> <li>● Focus on results leads to Fixed Mindset</li> <li>● Focus on process leads to Growth Mindset</li> </ul> <p><a href="#">Dweck TeD Talk</a>    <a href="#">Animation</a></p>
	<p>Daniel Pink- study by Federal Reserve and economists from MIT, Univ Chicago, Carnegie Mellon and London School of Economic:</p> <ul style="list-style-type: none"> <li>● Rewards motivate for routine tasks</li> <li>● Rewards <b>negatively impact results</b> when cognitive processing is involved</li> </ul> <p><a href="#">TeD Talk</a>    <a href="#">Animation</a></p>
	<p>Eduardo Briceno- using the work of Ericsson. Gladwell’s 10,000 hours rule came from Ericsson’s work.</p> <ul style="list-style-type: none"> <li>● Performance zone- competition, performance, doing your best work</li> <li>● Learning zone- deliberate practice of focused study, what ifs? And predictions.</li> <li>● When master chess player constantly play each other, their skills <b>remain the same</b></li> <li>● When master chess players constantly play non-masters, their skills go down</li> <li>● When master chess players spend time looking at past scenarios and games, predict the next move and then analyze how their prediction was the same or different and why- their skills improve</li> </ul> <p><a href="#">Briceno TeD Talk</a>    <a href="#">Peak by Ericsson animation</a></p>
	<p>Chou- what we can learn from gamification-</p> <ul style="list-style-type: none"> <li>● Points, badges and leaderboards (like grades) are extrinsic motivations that <b>don’t last</b> long without tapping into other motivating factors</li> </ul> <p><a href="#">Chou TeD Talk</a>    <a href="#">Octalysis Framework</a></p>