

Welcome to
Little Learners
BIG
Ideas!



Gail Lovely



GailLovely@SuddenlyitClicks.com



• **Hello!**

There is a team of people who
will be sharing, supporting and
guiding us today...



Hello!



I am Gail Lovely

I am here because I love little learners
and the people who work with them.

Fun Fact:

This is my 40th year in early learning and tech!



Hello!



I am Chelsey Lovely

I teach second grade (7-8 year olds) in Pearland Texas, this will be my 10th year teaching

Fun Fact:

Gail Lovely is my mother-in-law.



Hello!



I am Jessica Miller

I have been in education for 11 years and am currently an assistant principal for a virtual campus.

Fun Fact:

This is my first ISTE conference



Susan
Brooks-Young



Heidi
MacGregor




Marina
Umaschi Bers
(remote)

Together
is powerful

Ask
Questions



Please email questions to:
GailLovely@Suddenlyitclicks.com



Where are you
NOW on YOUR
journey?

Everyone starts in a
different place with
different tools,
resources, goals,
priorities, needs,
interests and dreams...





Share via
Jamboard

**CaSE
MaTteRS!**

If your name begins with **A-M**:

● <https://bit.ly/shareAM>

If your name begins with **N-Z**:

● <https://bit.ly/ShareNtoZ>

If you have trouble try:

● <https://bit.ly/ShareOverload>

● <https://bit.ly/Shareoverload2>

TOOL TIME!



Padlet
Padlet.com
Free/Paid



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Examples: <https://bit.ly/padletexamples>

TOOL TIME!

Jamboard
Jamboard.Google.com
Free

Examples: <https://bit.ly/jamsforlittles>

Tutorials: <https://www.suddenlyitclicks.com/tutorials.php>



TOOL TIME!



Bit.ly
<https://bitly.com>
Free/Paid



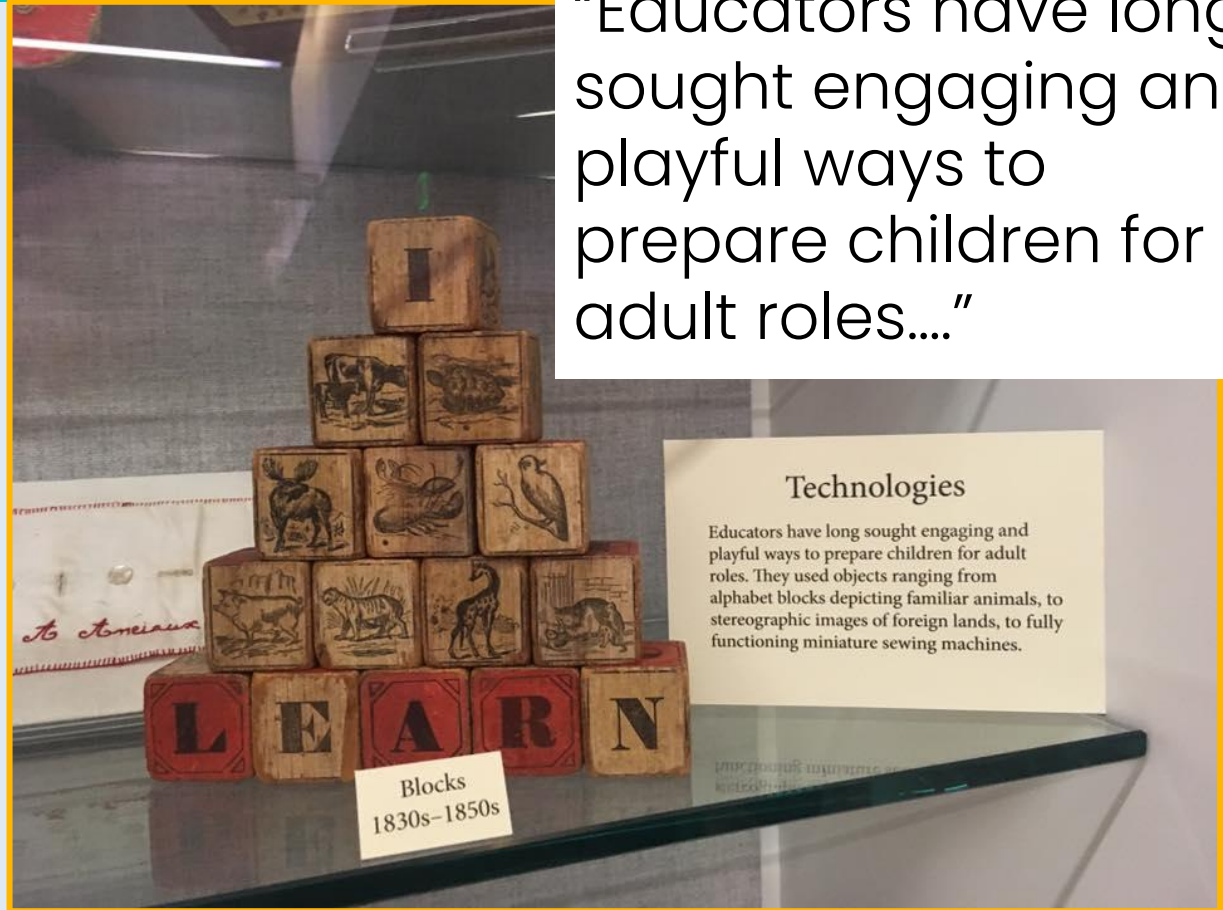
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Be aware links are always
case sensitive!



Times have
Changed!

“Educators have long sought engaging and playful ways to prepare children for adult roles....”





Times have
Changed!





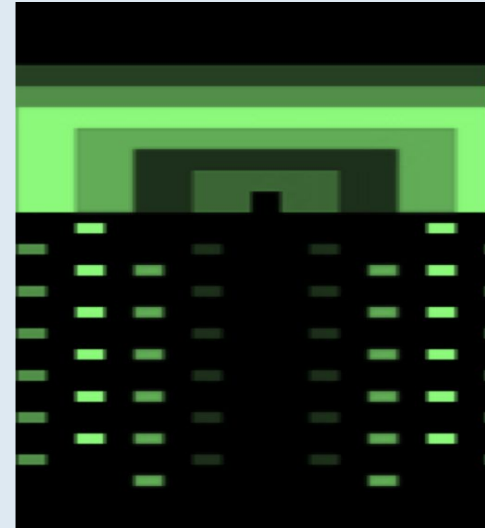
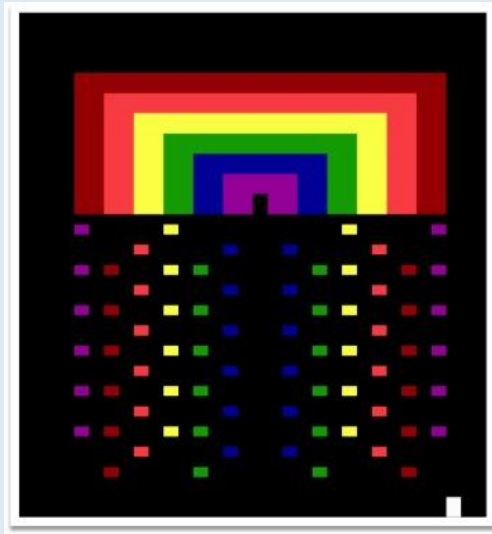
Times have Changed!





Times have
Changed!

Juggles Rainbow (1982)





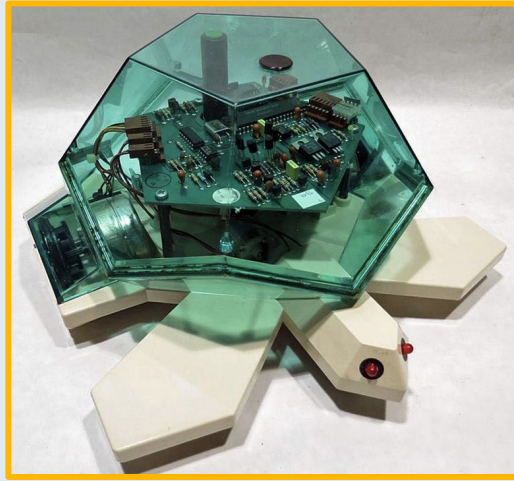
Interfaces have changed too!

Times have
Changed!



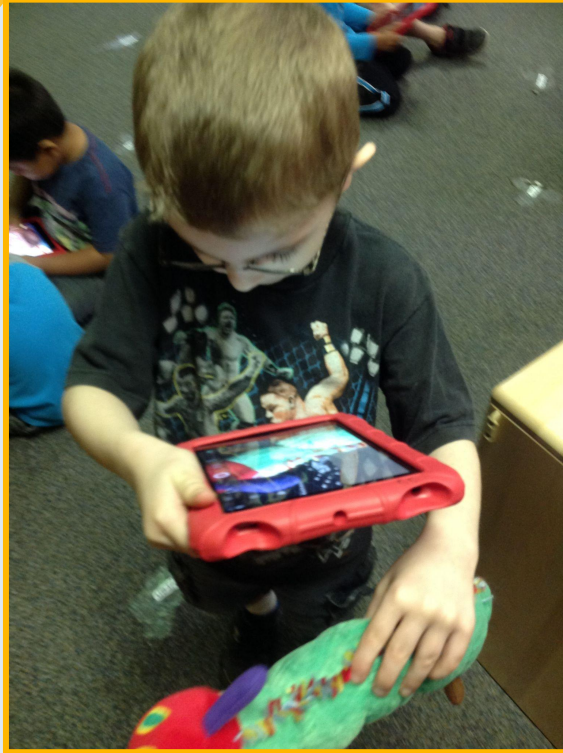


Times have
Changed!





Times have
Changed!



Young Children and Artificial Intelligence



Dr. Susan Brooks-Young

<https://www.sjbrooks-young.org/>



Some
things stay
the same.

Good teachers are always looking for ways to improve their students' learning, engage their minds beyond the trivial, and help them to grow into productive, self-motivated, problem solvers and good human beings.



What is a robot?

What can robots do?

What are things robots cannot do?

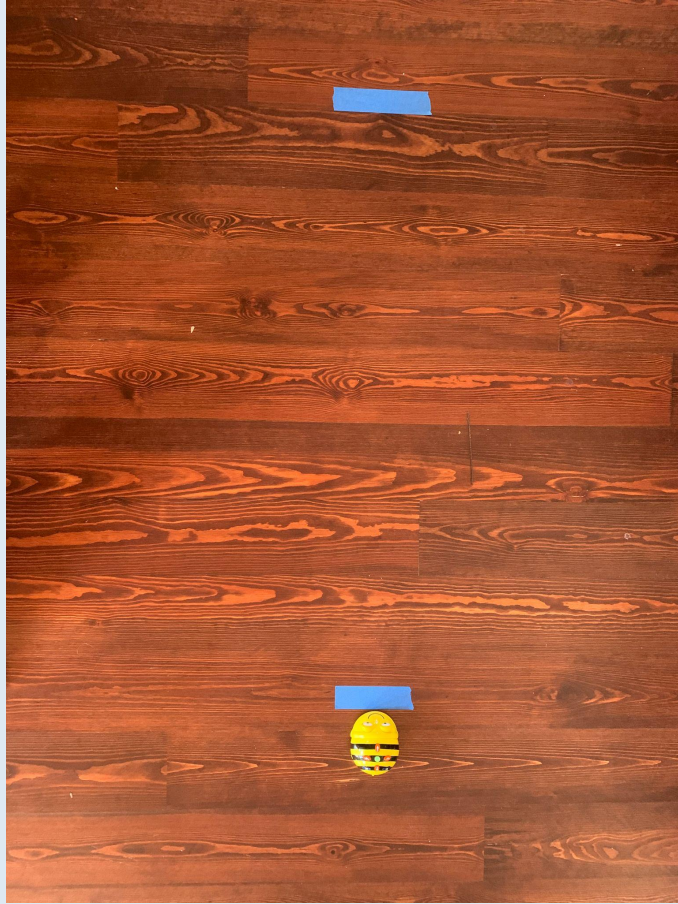


Each Table had one Robot.
We explored the robot and then worked
with the robot.

Each person -

- ☐ Hold the BeeBot
- ☐ Look at the BeeBot
- ☐ Say/Tell/Share ONE thing you noticed
- ☐ No repeating others' noticings

Robot Play



TOOL TIME!



BeeBot

<https://www.terrapiinlogo.com>

Button-on-top robot
designed for little learners.
See also BlueBot.

Emulator: <https://beebot.terrapiinlogo.com/>



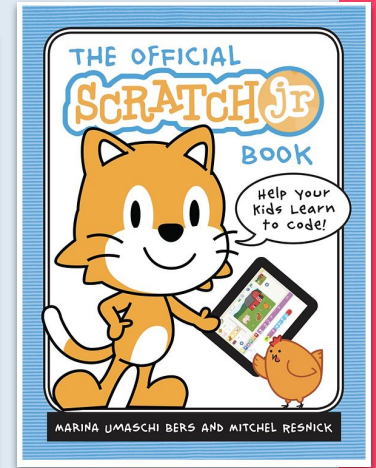
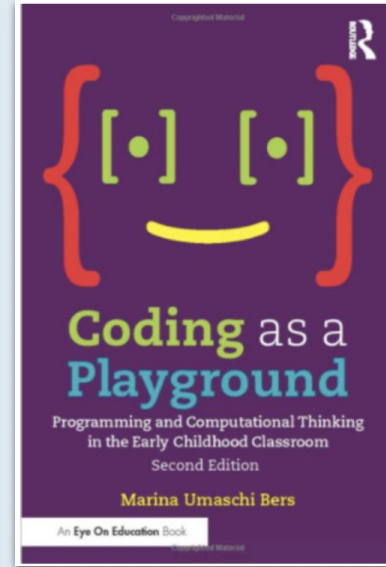
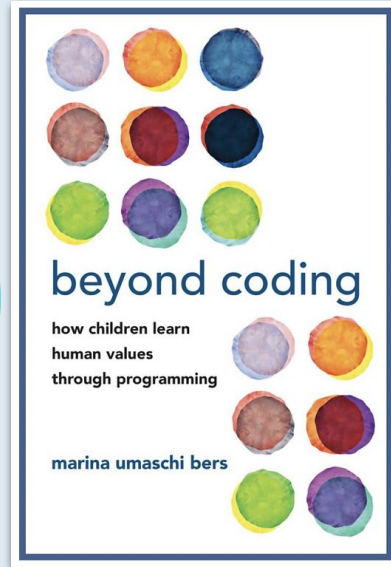


Research: Guided Play

“...identified significant evidence for guided play having a greater positive effect than direct instruction on early maths skills, shape knowledge, and task switching, and a greater positive effect than free play on spatial vocabulary...”

<https://bit.ly/researchplaybasedlearning>

Dr. Marina Umaschi Bers



● <https://www.marinabers.com/>

Dr. Marina
Umaschi Bers

7 minute video by Dr. Bers

<https://bit.ly/3q37hFw>





Double or
Triple Dip!



house

Novel Engineering with Design Thinking

Heidi Macgregor





Research
says...

“Educating pupils in STEM areas emphasises the integration of these four academic disciplines...” “STEM education attempts to bridge the gap between the classroom and the real world by providing students with hands-on opportunities to apply what they’ve learned in class.”

<https://ieeexplore.ieee.org/abstract/document/9761354>



Computational Thinking

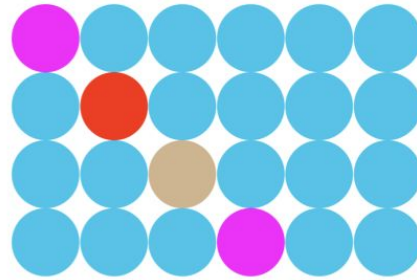
“A thinking process, and the related skills, for creative, precise, and logical thoughts and communication.

It is NOT coding, it underpins coding.”

– Gail Lovely



Computational Thinking



Pattern Recognition

Making connections between similar problems and experience or finding patterns and testing them.
Not just ABABAB...

Computational Thinking

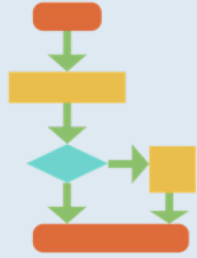
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Decomposition

Breaking a problem into smaller
“chunks”

Computational Thinking



Algorithms

Creating and testing step-by-step plans to solve problems or achieve results

<https://bit.ly/dismissaltasks>

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Ideas!

ISTE 23

Thank you!

Gail Lovely

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bit.ly/forumquickfeedback





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