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[Exploring Transformative Learning](#h.g95nwqrze0sy)

[Finding Connections](#h.mbxd4hpio1nn)

[Throughlines](#h.j318bhuogt8x)

# Exploring Transformative Learning

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| **Table Group** | **Name of learning strategy** | **Describe the learning strategy** | **Pros?**  **Cons?** |
| **1** | Game Based Learning |  |  |
| **2** | **Play** |  |  |
| **3** | Globally Collaborative Projects |  |  |
| **4** | Remix |  |  |
| **5** | Digital Citizenship |  |  |
| **6** | Flipped Classroom |  |  |
| **7** | MOOCs |  |  |
| **8** | Networked Classroom |  |  |
| **9** | Data Visualization and Infographics |  |  |
| **10** | Transmedia/digital story telling |  |  |
| **11** | Digital Badges |  |  |
| **12** | Maker Culture |  |  |
|  |  |  |  |

# Finding Connections

What common elements do you see between these different learning styles and see patterns ?

How do you feel about what you’ve discussed? Use the [Visible Thinking Compass Points Routine](http://www.visiblethinkingpz.org/VisibleThinking_html_files/03_ThinkingRoutines/03c_Core_routines/CompassPoints/CompassPoints_Routine.html).

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| **Table Group** | **Common Elements** | [**Compass Points**](http://www.visiblethinkingpz.org/VisibleThinking_html_files/03_ThinkingRoutines/03c_Core_routines/CompassPoints/CompassPoints_Routine.html) |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |

# Throughlines

What key elements can we take away from this conversation? We’ll be using this again as part of the project.

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