Breakout! A Creative Professional Learning Approach

Fortify Conference 2017 | Ezell Center

Wednesday, September 13, 2017 | 9:30am

Presenter: Julia Osteen, Technology Integration Specialist, Ayers Institute for Teacher Learning & Innovation at Lipscomb University, julia.osteen@lipscomb.edu

Session description: Breakout EDU is an immersive learning games platform that transfers the ownership of learning from the instructor to the student. Students apply content knowledge as well as the skills of critical thinking, collaboration, creativity and communication to successfully "break out." See how this approach can be applied to professional learning and take a look at "behind the scenes" in order to get a vision for how you can

create your own digital breakout.

Session link: http://www.edutoolbox.org/node/357

Key points:

What is Breakout EDU? Why Breakout EDU? Inquiry-based Student-centered Adaptable to any content area Develops problem-solving and critical thinking Why Breakout EDU for Professional Learning? Promotes collaboration and team work Fosters a growth mindset **Encourages perseverance Tips for Success** Parts of a Digital Breakout Storv **Clear Instructions Clues and Codes** Reflection An Example Digital Breakout **Digital Tools Used Google Sites** Google Forms Google Sheets (Excel) **Google Forms Response Validation Google Sheets Conditional Formatting**



Teacher Learning & Innovation

Access the presentation: IPSCOMB Ayers Institute for Teacher Learning & Inno https://goo.gl/KniHN4 **BREAKOUT!** A CREATIVE PROFESSIONAL LEARNING APPROACH JULIA OSTEEN TECHNOLOGY INTEGRATION SPECIALIST

Session notes:



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Session resources:

About Breakout EDU - https://www.breakoutedu.com/about Breakout EDU website - https://www.breakoutedu.com/digital/ An Ayers Institute Breakout - http://tinyurl.com/ayersresourcesbreakout Official Game Timer - https://youtu.be/_lguXWr7vU8 End of Game Signs - https://www.breakoutedu.com/signs Video tutorials for creating your own digital breakout https://sites.google.com/site/digitalbreakoutjb/how-to

References:

Duckworth, S. (2016, January 14). 10 Reasons to Play Breakout EDU [Sketchnote about Breakout EDU].

Meyrink, C. (2016, August 22). Breakout EDU: Gamifying Professional Development. Retrieved September 11, 2017, from http://teachingexperiment.com/2016/08/breakout-edu-2091/

WELCOME. (n.d.). Retrieved September 11, 2017, from https://www.breakoutedu.com/welcome/



