

Executive Summary

Prepared for Board of Trustees Meeting December 13, 2016

Innovation Zone

Board Goal:

- Stay abreast of and incorporate best practices into teaching, learning, technology and leadership
- Actively pursue, foster and support an advanced learning environment
- Effectively communicate achievements and recognitions to the Denton ISD community.

Purpose of Report

- The purpose of this workshop is to showcase a sample of student learning through innovative teaching and resources, specifically via the use BreakoutEDU.

Objectives

- Feature the use of BreakoutEDU as a gamification platform that supports interaction, whether initial or review, with content presented in class in a way that supports the development of 21st century skills among students.

Operational Impact

- Teachers use custom or pre-made “breakouts,” games in which students are provided with tasks and clues that lead to the eventual opening of a number of locks that keep a prize or objective locked in a box in the classroom.

Results

Students are able to interact with content knowledge and skills in a way that necessitates the use of creative and collaborative problem solving, critical thinking, and effective and clear communication. Students are encouraged to approach BreakoutEDU games with the freedom to solve clues and perform tasks in ways that suit them. Students work together in teams to solve problems using content knowledge and skills aligned with district and state standards for learning. Confusion and difficulty are embraced as part of the problem solving process, rather than inconveniences to be avoided.

Additionally, teachers are provided with a new platform to explore creative approaches to facilitate student interaction with content. Not only is creativity expanding in student problem solving approaches, but it is also expanding among teachers that employ BreakoutEDU and create their own games for students.