CONTENTS

Foreword xiii

Marilee Sprenger

A Preface From the Superpower Guardians xv

Acknowledgments xvii

About the Authors xix

1. ANYTHING IS POSSIBLE: SO WHY DO OUR CLASSROOMS HAVE SO MANY LIMITS? 1

What's the Point of School? 4

The Knowing-Doing Gap 5

Teachers Are Designers 6

I'm Busy! Where Does This Fit? 6

Research Reminders 8

1. The person doing the work is doing the learning. 8

2. Focusing on the acquisition of facts doesn't work. 8

3. Transfer is the point of education, and transfer is hard. 9

4. Asking questions is more important than finding answers. 9

5. Authentic literacy has to happen all day, every day. 9

What About the Standards? 10

All About the Common Core State Standards 10

Common Core State Standards for Reading, Writing, and Speaking and Listening 11

National Curriculum Standards for Social Studies 11

Common Core State Standards of Math Practice 11

Look Back and Step Forward 17

A Question to Consider as You Reflect 17

2. THE STUDENT SUPERPOWERS 19

The Student Superpowers 20
The Wondering Student Superpower 20
The Curating Student Superpower 20
The Connecting Student Superpower 21
The Digital Inking Student Superpower 21
The Designing Student Superpower 21
The Gaming Student Superpower 21
What Is an Instructional Journey? How Does It Promote Student Superpowers? 21
The Superpowers Are Bigger Than Specific Journeys 23
Debunking Departmentalization 23
Included Components of Each Instructional Journey 24
Superpower Summary and Overview 24
Instructional Journey at a Glance 24
Instructional Journey Goals 24
Student-Friendly Authentic Learning Problem 24
General Progression 25
Connecting the Standards 25
Learning Activities and Tech Upgrades 25
Formative Assessment and Tracking Student Progress Toward Goals 25
Final Assessment and Rubric 25
Differentiation: Meeting the Needs of All Learners 25
Window Into the Classroom 25
A Few Final Considerations 26
Look Back and Step Forward 27
A Question to Consider as You Reflect 27

3. THE WONDERING INSTRUCTIONAL JOURNEY: WHAT DO YOU WONDER? 29

Superpower Summary and Overview 29
Wondering Journey at a Glance 30
Instructional Journey Goals 31
Student-Friendly Authentic Learning Problem 31
General Progression 31
Connecting the Standards 31
Connections to Other Standards 31

Learning Activities and Tech Upgrades 33
Lesson 1: What Is Real; What Is Fake? 33
Lesson 2: How Do We Use Questions to Find Answers We Need? 36
Lesson 3: Is This Question Any Good? 40
Lesson 4: Asking My Own Questions and Testing Out My Ideas 41
Formative Assessment and Tracking Student Progress Toward Goals 43
Final Assessment: Have Your Goals Been Achieved? Game Show Redesign 45
Student-Friendly Prompt 45
Student-Friendly Rubric 46
Differentiation: Meeting the Needs of All Learners 46
Window Into the Classroom 47
A Question to Consider as You Reflect 48

4. THE CURATING INSTRUCTIONAL JOURNEY: SOLVING A PUZZLE 49
Superpower Summary and Overview 49
Curating Journey at a Glance 50
Instructional Journey Goals 51
Student-Friendly Authentic Learning Problem 51
General Progression 51
Connecting the Standards 51
Connections to Other Standards 51
Learning Activities and Tech Upgrades 52
Lesson 1: What Can I Find? 53
Lesson 2: So Where Does It Go? 54
Lesson 3: Creating New From Old 56
Formative Assessment and Tracking Student Progress Toward Goals 57
Final Assessment: Have Your Goals Been Achieved? Creating School Clubs 58
Student-Friendly Prompt 58
Student-Friendly Rubric 60
Differentiation: Meeting the Needs of All Learners 60
Window Into the Classroom 61
A Question to Consider as You Reflect 63

5. THE CONNECTING INSTRUCTIONAL JOURNEY: SHARING STORIES 65

Superpower Summary and Overview 65
Connecting Journey at a Glance 66
Instructional Journey Goals 67
Student-Friendly Authentic Learning Problem 67
General Progression 67
Connecting the Standards 67
Connections to Other Standards 68
Learning Activities and Tech Upgrades 69
Lesson 1: Who Am I? 69
Lesson 2: So Who Are You? 70
Lesson 3: Let's Walk Together 72
Lesson 4: Creating a Digital You 74
Formative Assessment and Tracking Student Progress Toward Goals 76
Final Assessment: Have Your Goals Been Achieved? Connecting Around the World 76
Student-Friendly Prompt 76
Student-Friendly Rubric 78
Differentiation: Meeting the Needs of All Learners 79
Window Into the Classroom 79
A Question to Consider as You Reflect 81

6. THE DIGITAL INKING INSTRUCTIONAL JOURNEY: WHAT SHOULD WE TWEET? 83

Superpower Summary and Overview 83
Digital Inking Journey at a Glance 84
Instructional Journey Goals 84
Student-Friendly Authentic Learning Problem 85
General Progression 85
Connecting the Standards 85
Connections to Other Standards 85
Learning Activities and Tech Upgrades 86
Lesson 1: Who's My Audience? How Do I Know? 87
Lesson 2: What Are the Interests of My Audience? 89
Lesson 3: Writing in Digital Ink 92

Formative Assessment and Tracking Student Progress Toward Goals 96
Final Assessment: Have Your Goals Been Achieved? Creating an Interactive Campaign 96
Student-Friendly Prompt 96
Student-Friendly Rubric 98
Differentiation: Meeting the Needs of All Learners 98
Window Into the Classroom 99
A Question to Consider as You Reflect 100

7. THE DESIGNING INSTRUCTIONAL JOURNEY: WHAT CAN YOU MAKE? 101
Superpower Summary and Overview 101
Designing Journey at a Glance 102
Instructional Journey Goals 103
Student-Friendly Authentic Learning Problem 103
General Progression 103
Connecting the Standards 104
Connections to Other Standards 104
Learning Activities and Tech Upgrades 105
Lesson 1: What Do We Need? 105
Lesson 2: Listen and Learn 107
Lesson 3: Build It and Test It! 108
Formative Assessment and Tracking Student Progress Toward Goals 110
Final Assessment: Have Your Goals Been Achieved? Design a School Bus 112
Student-Friendly Prompt 112
Student-Friendly Rubric 112
Differentiation: Meeting the Needs of All Learners 112
Window Into the Classroom 113
A Question to Consider as You Reflect 114

8. THE GAMING INSTRUCTIONAL JOURNEY: MAKE LIFE MORE FUN! 115
Superpower Summary and Overview 115
Gaming Journey at a Glance 116
Instructional Journey Goals 117
Student-Friendly Authentic Learning Problem 117