

# Problem Based Learning in Every Classroom



**2019 Marc Natanagara, Ed.D.**

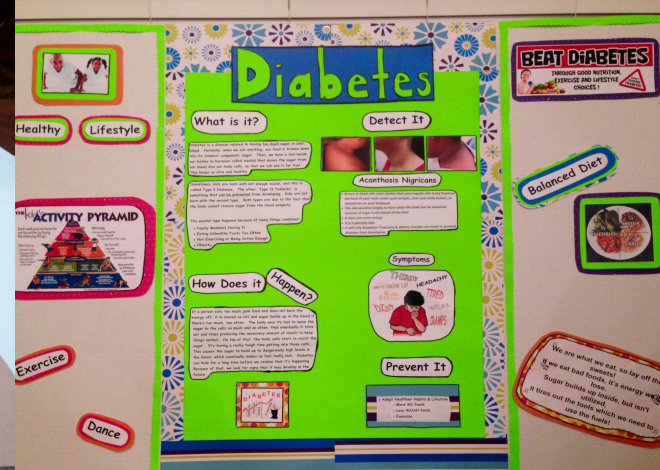
*Edited from original workshop to NJPSA*

“[Making] is what I might call ‘experimental play.’ Makers are motivated by internal goals, not extrinsic rewards.

We need to encourage more young people to explore, create, discover, and make their own way. The biggest challenge and the biggest opportunity for the Maker Movement is to transform education.”

—Dale Dougherty,  
Founder of Maker Media and World Maker Faire

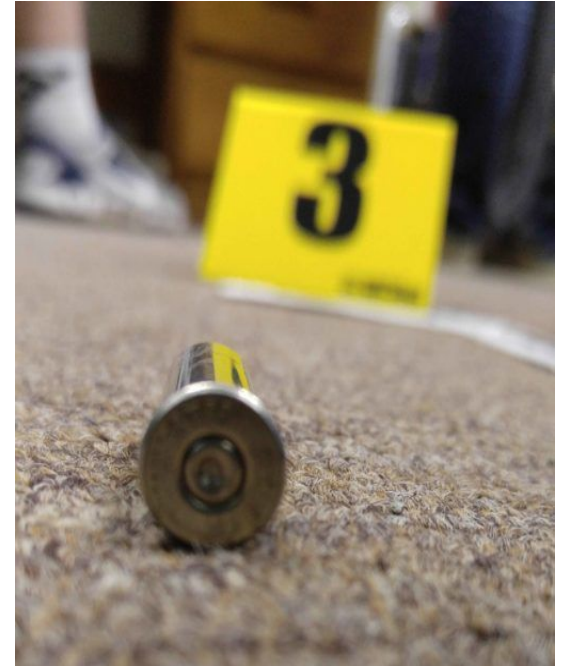
Bringing Book Reports to Life



# “Project Based Learning”



# Problem Based Learning



Medicine, forensics, archeology, law enforcement

# “Project Based Learning”


## Questions to Ask

Does the activity...

1. engage students at higher levels of rigor and cognition?
2. promote a deeper understanding of your content?
3. make the best use of student time?
4. lead to mastery?



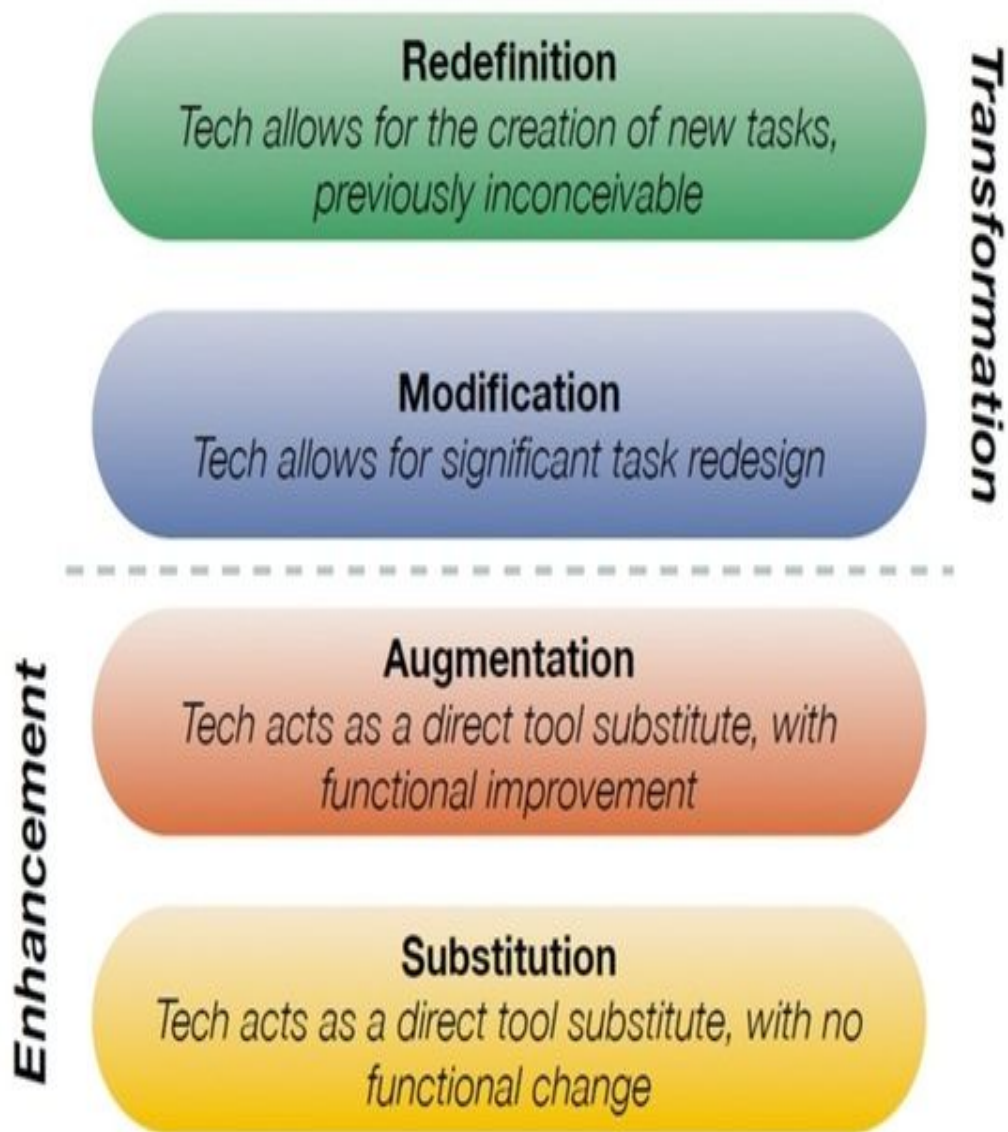
# Characteristics of Good (PBL) Activity Design

1. Personalized (students ID problem)
2. Experiential (goals mastery)
3. Relevant (to lives, global)
4. Teacher as facilitator 
5. Cross curricular
6. Access diverse tools and materials

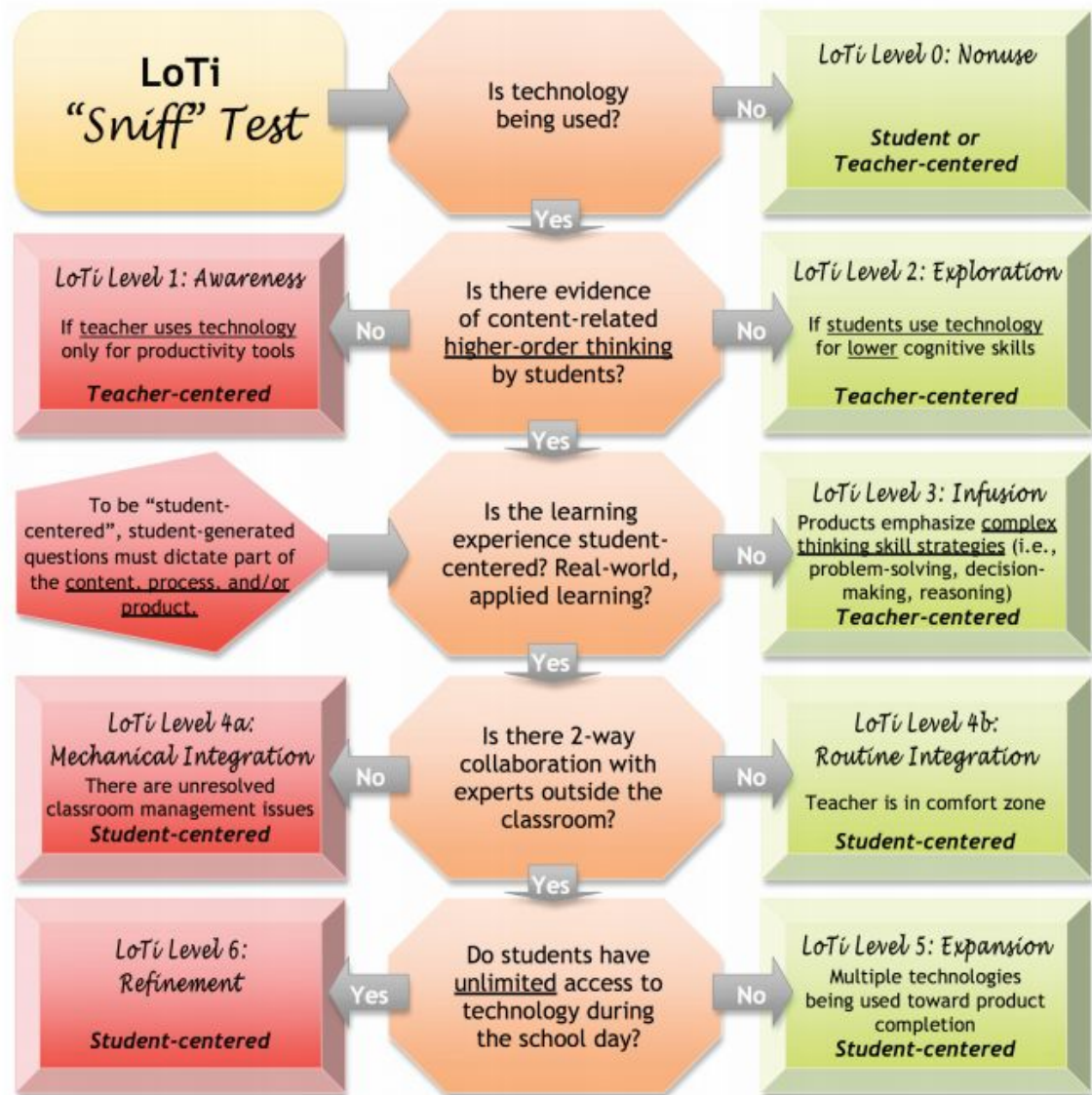
**What is your larger goal?**

# SAMR Model

Focuses on teacher inputs with simple hierarchy



# Levels of Technology Integration (LoTI) Model





# Revised Bloom's Taxonomy with Sample Digital Tools

