Professional Development by Design

Professional Development By Design [PDxDesign]

partners our expert designers with your teachers to co-create a new embodied learning scenario. Over the course of 6 – 8 weeks, the group meets weekly via video conference. By the end of the program, we deliver a newly created scenario that is ready for deployment in your classrooms.

Why PDxDesign?

Today's classroom integrates a wide variety of technologies that are evolving at a rapid pace. Teachers are eager to adopt new technologies, but need adequate training to do so effectively. In particular, teachers must be able to critique the affordances of any instructional technology; they must understand how interactive technology is designed and developed; they need a new set of skills that are best developed through a hands-on approach.

PDxDesign participants will work from concept to a final product over the course of 6 to 8 weeks. Along the way they will define student-learning goals, critique existing tools, examine prototype designs, and develop evaluation metrics for the final scenario. PDxDesign is a highly interactive, hands-on program that will have a positive impact on teaching and learning across your campus by exploring the tenets of embodied learning.

Program Structure

PDxDesign participants meet via video conference, for one hour, once a week. Additional design and development work occurs between group meetings and is coordinated via email and video conferencing. One instructional designer and one programmer will join the group from SMALLab Learning. Two to four teachers participate from your school.

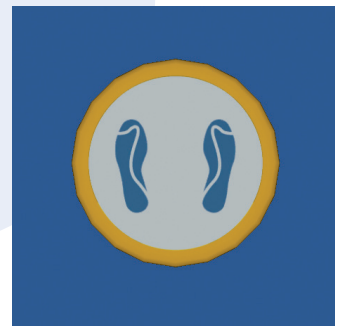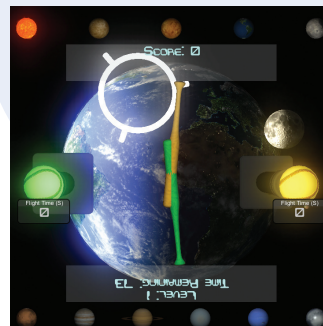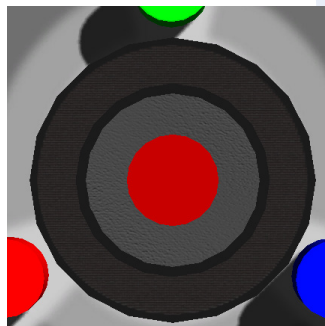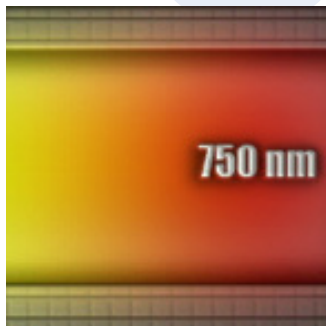*"SMALLab very well could be the future of learning"*
- High School Science Teacher, Scottsdale, AZ

There are 7 stages to the program:

1. Brainstorming – Discuss student learning goals and instructional challenges to identify concepts for a new scenario

2. Identify Student Learning Goals – Building from ideas in stage 1 narrow the list to arrive a set of learning goals

3. Existing Tools and New Ideas – Explore existing technologies that address the learning goals; identify opportunities for embodied learning

4. Scenario Concept and Prototyping – Sketch the outlines of a new embodied learning scenario and begin prototype implementation

5. Prototype Testing and Revision – We send your teachers a prototype version of the new scenario for usability testing and feedback

6. Evaluation Design – We co-develop evaluation metrics and instruments to assess the efficacy of the new scenario

7. Deployment – We deliver a final scenario, ready for implementation in your classrooms

Library of Scenarios and Developer Kit

We offer a library of embodied learning scenarios that demonstrate a variety of interactive techniques that inform the design process. Program participants will explore these scenarios, and gain familiarity with our open-source software development kit.
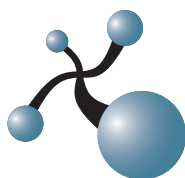
More Information

SMALLab Learning is a leader in embodied learning. We offer products and services for schools, museums, and the home. For program details and pricing, please contact:
sales@smallablearning.com | (888) 278-4620 | smallablearning.com

"SMALLab gets everyone involved, and when using it, students tend to make connections that they otherwise wouldn't have made"

- High School Earth Science Teacher, quoted in T.H.E. Journal

SMALLab Learning