Stories for Now and for Tomorrow: Supporting and Transcending Emergency Remote Learning

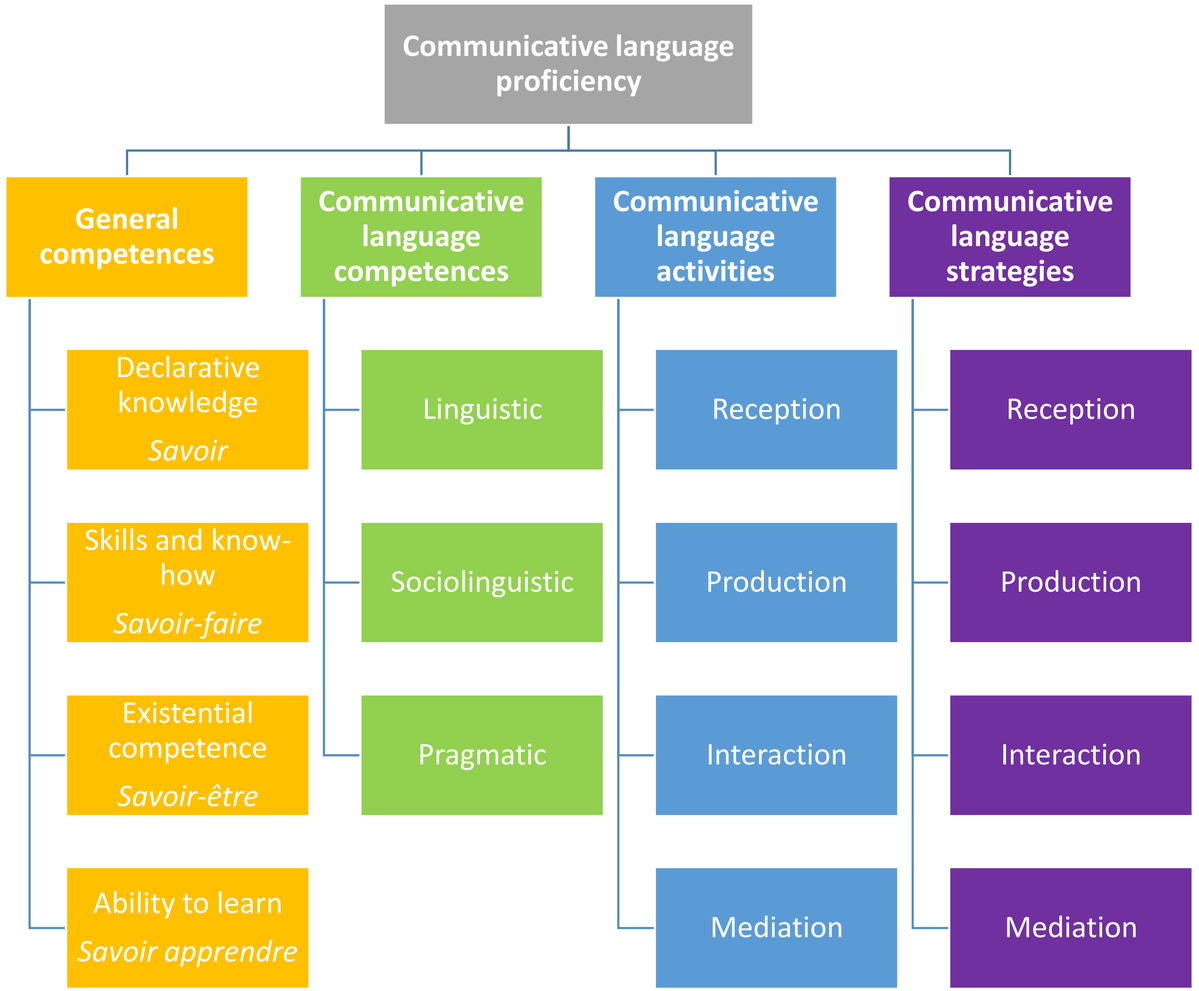
Ruben R. Puentedura, Ph.D.

Image credit: Pedro Saura

César

Dennymont

CEFR Descriptive Scheme



Brian North, "Completing the CEFR descriptive scheme: the CEFR Companion Volume." CEFR Companion Volume Launching Conference, Strasbourg, France, 2018.

Redefinition

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Enhancement

Ruben R. Puentedura, *As We May Teach: Educational Technology, From Theory Into Practice*. (2009)

Social	Mobility	Visualization	Storytelling	Gaming
200,000 years	70,000 years	40,000 years	17,000 years	8,000 years

Ruben R. Puentedura, “Technology In Education: The First 200,000 Years” *The NMC Perspective Series: Ideas that Matter*. NMC Summer Conference, 2012.

Social

Bookmarks

RSS Feeds

Discussions

Microblogging

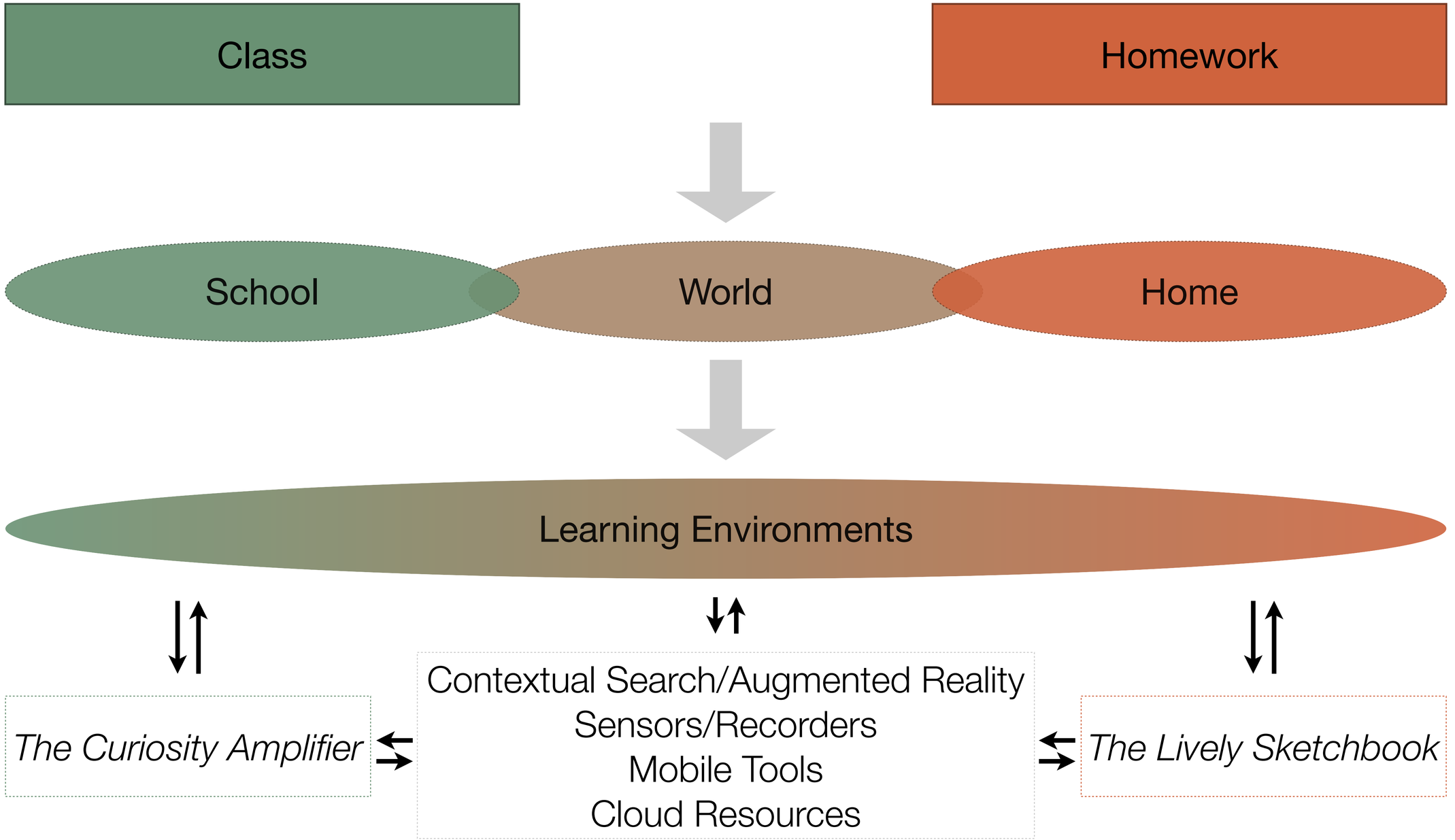
Blogging

Wikis

Telepresence

File Sharing

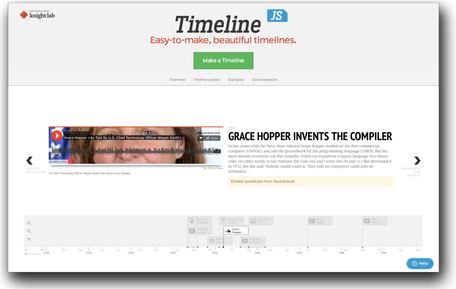
Mobility

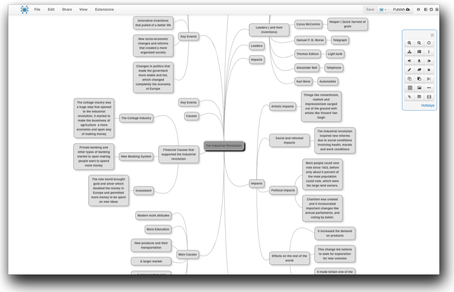


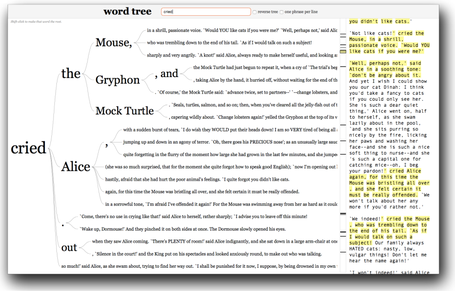
John Seely Brown. “A New Culture of Learning”. *NMC Summer Conference, Closing Keynote*. (2010)

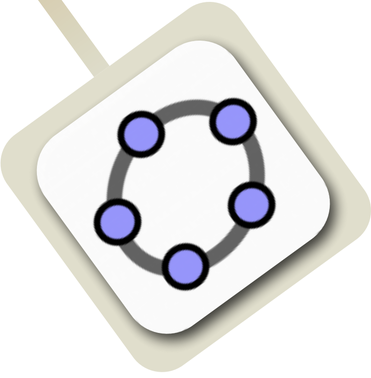
Ruben R. Puentedura, “The Lively Sketchbook”. *Hippasus Blog*. (2010)

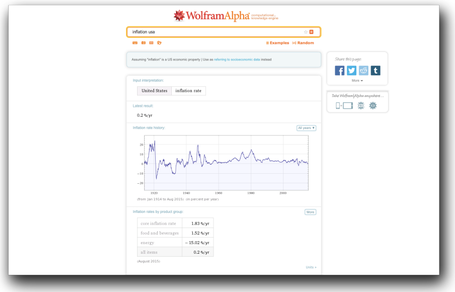
Visualization











Storytelling

Narrative sources;
Narrative constraints

Pictorial vocabulary;
Narrative transitions;
Text/image integration

CDS Seven Elements;
Montage structures

Narrative structures;
Narrative flows

Ludic elements

Image Assembly → Sequential Art → Moving Image → Interactive Media → Interactive Fiction

TIME

PLACE

Infinite Canvas

CONNECTION

SOCIAL

Formal Definition of **Game** (Salen & Zimmerman)

"A game is a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome."

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The EdTech Quintet – Associated Practices	
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Marzano:
Six Steps to Effective Vocabulary Instruction

Step 1: The Teacher Provides a Description, Explanation, or Example of the New Term

Step 2: Students Restate the Explanation of the New Term in Their Own Words

Step 3: Students Create a Nonlinguistic Representation of the Term

Step 4: Students Periodically Do Activities That Help Them Add to Their Knowledge of Vocabulary Terms

Step 5: Periodically Students Are Asked to Discuss the Terms with One Another

Step 6: Periodically Students Are Involved in Games That Allow Them to Play with the Terms

R.J. Marzano. *Building Background Knowledge for Academic Achievement: Research on What Works in Schools*. Alexandria, VA: ASCD, 2004

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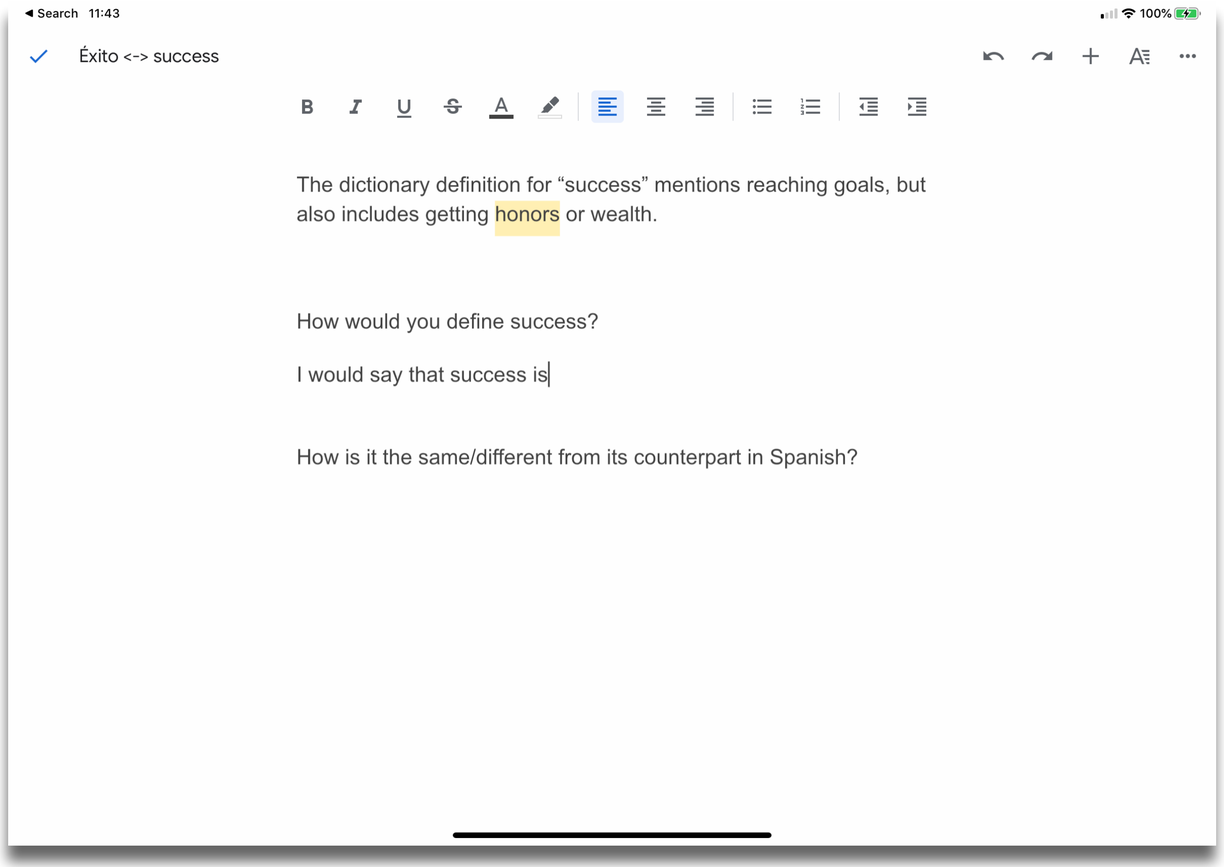

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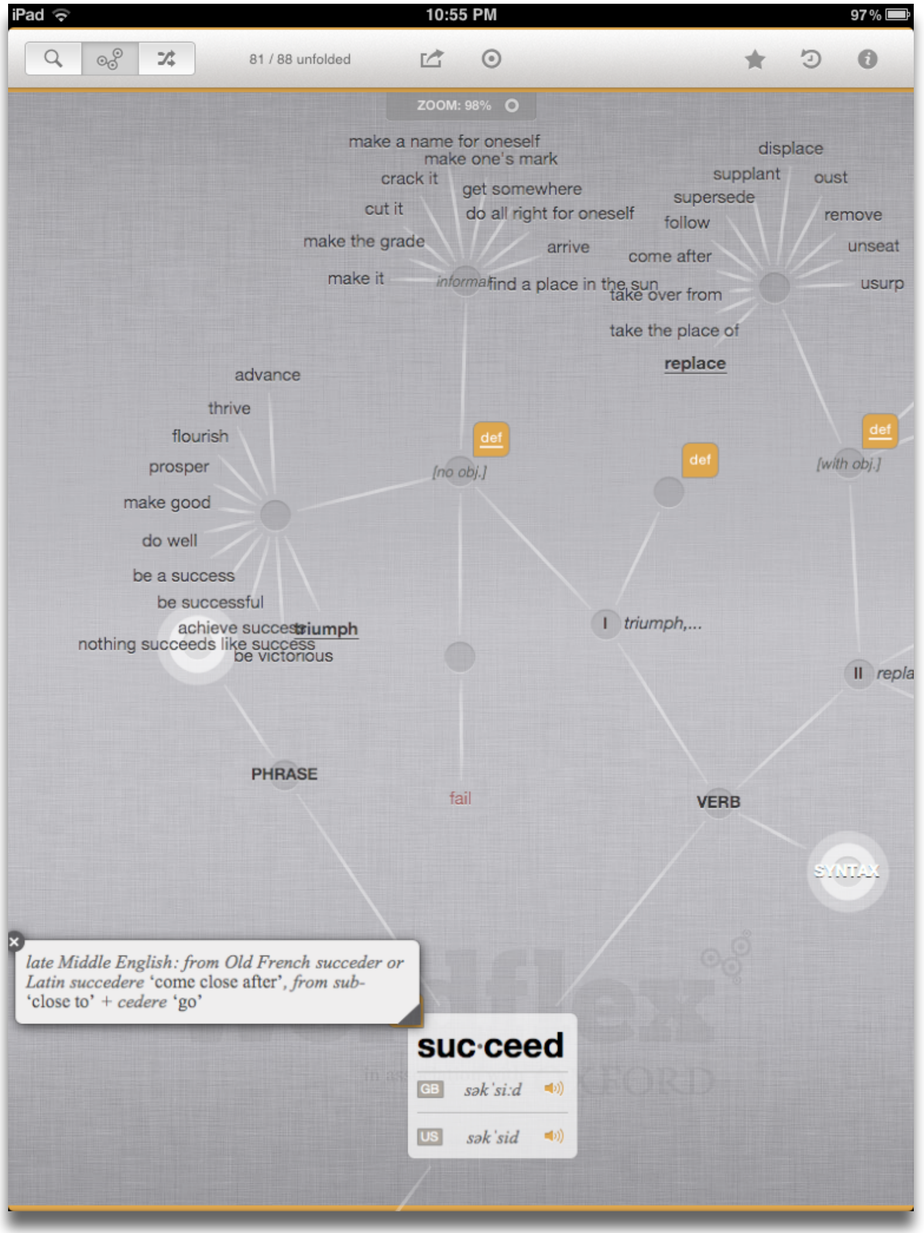

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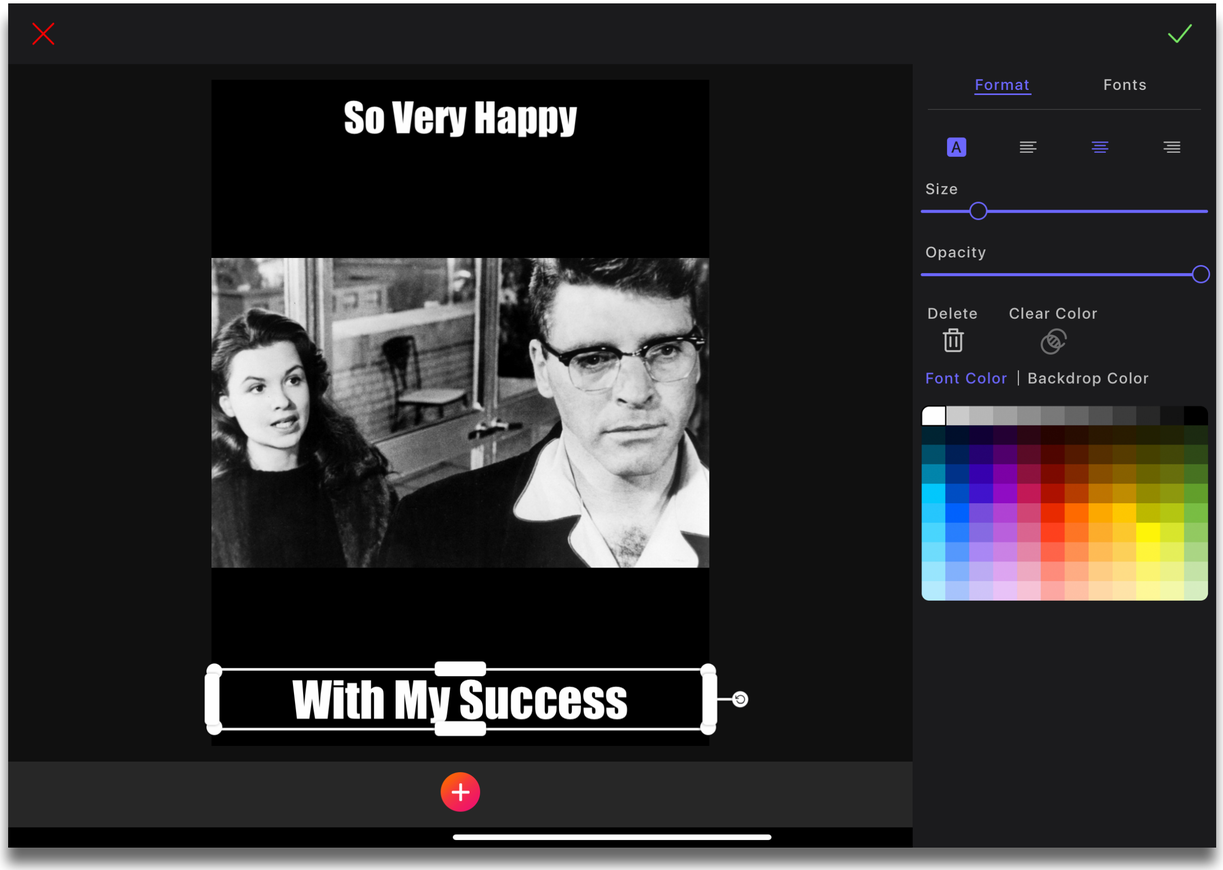
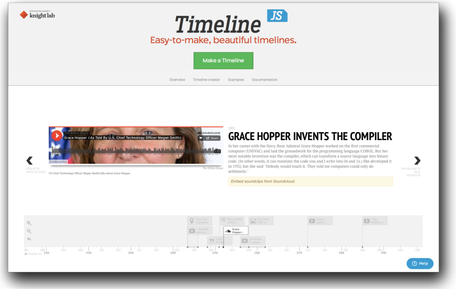
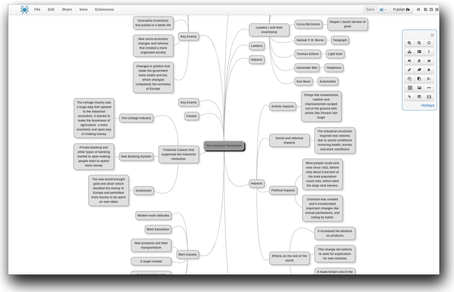
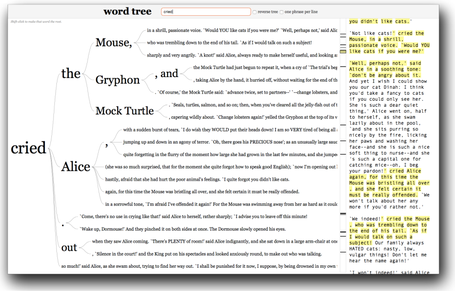
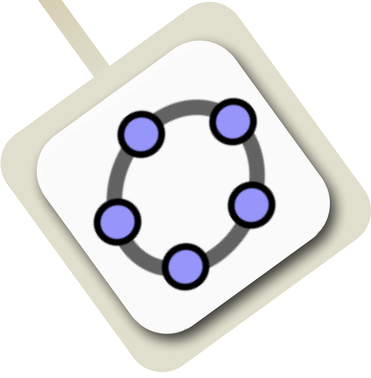


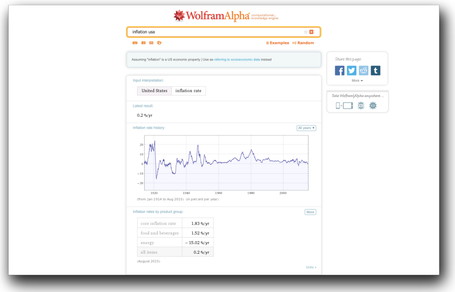
Visualization











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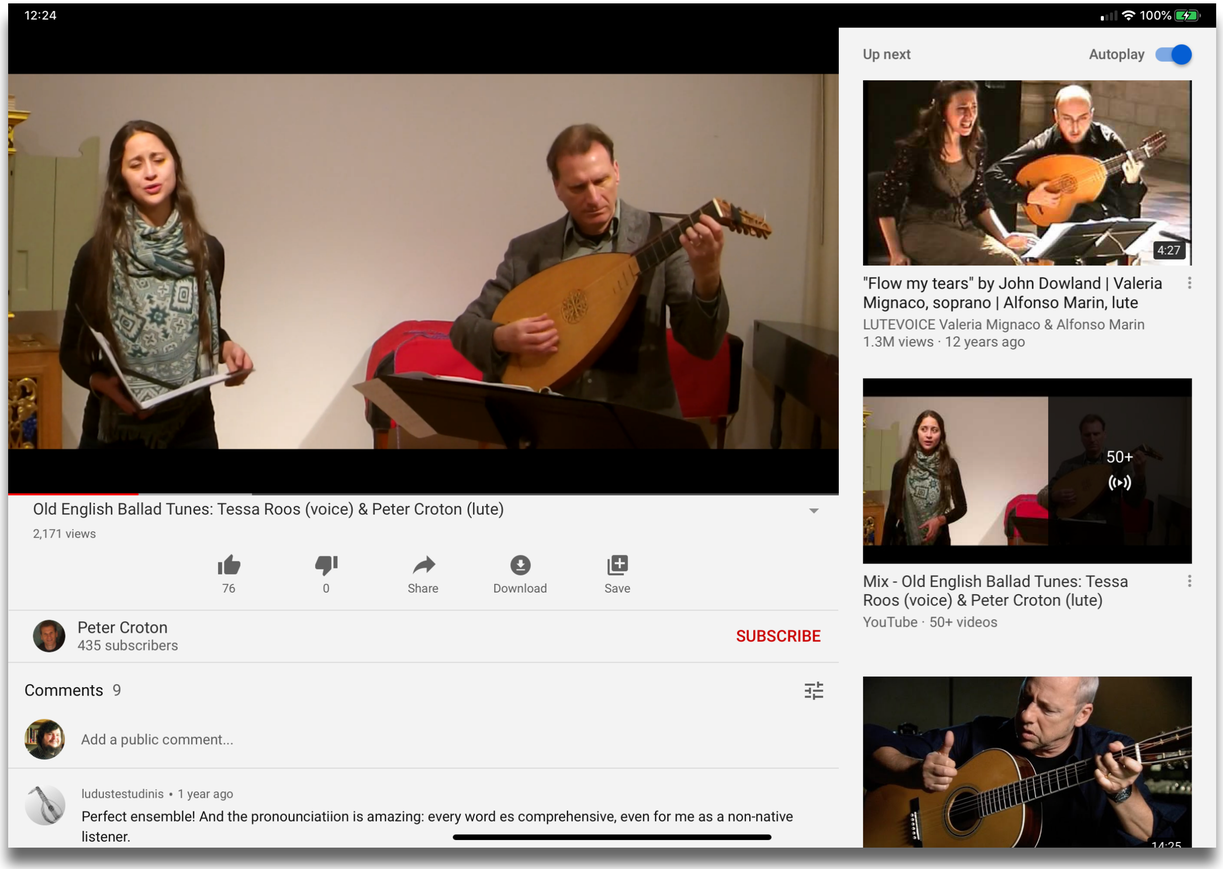

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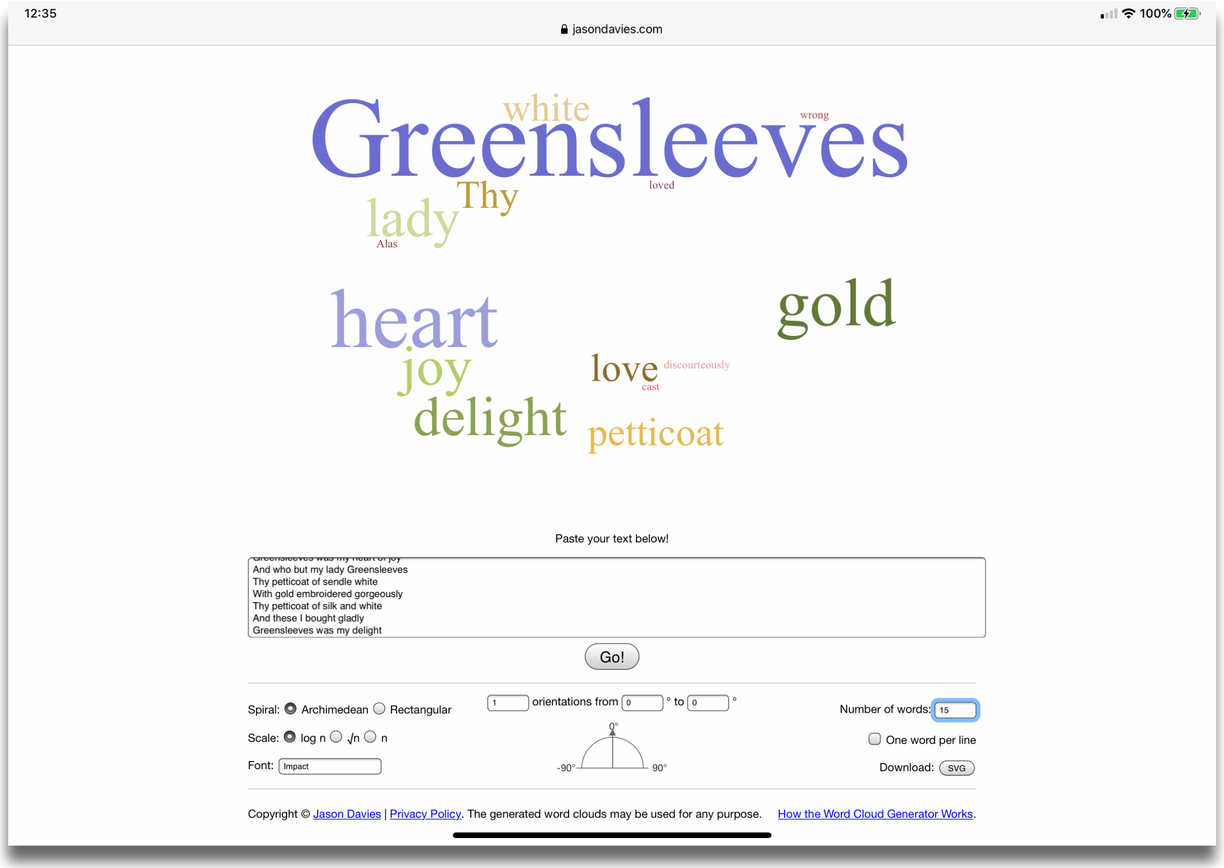

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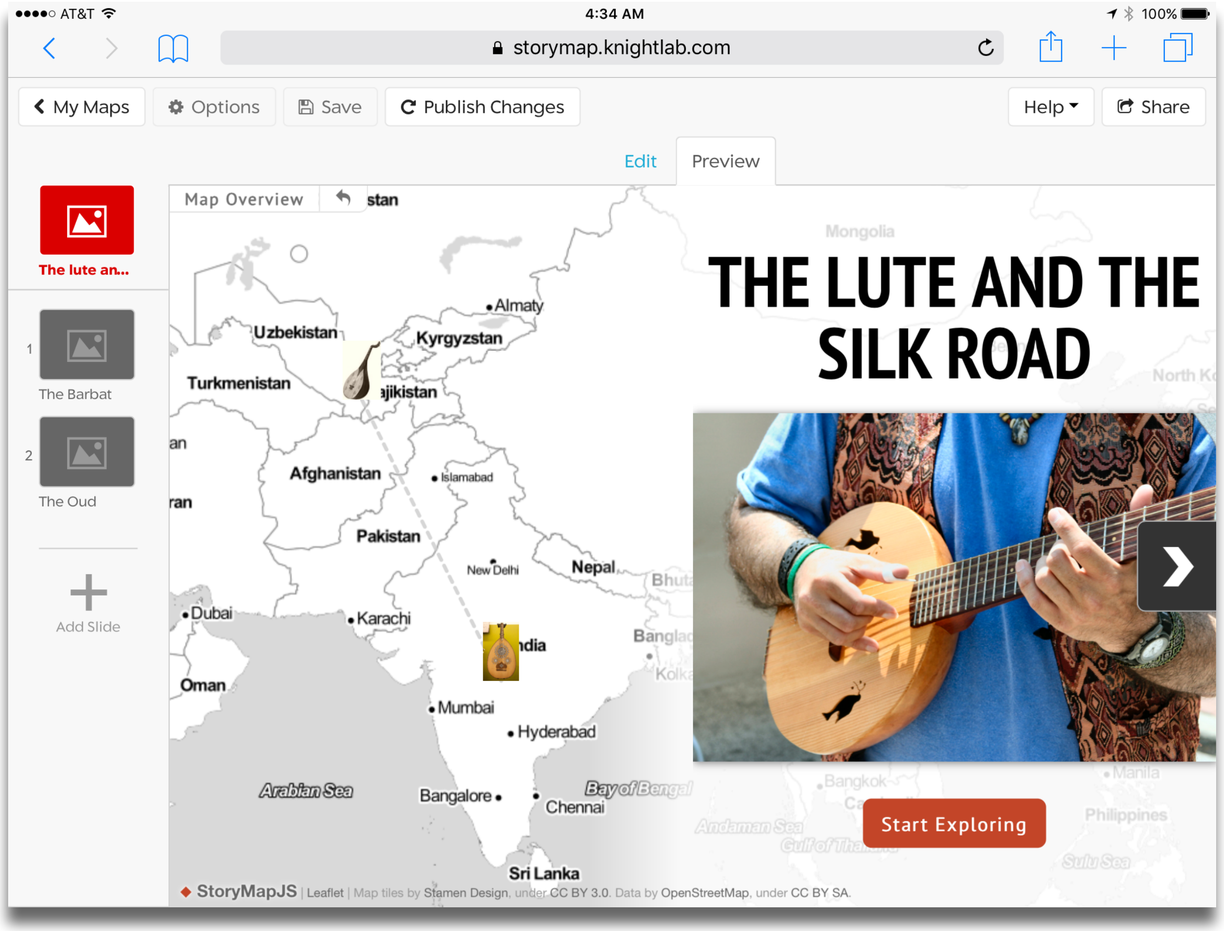

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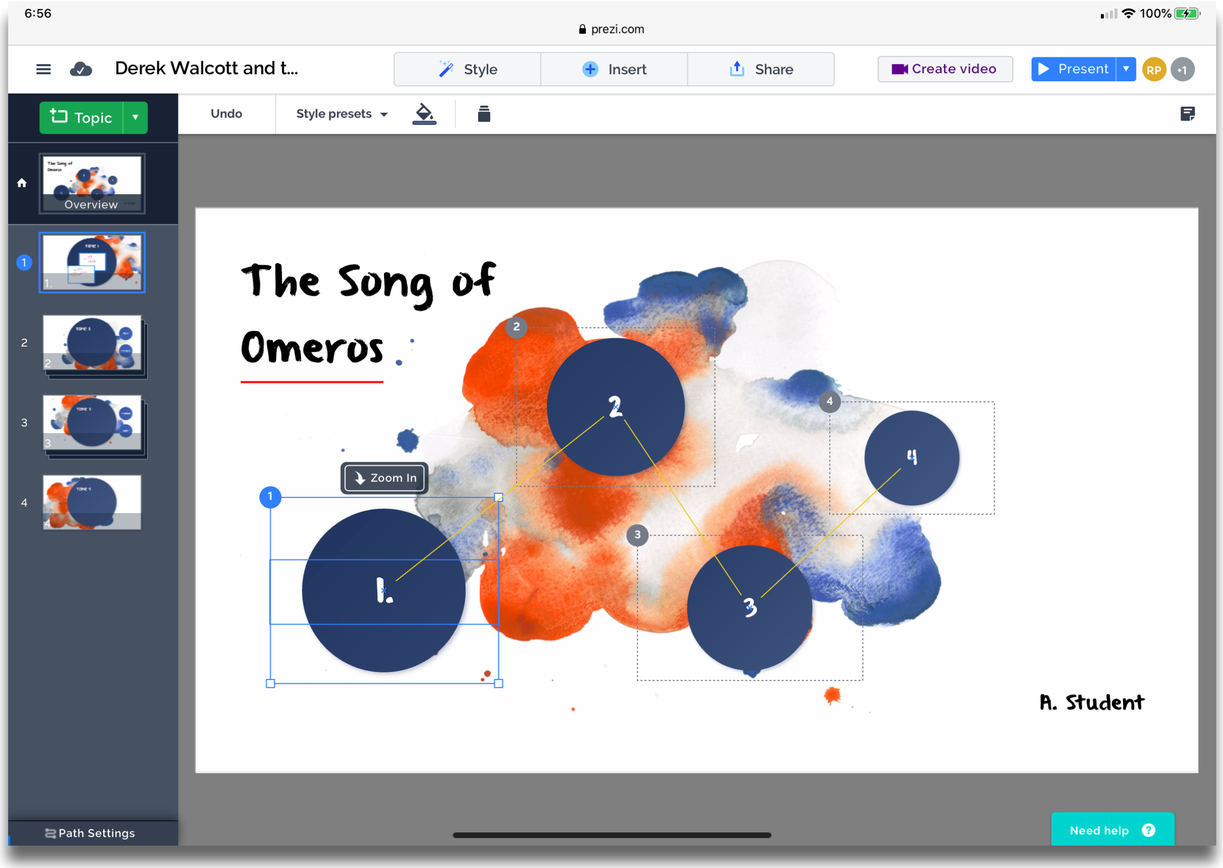
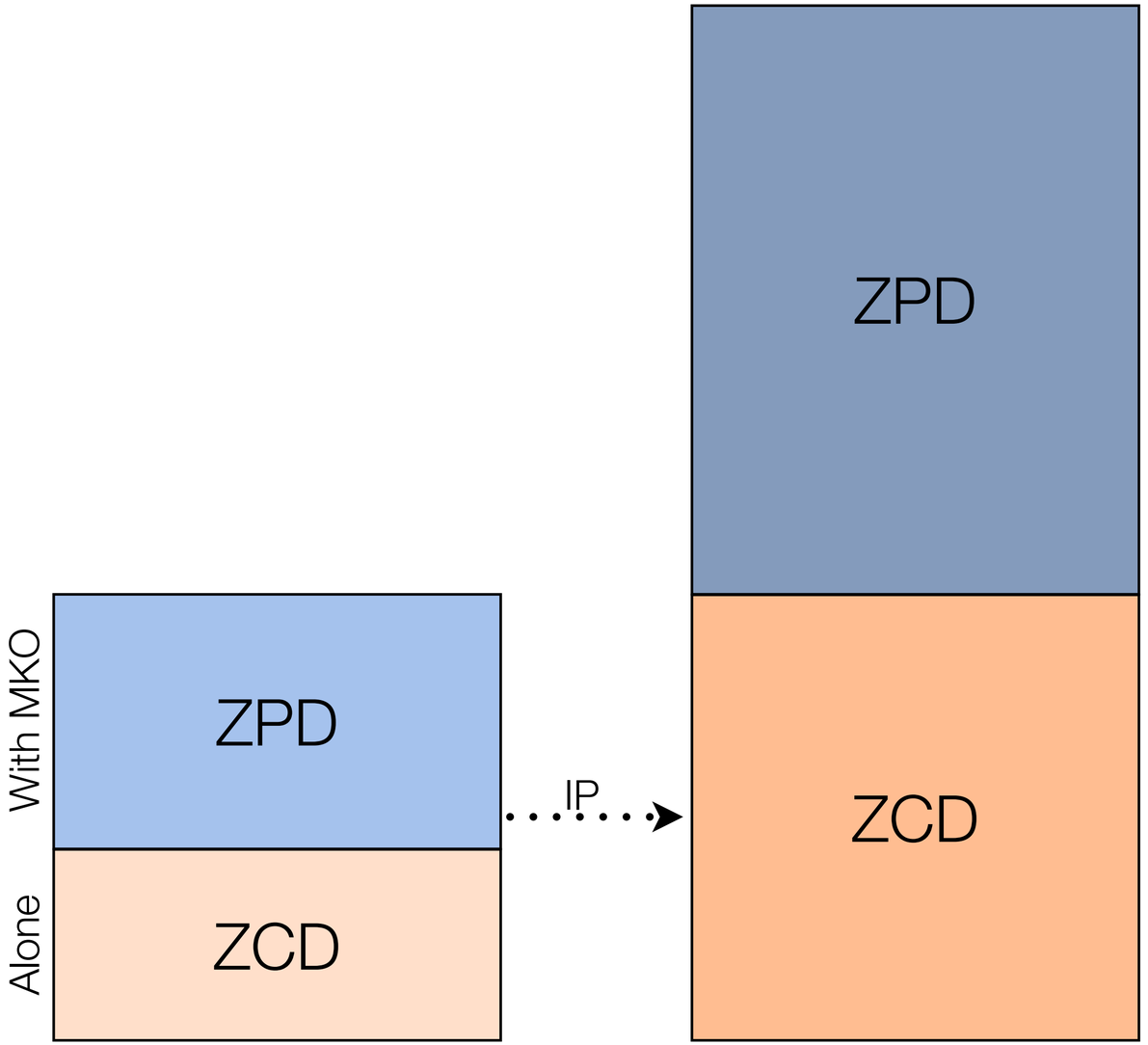
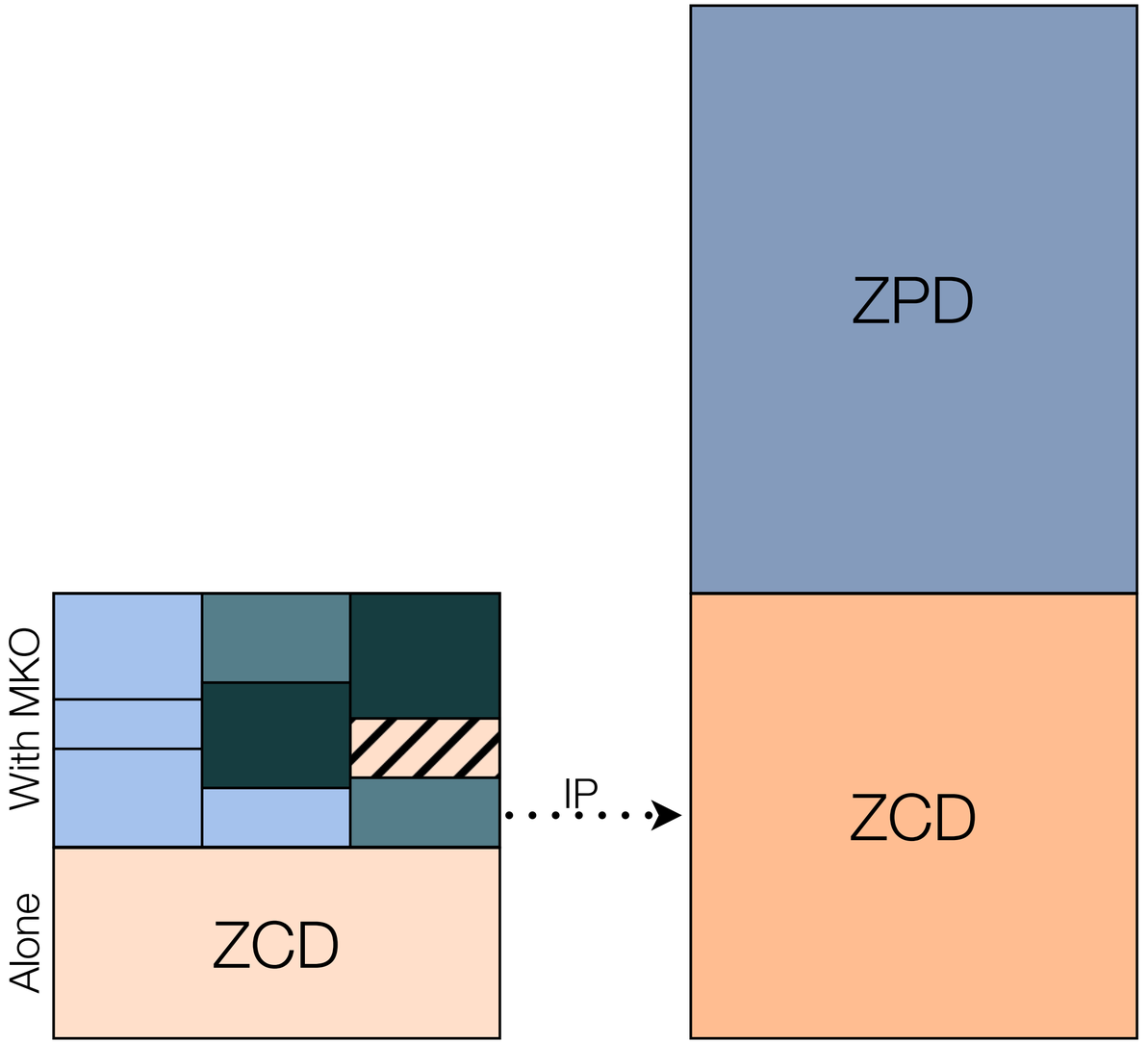




Lev Vygotsky, *Mind in Society: The Development of Higher Psychological Processes*. Harvard University Press. (1978)



Galperin, P.Ia. “Stage by Stage formation as a method of psychological investigation”. *Journal of Russian and East European Psychology, 30*(4), 61-80 (1992)
Van Geert, Paul. "Vygotsky’s dynamic systems." *Lev Vygotsky: Critical assessments* 4 (1997): 3-21.

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The EdTech Quintet – Associated Practices	
Social	Provides diversity to the ZPD
Mobility	Creates the context for the process
Visualization	Aids in segmenting ZPD, bridging gaps
Storytelling	Aids in the integration of the ZPD
Gaming	Provides frameworks for independent practice

Formal Definition of **Game** (Salen & Zimmerman)

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Twine – http://twinery.org

Twine is an open-source tool for telling interactive, nonlinear stories.

You don't need to write any code to create a simple story with Twine, but you can extend your stories with variables, conditional logic, images, CSS, and JavaScript when you're ready.

Twine publishes directly to HTML, so you can post your work nearly anywhere. Anything you create with it is completely free to use any way you like, including for commercial purposes.

Twine was originally created by **Chris Klimas** in 2009 and is now maintained by a whole bunch of people at **several different repositories**.

Download 2.1.3
For **Windows** (**32-bit**), **OS X**, and **Linux** (**32-bit**)

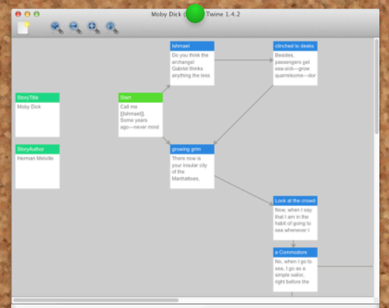
Use it online

Version 1.4.2 for **Windows** and **OS X** is also available.

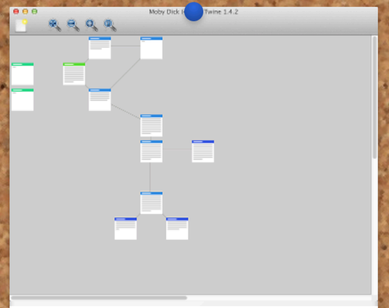
Do you love Twine?
Help support its development!

Wiki
tutorials, documentation

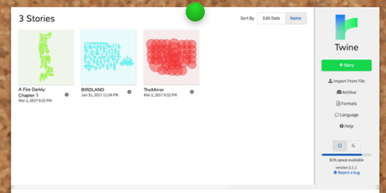
Forum
get help, share your work



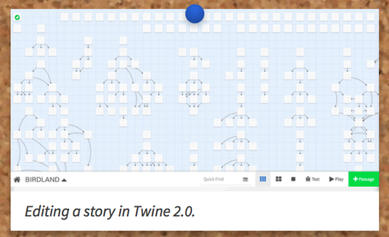
Editing a story in Twine 1.4.



A bird's-eye view of a story map in Twine 1.4.



The story list in Twine 2.0.



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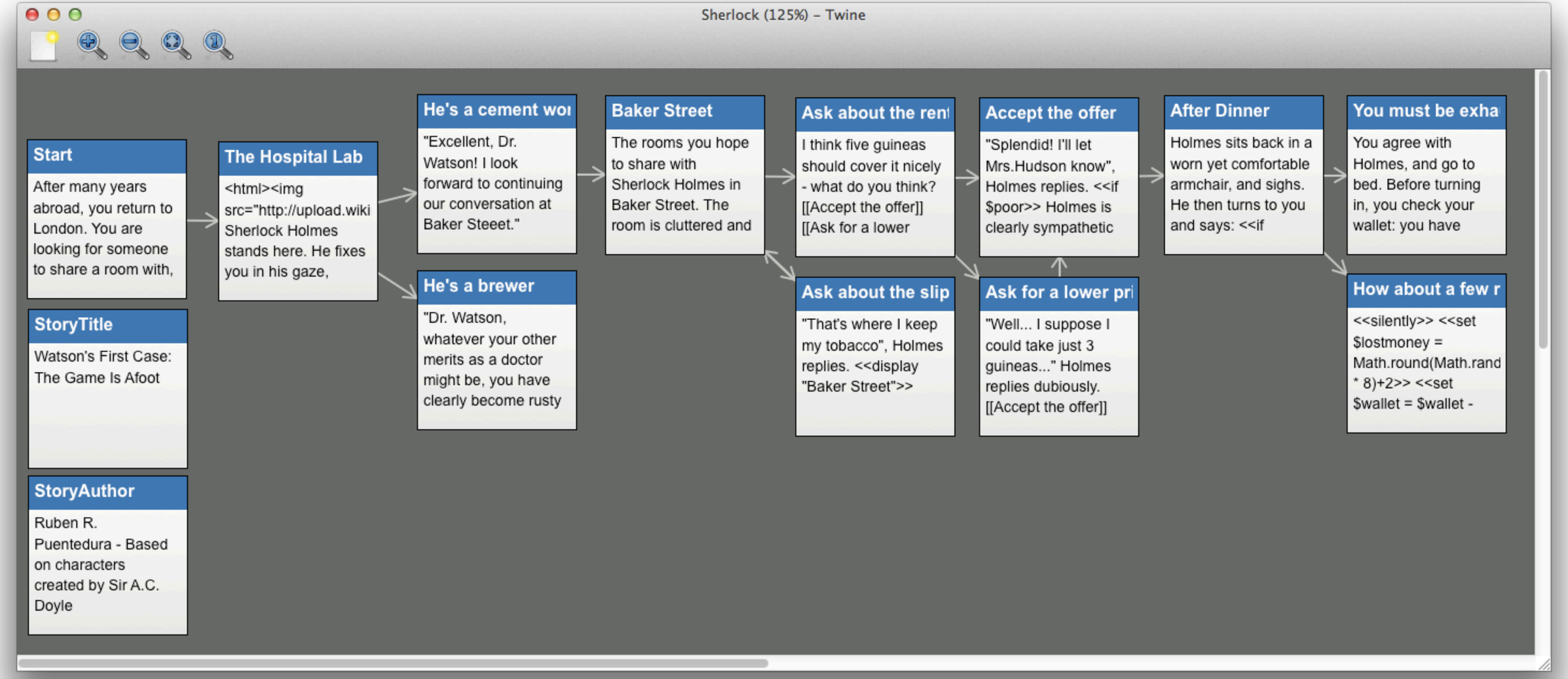

Sherlock (125%) – Twine
Start
After many years abroad, you return to London. You are looking for someone to share a room with,
StoryTitle
Watson's First Case: The Game Is Afoot
StoryAuthor
Ruben R. Puentedura - Based on characters created by Sir A.C. Doyle
The Hospital Lab
<html><img src="http://upload.wiki Sherlock Holmes stands here. He fixes you in his gaze,
He's a cement woı
"Excellent, Dr. Watson! I look forward to continuing our conversation at Baker Steeet."
He's a brewer
"Dr. Watson, whatever your other merits as a doctor might be, you have clearly become rusty
Baker Street
The rooms you hope to share with Sherlock Holmes in Baker Street. The room is cluttered and
Ask about the ren
I think five guineas should cover it nicely - what do you think? [[Accept the offer]] [[Ask for a lower
Ask about the slip
"That's where I keep my tobacco", Holmes replies. <<display "Baker Street">>
Accept the offer
"Splendid! I'll let Mrs.Hudson know", Holmes replies. <<if $poor>> Holmes is clearly sympathetic
Ask for a lower pri
"Well... I suppose I could take just 3 guineas..." Holmes replies dubiously. [[Accept the offer]]
After Dinner
Holmes sits back in a worn yet comfortable armchair, and sighs. He then turns to you and says: <<if
You must be exha
You agree with Holmes, and go to bed. Before turning in, you check your wallet: you have
How about a few r
<<silently>> <<set $lostmoney = Math.round(Math.rand * 8)+2>> <<set $wallet = $wallet -

5:31 AM
80%
hippasus.com

Watson's First Case: The Game Is Afoot

Ruben R. Puentedura -

Based on characters

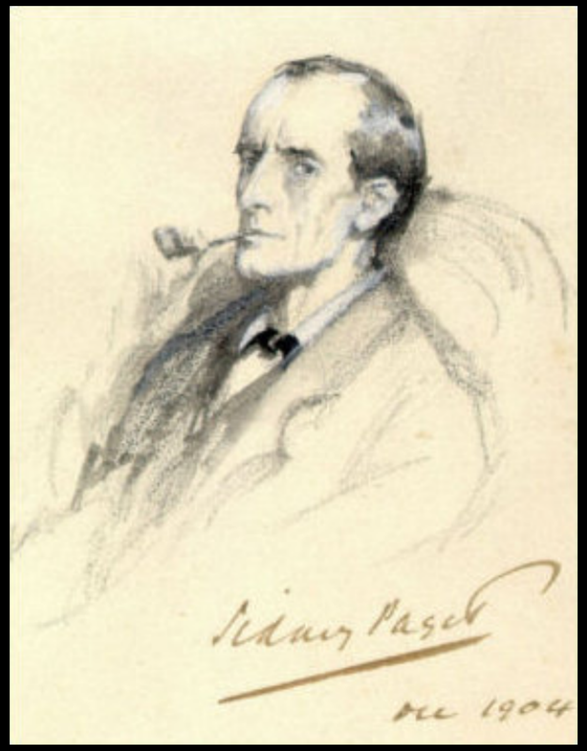
created by Sir A.C. Doyle

Rewind

Restart

Share

This story was created with Twee and is powered by TiddlyWiki

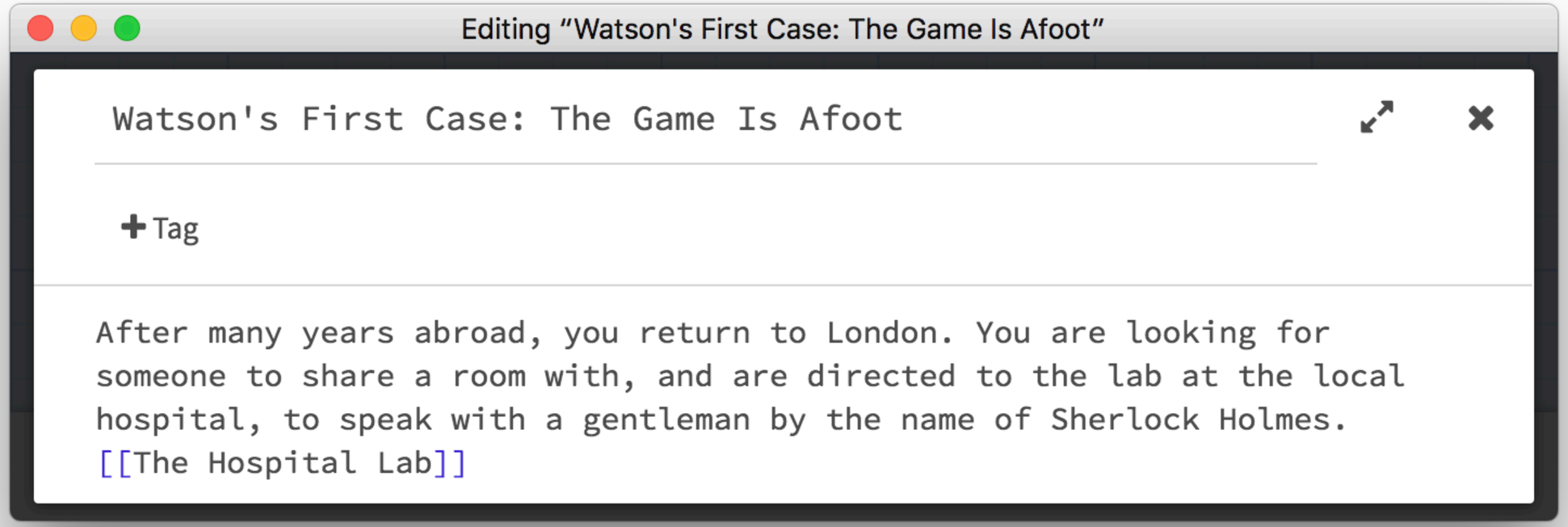


Sherlock Holmes stands here. He fixes you in his gaze, saying "Dr. Watson, I presume? You come at the right time. As a medical man, I could make use of your knowledge. A man was found unconscious yesterday in Frying Pan Alley. Some locals think he worked at a cement kiln, others at the local brewery. I've just mixed some residue from his clothes with phenolphthalein, and it turned pink. Dr. Watson, do you realize what this means?" You reply:

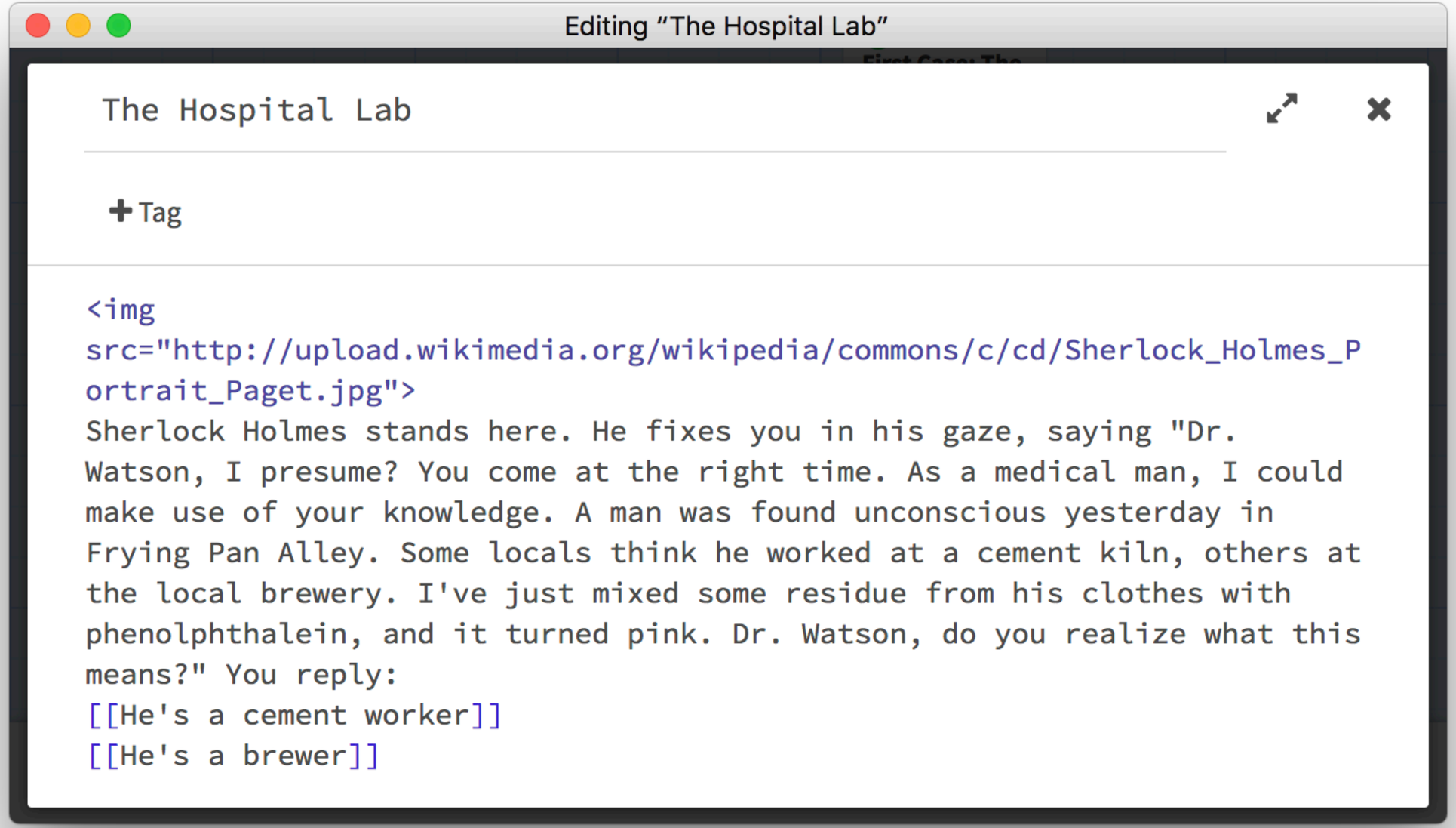
He's a cement worker

He's a brewer

Setup


Editing “Watson's First Case: The Game Is Afoot”
Watson's First Case: The Game Is Afoot
+ Tag
After many years abroad, you return to London. You are looking for someone to share a room with, and are directed to the lab at the local hospital, to speak with a gentleman by the name of Sherlock Holmes.
[[The Hospital Lab]]

Branching and inserting media



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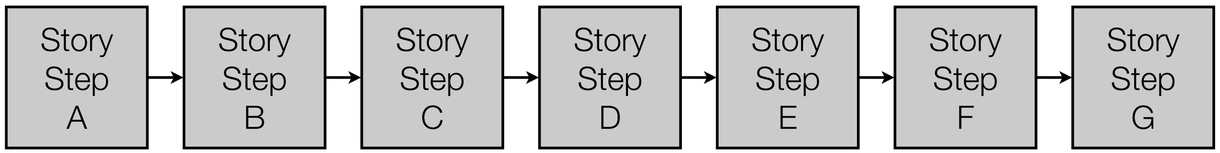

L. Sheldon, *Character Development and Storytelling for Games*. Thomson Course Technology PTR. (2004)

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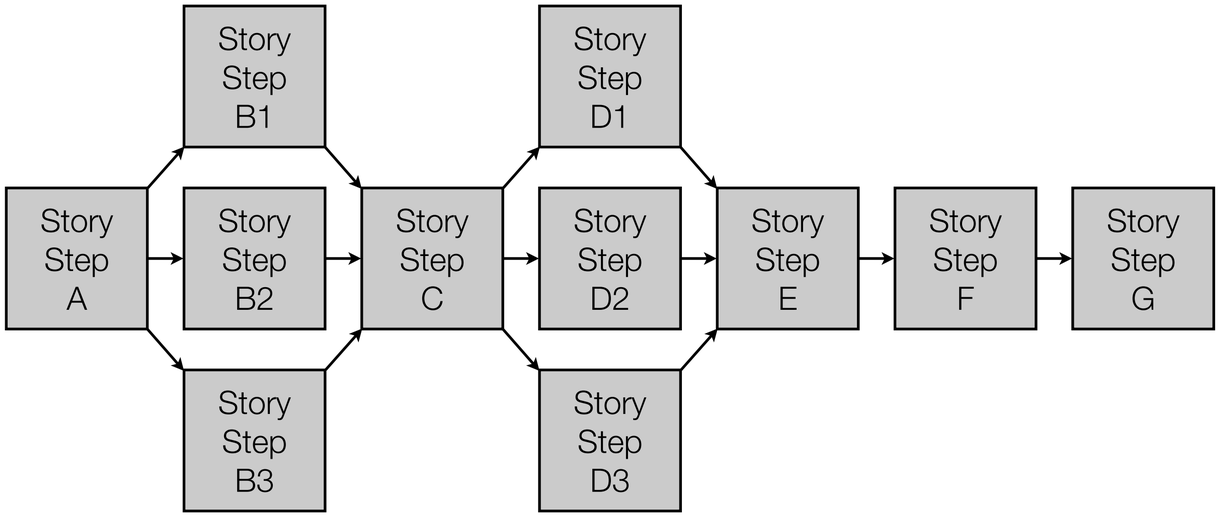

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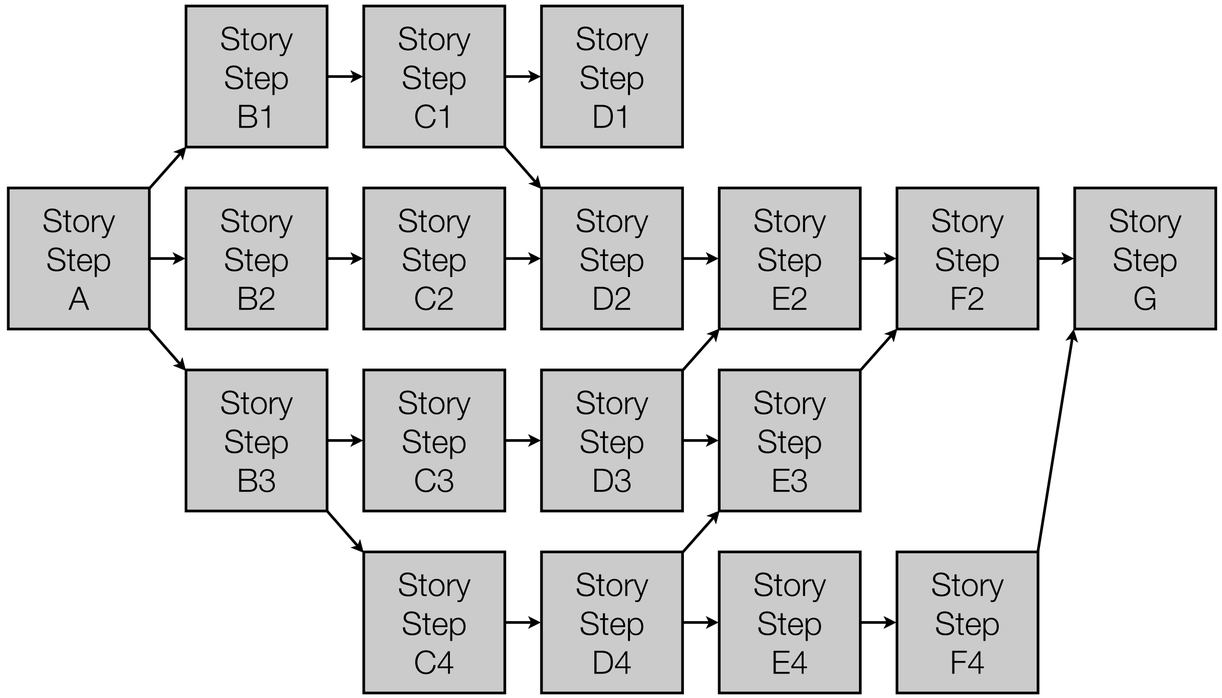

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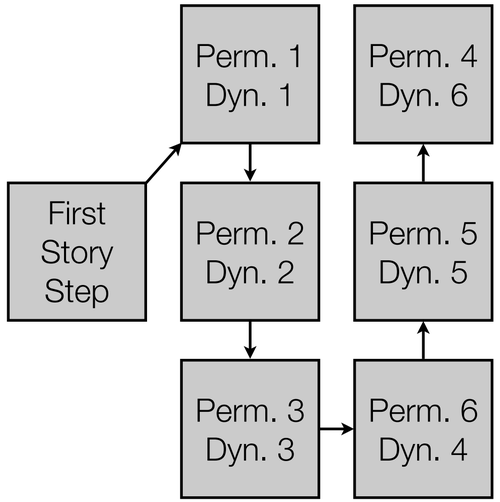
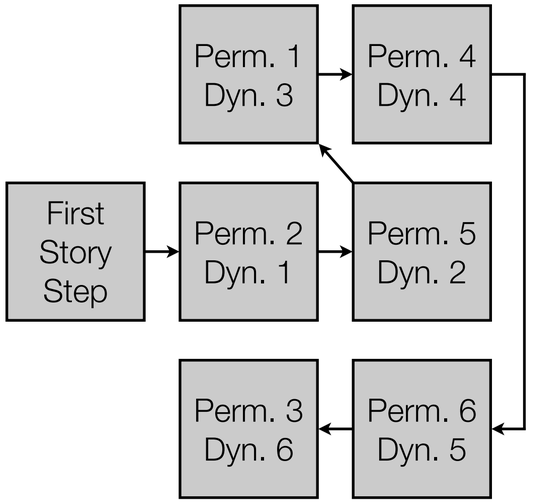


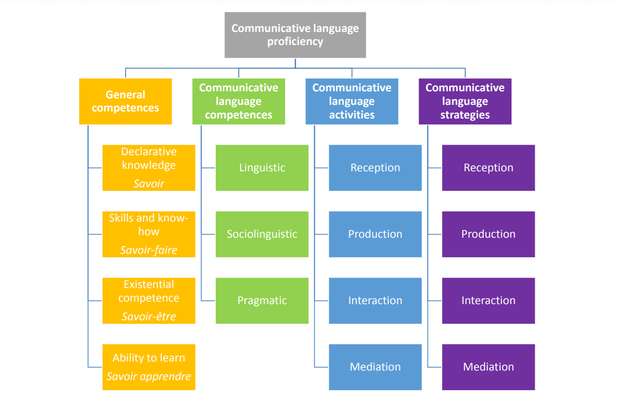
A

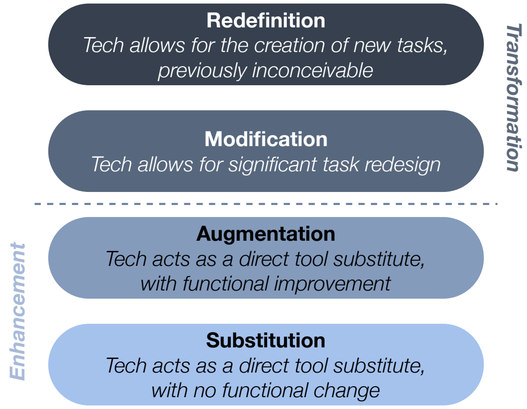


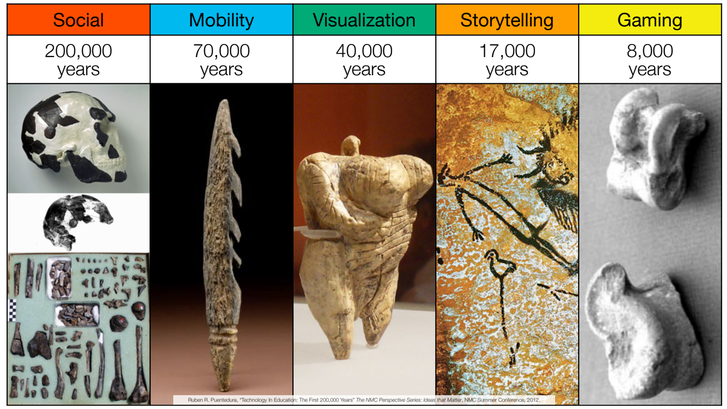
B

A Short Exercise (15 Minutes)

- Pick a unit of language instruction that all the participants in your breakout group would like to modify so as to make it more effective.
- Having chosen this unit of instruction, select one of the three SAMR Ladder templates that was presented today to use as the basis of the changes. If you like, you can also mix-and-match elements from different templates.
- Create a rough version of a SAMR Ladder that implements your chosen template. You don't need to worry about the specific software package that you would like to use - the EdTech Quintet categories will suffice for your purposes here.
- For your convenience, thumbnails of the CEFR Descriptive Scheme, the SAMR Model, and the EdTech Quintet are included below.







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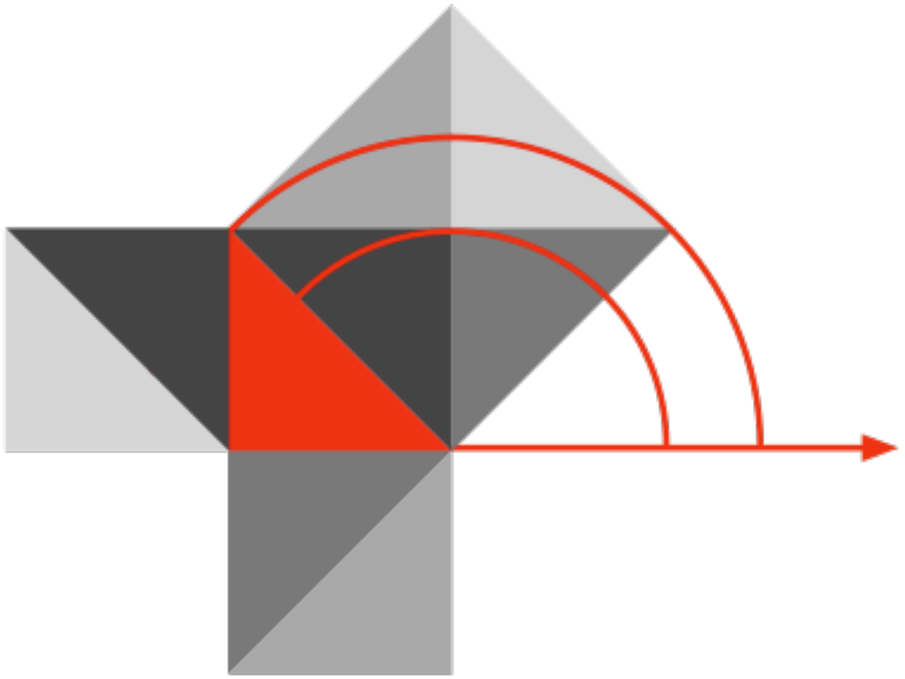

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