

during (evaluation, synthesis, developing knowledge), and after (assessing learning/knowledge, follow-up)

- "bloomifying a question"
- good distractor (makes students think on a different path)
- non-random designing improves group selection
- learner callanetics

* Incorporating Technology in Teaching

- The Hub for Innovation in Learning and Technology
- Technologies we use at school (learning and teaching):

- B2L
- Zoom / Skype
- Vimeo / Youtube
- computer-based {
 - Microsoft Programs (Word, PPT, Excel)
 - Various software (Google Drive, R, ArcGIS)
 - Twitter
 - Cameras / video software
 - Weebly

- great teaching includes 1) clear and shared goals and success criteria; 2) providing multiple opportunities for deliberate practice; 3) high quality feedback; and, 4) revision.
- professional development agenda needs: feedback; working with formative assessment data; and working with diverse learners (inclusive pedagogical practices)
- all technologies are forms of pedagogies
- technologies allow for practice; they are relevant in any learning environment
- threshold concepts?
- "Understanding the ^{by} design" Wiggins and McTighe
- Rebuilding worse exercise (Global Issues)