

Into the Center of the Curriculum

Papers of the Treasure Mountain Research Retreat #14 Reno, Nevada October 24–25, 2007

> Edited by David V. Loertscher Marcia Mardis

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	Banning Bird Units From the Library by Carol Koeschlin, Sandi Zwaan, and David V. Loertscher
Actio	on Research
	Action Research Training for School Library Media Specialists: a Study of Three-Dimensional Model by Carol Gordon
	Action Research: Implications for SLM Education and Practice by Kathy Latrobe and Rhonda Harris Taylor
	The Data Mine at the Heart of the Curriculum by Dan Fuller
Role	
	Leadership in Libraries: Super Heroes Daily by Kathy Prager, Rhonda Adcock, Robin Gibbons, and Jenny Robins
	Facing the Reform Challenge: Teacher-Librarians as Change Agents by Violet H. Harada and Sandra Hughes-Hassell
Read	ing
	Amount Counts: Placing Quality Books into the Hands of Children by Cynthia Baker, Vicki Krebsbach, and Susan Staffier
	Developing Critical Literacy: A Priority for the 21 st Century by David Wray
	Participants' Perceptions of the Impact of the Wonder of Reading Program by Marilyn Robertson
Techi	nology
	Digital Divide: Perspectives on Roadblocks to Technology Use in Schools by Marcia Mardis and Ellen Hoffman
	The Components of Successful Technologies by Steven M. Baule
	Challenges to Teaching Evaluation of Online Information: A View from LM_NET by Frances Jacobson Harris



Reflection on the Teaching and Adoption of Think Models as a Method of Banning Bird Units From the Library

Carol Koeschlin Sandi Zwaan David V. Loertscher

We have had the opportunity to present the think models in *Ban Those Bird Units* and now its companion volume, *Beyond Bird Units* in many areas of the United States. These presentations have been with librarians of course, but in a surprising number of places, we have had many teachers and to our satisfaction, a number of administrators who *have stayed all day*.

Bird units, those low-level cut and paste activities are so rampant across the U.S. and Canada that it became apparent to us that libraries, unwittingly, were contributing to and facilitating mediocre assignments. Teachers in our audiences realize instantly that this is the case when they have a chance to think and reflect about their practices in a non-threatening environment. Their response is as expected: What could we do to transform what we have done so many times in the past?

We teach the all the models have a pattern. The first half of any library assignment is business as usual. We try to get students to build a question and extract information from our print and digital collections and try to become a mini-expert about something. Nothing new there. What is new, is the concept that filling in a worksheet, writing a report, or doing a PowerPoint presentation is not the end. When students know something about their bird, their issue, their state, their person, it is the beginning, not the end. This seems to be a unique idea to most. At the very moment when students have done research and tried to learn the basic knowledge about a topic they finally know enough to really learn something in depth – not just about what they researched, but about what the entire group learned. What a novel idea this is as we present – the idea that every student takes their piece of knowledge – their puzzle piece – and fits it into the class puzzle. What appears? The Ah Ha! The Big Idea. The So What. Something akin to the general concepts of understanding usually present in state standard requirements.

In any of our workshops, as soon as participants get the big idea that library research always end up in a big think, they immediately begin to transform mundane assignments into exciting ones. At first, we encourage them to follow the models as outlined by the authors. Invariably, however, they start to creatively adapt the models to various topics, grade, levels and types of students in ther own schools. This has made us more than pleased. As authors, we have tried to stimulate the notion that the best instructional ideas that already work generally only need a bit of tweaking to turn them into exemplary teaching and learning – active learning, engaging learning, and in an environment where plagiarism is really not an issue.

So, our basic tenet has been and continues to be: If the library is to be relevant in the 21st century, then the teaching and learning that goes on there have to be the most exciting, absolutely superior to, and, more engaging than anything that a single teacher could possibly do in the classroom alone.

The following page is a big think for anyone acquainted with the think models Perhaps some reflection will stimulate the best in library teaching and learning.

The Big Think

What has been the impact of the THINK models on teaching and learning in the library?

The School Library is a knowledge building environment. Librarians cannot claim a contribution to teaching and learning unless literacy and understanding are being built day in and day out. David Loertscher, 2005

So What?

What do we need to consider, to ensure success:

- What skills and literacies will students need in the 21st century?
- How can we enhance reading, writing and thinking in content curriculum?
- How can we design for building big ideas and deeper understanding?
- How can we work toward success for all students?
- How can we move beyond those bird units?

We have discovered that The THINK Models:

- apply critical and creative thinking.
- build cross-curricular literacy skills and new literacies.
- are engaging and effective.
- empower students to build deeper understanding.
- are knowledge building learning experiences.
- are a framework for designing successful assignments.
- effectively utilize information and technology-rich learning environments.
- provide opportunity for differentiated instruction.

Classroom teachers can work to the benefit of many more students by implementing patterns of instruction likely to serve multiple needs. Integrating Differentiated Instruction: Understanding by Design Tomlinson and McTighe

What we have found that works with the models!

- Design for understanding
- Differentiate Instruction
- Implement Evidence Based Practice
- Use the Think Models Creatively

What Next?

- Follow the design down process.
- Select a model that fits the information problem or issue.
- Provide students with an information-rich environment.
- Teach information literacy skills when needed.
- Infuse appropriate ICT in program design.
- Gather evidence of success.
- Consider designing your WebQuest using a THINK model at the Processing Stage.
- Use the Web 2 environment to design collaborative workspaces for students based on the THINK models.
- Experiment and tweak the models to fit your need -transform your old units!
- Design your own THINK Models

Bottom Line... Use the Think Models to demonstrate that Collaboration in the Library Is the Best Teaching and Learning in the School!

What are:bird:units?

- all about projects
- fill-in-the-blanks worksheets
- regurgitate answers to teacher questions
- textbook research.
- term report
- cut, paste and plagiarize:
- assess product only
- value only bells and whistles

What is understanding?
"You understand it only if you can teach it, use it, prove it, explain it, defend it, or read between the lines."
Understanding by Design Wiggins and McTighe

*The Big Think *
activity elevates library projects.
The product isn't the end, it is
the beginning!