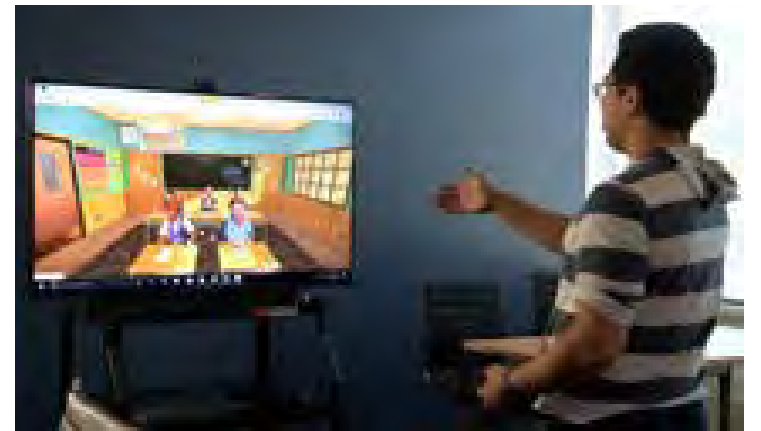# The Woodrow Wilson Academy of Teaching and Learning

A New Era in Teacher Preparation

THE WW ACADEMY OF TEACHING AND LEARNING

- New teacher preparation for new kinds of learning

- Focus on STEM teaching

- Mastery-based program, self-paced

- Master's degree program/ initial teacher licensure
  - Secondary level (middle and high school)
  - Fields: biology, chemistry, math

- Open-source showroom/resource center

THE WW ACADEMY OF TEACHING AND LEARNING

Initiative of the Woodrow Wilson National Fellowship Foundation

Longtime innovator—decades of working with educators

Collaboration with MIT

Informed by learning design and research

Partnerships with five local school districts

Innovation officers, veteran teachers shaping curriculum and clinical components

WW ACADEMY PROGRESS, 2015–17

- Challenge-based curriculum conceived and begun
- Competencies designed
- WW Academy advisory board formed
- Initial approval rec'd to recommend candidates for licensure
- Formal approval rec'd to grant the M.Ed.

THE WW ACADEMY OF TEACHING AND LEARNING

DESIGN YEAR (2017–18)

- Cohort of 10 aspiring teachers helping to build the challenge-based curriculum

- Process guided by design thinking

- School-based and out-of-school placements refining concepts

- Pre-practicum hours and competencies count toward program completion

NEXT YEAR AND THE FUTURE

2018–19 Launch Year

- 25 graduate students for first class

2019 and Beyond

- Growth to enrollment of about 150 by 2022
- Curriculum to be made available on an open source basis to other institutions

ANSWERS AND QUESTIONS

What we're learning

- Centrality of design to teacher preparation
- Importance of the clinical
- Path through each challenge isn't linear

What we're asking

- Scaffolding of challenges
- Demonstration of competencies in multiple challenges
- Preserving the creativity of the Design Year

THE EXERCISE

- Break into groups of 4–5.
- Read the scenario in the next slide.
- In your group, designate a note-taker.
- Discuss <u>what knowledge and skills</u> new teachers would need to respond well to the scenario.

- Choose *one* of the skills. As a group, *discuss how a teacher candidate would demonstrate novice-level mastery of that skill.*

You're a computer science teacher at Washington Middle School, and your students are developing their own video games using Scratch.* Last week, while checking in on their progress, you discovered that one of your students, Paul, had created a game where the main character is a pimp—a choice that clearly breaks with the norms you developed with the class at the beginning of the year.

You've had several conversations with Paul, but they haven't changed his mind, and he hasn't changed the main character of his game. Maybe it's time to bring in his parents for a conference?

*Scratch is a platform that uses simple drag-and-drop technology to enable non-experts to build their own interactive stories, games, and animations.

Targeted Competencies

Building a Community of Respect

Becoming a Design Thinker

Leveraging Instructional Technology

Managing Challenging Situations

Engaging with Families

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