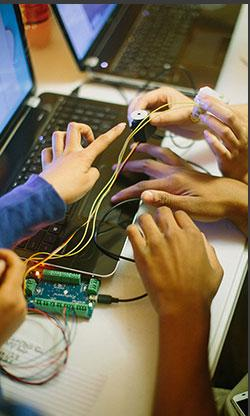


# remake learning



Presented By:  
<<Insert Your Name>>  
<<Insert Presentation Date>>

The world is changing.  
Education needs to change with it.  
<<Insert Your Community>>  
can lead the way.



# THE WORLD IS CHANGING. EDUCATION NEEDS TO CHANGE WITH IT.

---

Learning happens everywhere, all the time

---

Modern technology has had a dramatic impact  
on how young people learn and pursue their interests

---

We need a new model for learning  
that fits the realities of the digital age



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# WHAT DOES THIS MEAN FOR SCHOOLS?



---

Learning doesn't stop when the school day ends

---

Students and teachers have new tools and resources,  
as well as new challenges and concerns

---

Schools can lead the way by partnering with the  
broader community to make learning a lifestyle



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# WHAT DOES THIS MEAN FOR <<INSERT YOUR COMMUNITY>>?

---

<<Describe specific challenges and opportunities facing  
your community>>

# WHAT IS BEING DONE?

---

No one institution can overcome these challenges alone

---

Across the country, educators and innovators are developing new & innovative approaches to learning  
Reimagining where and how learning happens



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# ELIZABETH FORWARD SCHOOL DISTRICT

Transforming a school district,  
one classroom at a time

---

Rethinking the use of space  
and the use of budgets

---

Breaking down the walls  
between shop class, art studio,  
and computer lab

---

Reducing drop-outs to zero,  
climbing test scores, skyrocketing  
enrollment in summer enrichment



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# transformED

A digital playground  
for teachers

Creating a safe space for teachers  
to try new instructional techniques,  
test tech tools, and learn from one  
another

Helping teachers develop basic tech  
skills and step outside their comfort  
zones with more advance practices

Making professional development  
a hands-on, practical, and relevant  
experience



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# CHILDREN'S INNOVATION PROJECT

Supporting young learners to notice, wonder, and persist

---

Early learning experiences combine observation and hands-on teach creativity with circuit blocks

---

Technology as a raw material – something that students use to learn, rather than learn to use

---

Collaboration between kindergarten teacher & robotics artist



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# CARNEGIE MELLON UNIVERSITY

Bridging the community  
& higher education

---

Unleashing the resources of a major research  
university for the benefit of local communities

---

CREATE Lab helps educators and students  
make the most of high-tech research and  
development

---

Entertainment Technology Center partners  
with schools, museums, and libraries to  
design immersive learning environments

A child is seen from the back, holding a tablet with a purple protective case. The tablet screen displays a video call interface with four small video windows showing different people. The background is a blurred classroom setting with other children.

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# HOW DOES SO MUCH INNOVATION EMERGE IN ONE CITY?



---

It takes a network of people  
working together across sectors

---

Making learning the whole community's responsibility

---

Creating an environment that nurtures professional  
collaboration and creativity



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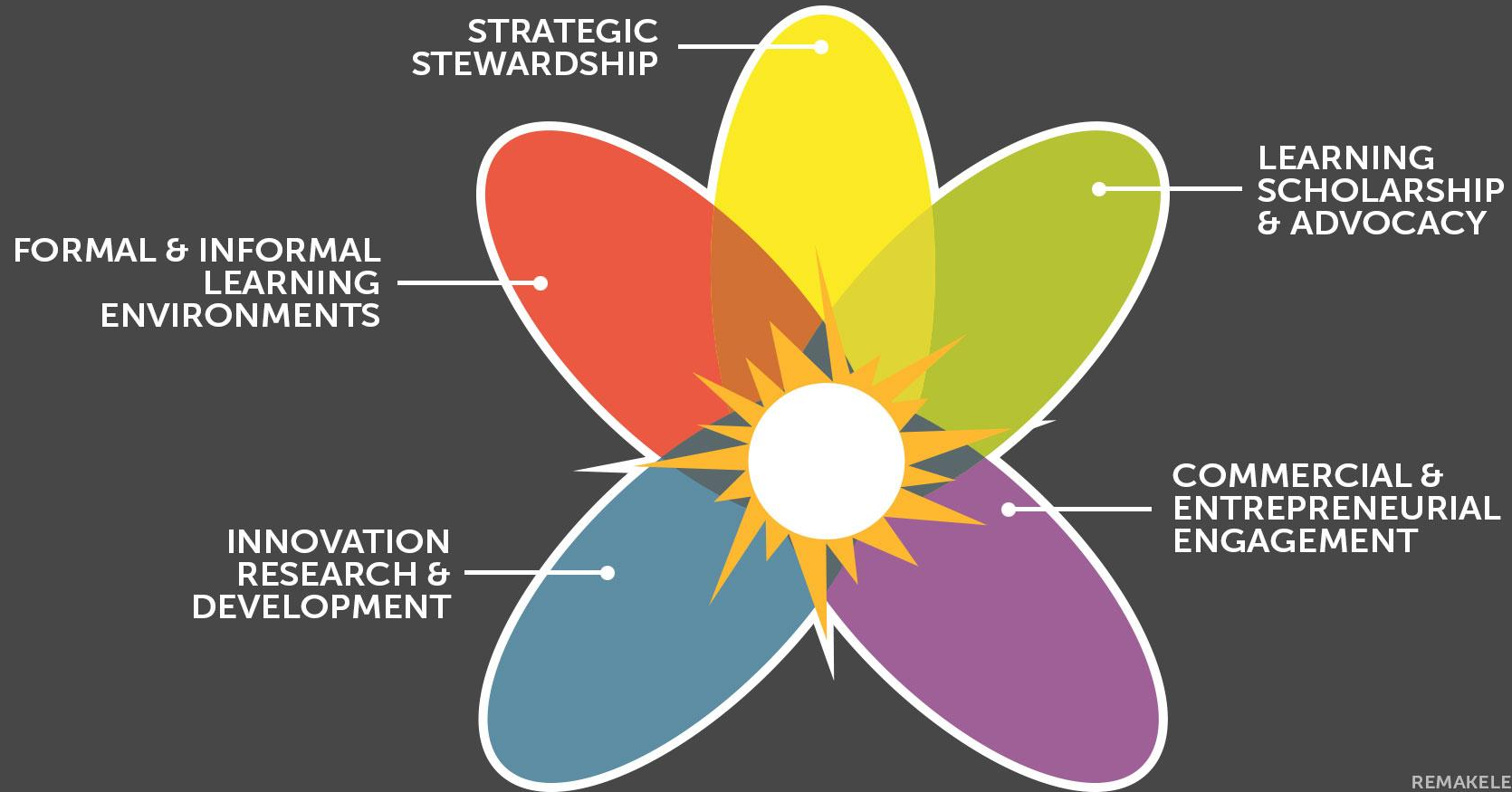
# THE **remake** **learning** NETWORK

Professional support  
network connecting  
educators & innovators  
in Pittsburgh, PA

Founded in 2007  
to build a model for  
21st century learning  
in the entire region

Supporting new and  
innovative learning  
experiences in schools  
and in the community

# THE REMAKE LEARNING NETWORK





# WHAT REMAKE LEARNING MEANS IN PITTSBURGH

---

Teachers & technologists working side-by-side

---

Learning scientists partnering with museums,  
libraries, and afterschool sites to enhance outcomes

---

Ed-tech startups co-design new products  
with students and teachers

---

More children have access to 21st century learning



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# WHAT CAN WE LEARN FROM REMAKE LEARNING?



---

How can our community come together  
to remake learning?

---

How do we organize ourselves?

---

What do we need to get started?



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# THE REMAKE LEARNING PLAYBOOK

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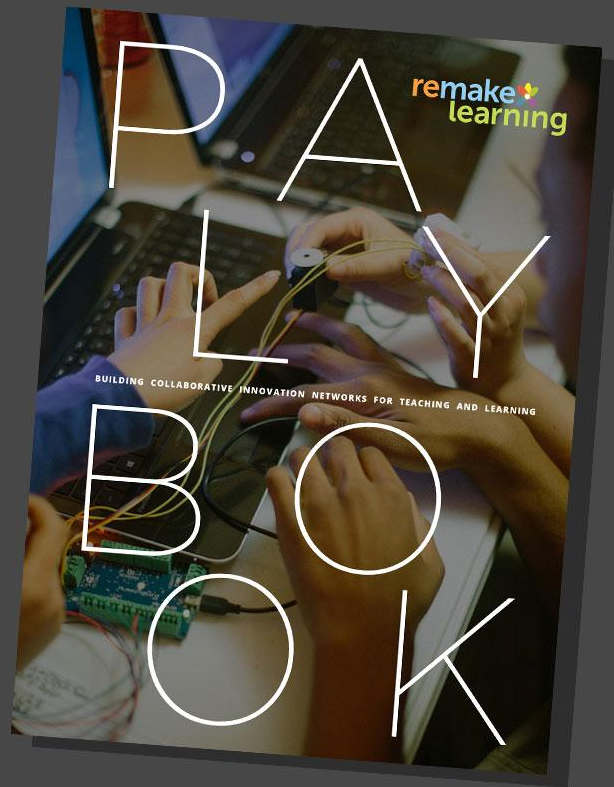
A model for structuring the network

---

Strategies & tactics for  
implementing learning innovation

---

Case studies of the network in action



remake  learning

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# STRATEGIES & STARTER IDEAS

Practical tips, tools, and tactics, including 31 plays to help us:



Convene our own network



Catalyze innovative projects in our community



Communicate with network members



Champion the network's accomplishments



Coordinate network members for idea-sharing and growing our reach



# OUR GAME PLAN: CONVENE

---

We can get started by convening our community

- <<Insert convene output from Gameplan web App>>
- <<Insert convene output from Gameplan web App>>

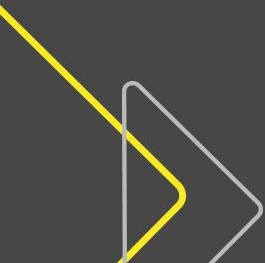
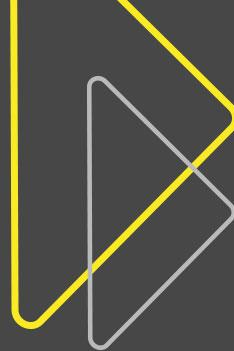


# OUR GAME PLAN: CATALYZE

---

We can get started by catalyzing local innovation

- <<Insert catalyze output from Gameplan web App>>
- <<Insert catalyze output from Gameplan web App>>



# OUR GAME PLAN: COMMUNICATE

---



We can get started by communicating as a network

- <<Insert communicate output from Gameplan web App>>
- <<Insert communicate output from Gameplan web App>>



# OUR GAME PLAN: CHAMPION

---

We can get started by championing learning innovation in our community

- <<Insert champion output from Gameplan web App>>
- <<Insert champion output from Gameplan web App>>



# OUR GAME PLAN: COORDIANTE

---

We can get started by coordinating a network strategy

- <<Insert coordinate output from Gameplan web App>>
- <<Insert coordinate output from Gameplan web App>>

# LET'S REMAKE LEARNING!

---

- <<Insert local call to action>>
- <<Insert local call to action>>
- <<Insert local call to action>>



**Have questions?**

Contact The Sprout Fund:

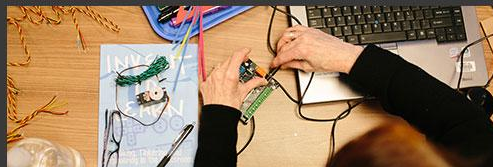
☎ 412.325.0646

✉ [Playbook@SproutFund.org](mailto:Playbook@SproutFund.org)

🐦 @sproutfund

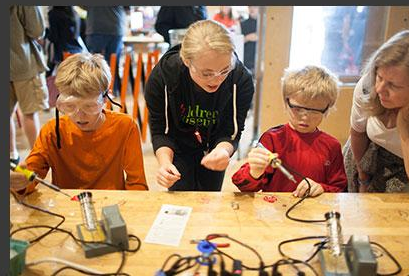
CONNECT WITH

**remake**   
**learning**



To learn more, visit  
**[Playbook.RemakeLearning.org](http://Playbook.RemakeLearning.org)**

Share local progress with  
**@remakelearning** on Twitter.







## CREDITS

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Prepared by The Sprout Fund  
on behalf of the Remake Learning Network.

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