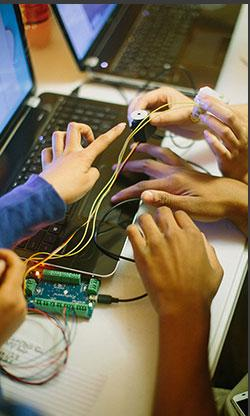


remake learning



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 MUSEUMS, LIBRARIES & OTHER INSTITUTIONS?



Learning doesn't stop when the school day ends

Out-of-school learning can help students
discover their passion, pursue their interests,
and develop their skills

Museums and libraries can lead the way



REMAKELEARNING.ORG

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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MAKESHOP

Exploring digital & DIY
learning at the museum

A hands-on exhibit space
where kids and families work
with real tools and materials

Challenges and nurtures crea-
tivity, integrating the arts and
STEM through exploratory le-
arning

A model for makerspaces both
in the Pittsburgh region and
nationwide



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THE LABS

Making Noise in the Library

Setting aside space for teens to explore their interests, try new things, and learn from each other

Reimagining libraries as a place for creative production

Making the library even more relevant in the digital age



THE DIGITAL CORPS

Building digital skills
with mobile mentors

Training community members to
become roving digital literacy coaches

Free workshops for tweens & teens to
learn to code, program mobile apps,
and build robots

Provides cash-strapped afterschool
programs with modern programming
to meet kids' needs



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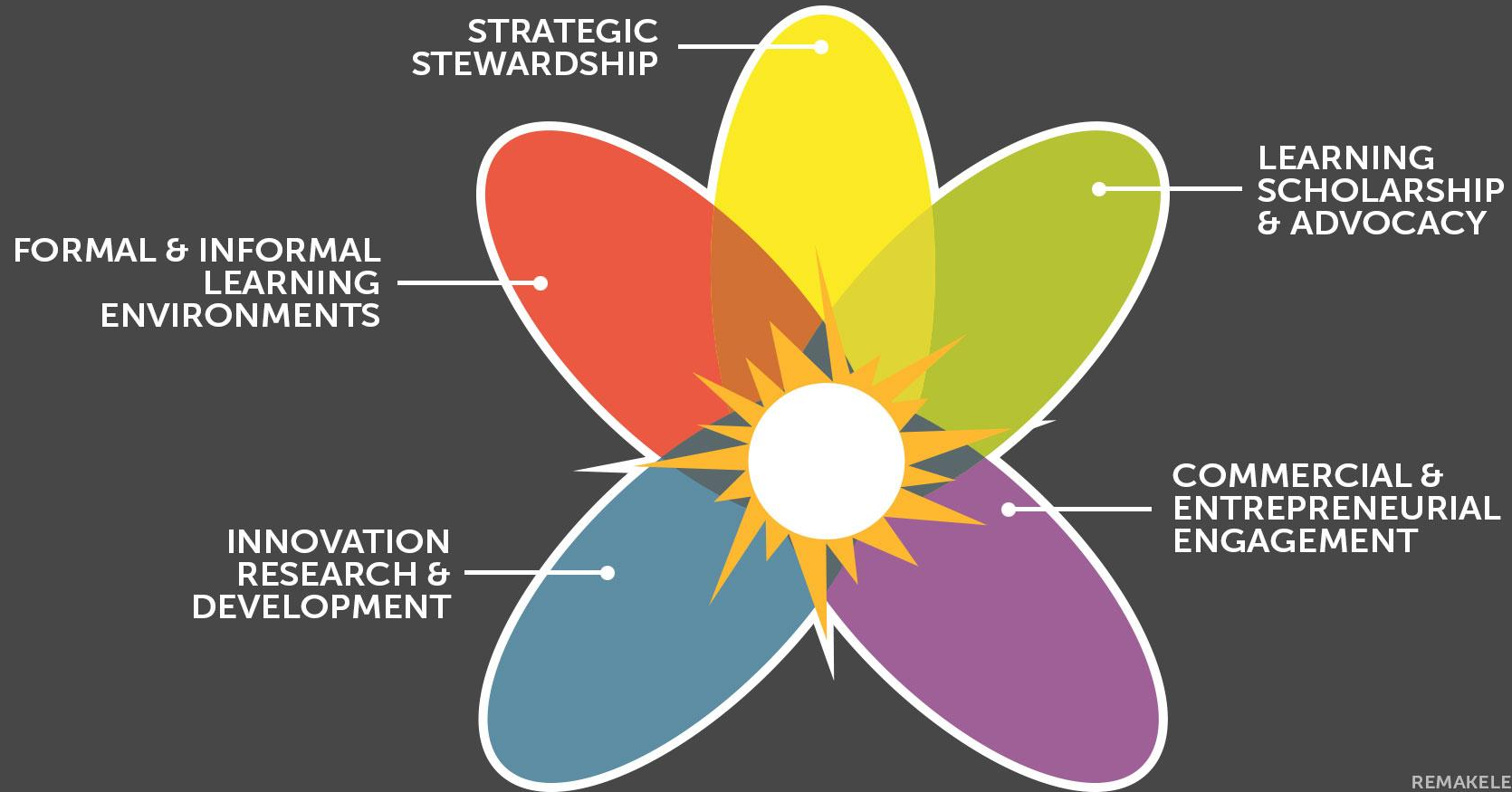
THE **remake** **learning** NETWORK

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?



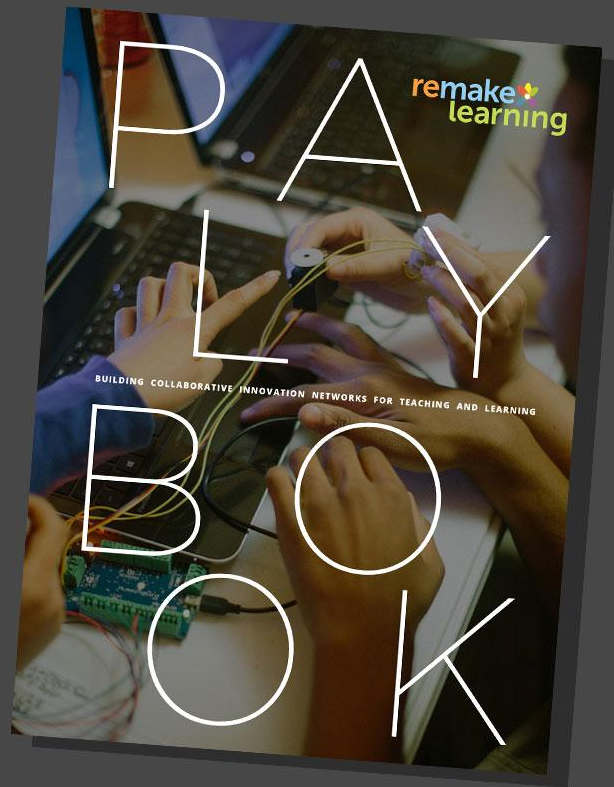
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THE REMAKE LEARNING PLAYBOOK

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

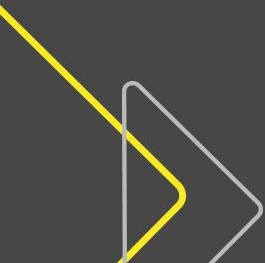
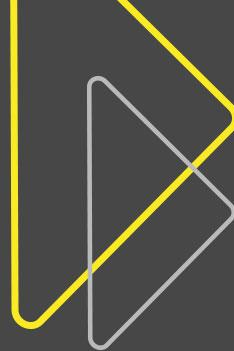
We can get started by convening our community

- <<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:

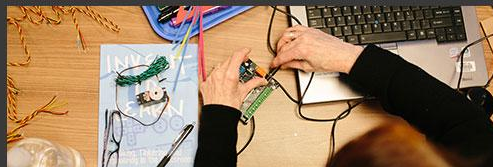
☎ 412.325.0646

✉ Playbook@SproutFund.org

🐦 @sproutfund

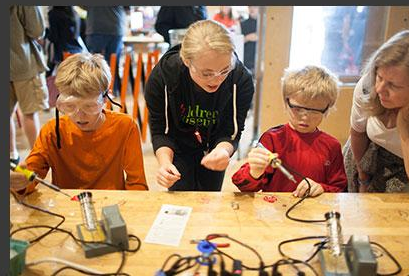
CONNECT WITH

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To learn more, visit
Playbook.RemakeLearning.org

Share local progress with
@remakelearning on Twitter.





CREDITS

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on behalf of the Remake Learning Network.

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