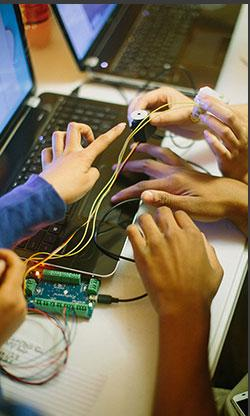


# remake learning



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 HIGHER EDUCATION?

---

Colleges and universities play a leading role  
in the development of new knowledge  
and technologies

---

We can partner with our community's schools  
and youth-serving organizations to spur innovation



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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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# 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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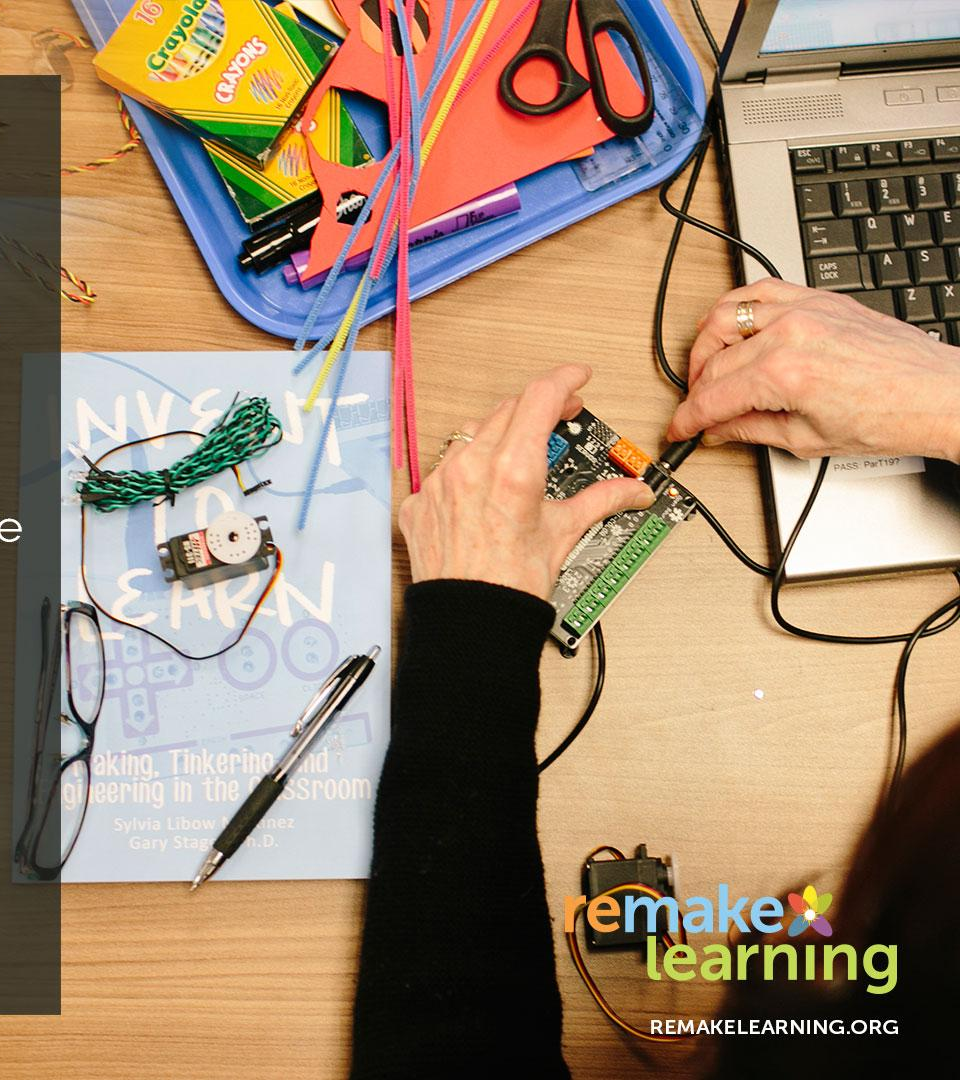
# BIRDBRAIN TECHNOLOGIES

Developing Ed-Tech that learns  
along side students & teachers

Simple yet powerful robotics kits  
makes computer science approachable  
(and affordable)

Co-designed from the beginning  
with teacher and student input

Lesson plans developed and shared  
by online community of educators  
from across the country





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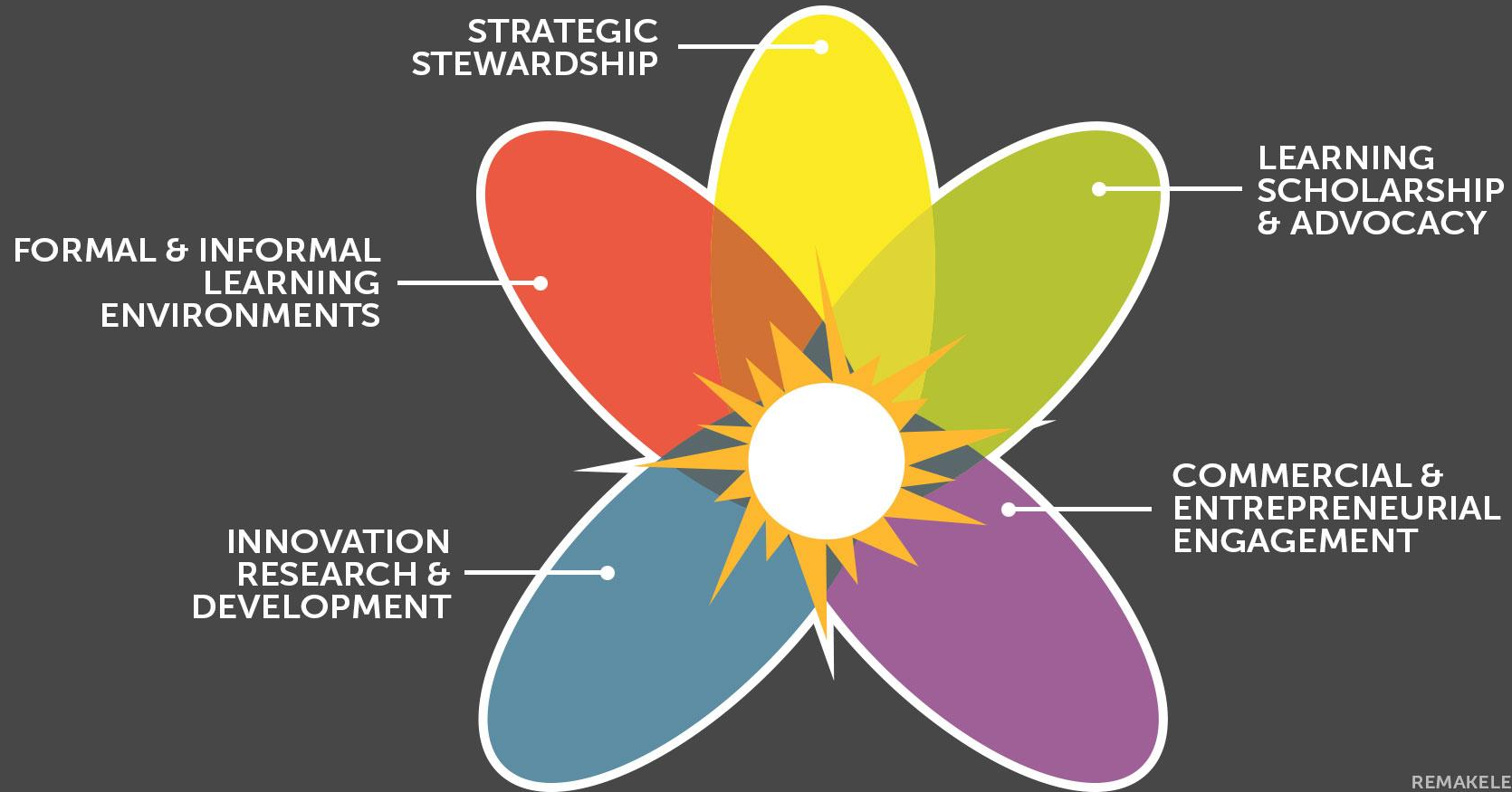
# THE **remake** **learning** NETWORK

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

---

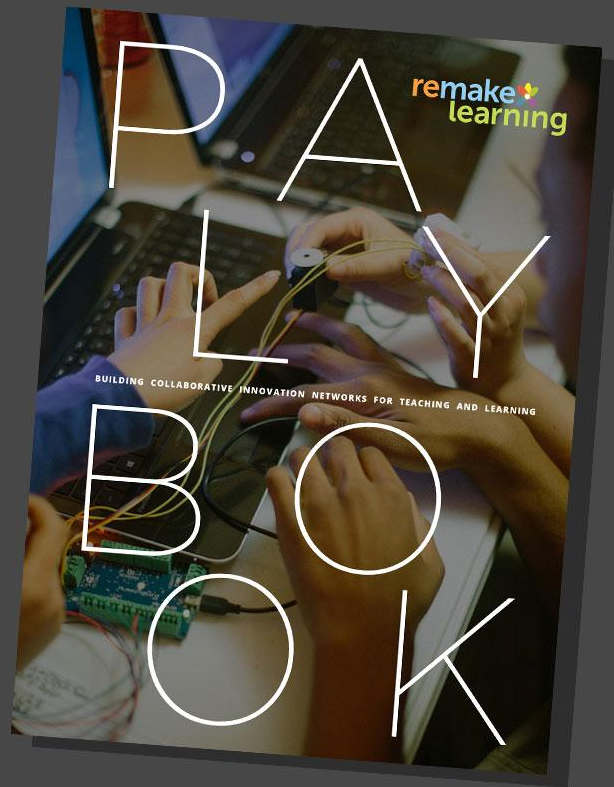
A model for structuring the network

---

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>>

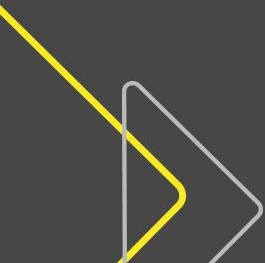
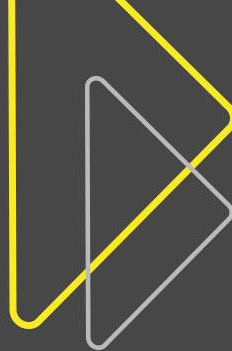


# OUR GAME PLAN: CATALYZE

---

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:

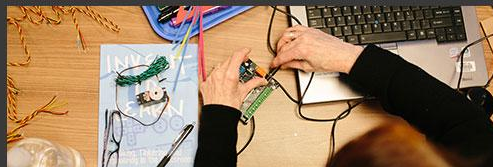
☎ 412.325.0646

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

🐦 @sproutfund

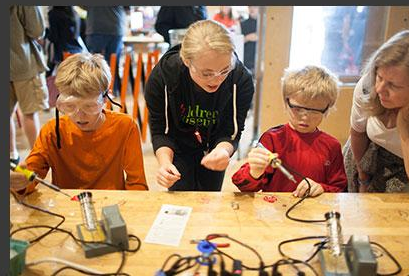
CONNECT WITH

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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