Genius Hour
Taking it to the Next Level
AAGT Conference 2018

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Overview

- Introduce the basics of Genius Hour
- Research behind
- Gifted Learner Applications
- Implementation
- Scheduling
- Presenting
- Grading
- Taking Genius Hour to the next level!
Know your audience:

Take out your phones!

Please type into your web browser:

www.slido.com

Then enter event code: #J230
Wordle Time!!!!!

When you hear the words "Genius Hour",
what comes to mind?

https://www.polleverywhere.com/my/polls

Text: JAIMEHANSEN551 to 22333
What is Genius Hour?

What is Genius Hour?

Originally created by Google (20% time)
The purpose of learning is student-centered, sourced, and dependent.

Genius Hour provides students freedom to design their own learning during a set period of time during school. It allows students to explore their own curiosity through a self-manifested sense of purpose and study while within the support system of the classroom.

80/20 provides a usable pattern—and structure—for learning in the classroom.

Students connect with teachers to plan, peers to produce, and experts and community members to establish a sense of purpose for their work.

Without teachers “packaging” content that frames and scaffold content, students are left to design their own learning experiences.

Whether students “make,” publish, design, act, or do, “creating” is a core principle to Genius Hour.

Through surveying possibility, navigation of unfiltered content, gathering information, and narrowed research, students make sense of ideas important to them.
What does the research say? Why Genius Hour?

- Promotes student engagement by allowing students to research what they are passionate about (inquiry based minds)
- Gives students a sense of freedom that is limited in today’s educational world
- Inspires creativity and a love for learning in all areas
- GRIT- teaches students that it's okay to fail and to learn from their failures
- Promotes inquiry based learning
How does Genius Hour fit the Gifted Learner?

- High engagement when exploring a passion
- Creates Self Directed Learners
- Promotes creativity and inspires students to research on own
- Increases technology skills
- Enhances communication skills (partners)
- Share finished work on a larger scale (increases rigor)
- Self-Reflection and Personal Growth
Poll Audience;

4 Corners; One large sticky note pad per corner; participants can go around adding to the chart ideas they have for:

**Introducing Genius Hour:** Set parameters and limits; Generating topics

**Scheduling:** What works best for your day/week/quarter? Timeline

**Implementation:** Teacher approval; student research/production/presentation

**Assessment:** Rubrics/Reflection (In process/End)
Introducing Genius Hour to your students
Introducing Genius Hour to Students

Three Main Rules:

1. Must start with a driving question
2. Must include research
3. Project must be shared (with the class or the entire world)

(Kesler & Juliani, 2018)
How to begin:

Brainstorm

Shark Tank Pitch (Kesler & Juliani, 2018)

Kid President:

How to Change the World!

Flip grid; Interactive Digital Forum for students to ‘pitch’ their ideas and give peer feedback.
Photos of Bulletin Boards and Curiosity Journal
Scheduling
Sample Schedules

Daily; Weekly; Monthly; Quarterly

Gifted 4th and 5th grade, 4th grade Gen Ed. - 3 times per week/40 minutes each

Gifted Cluster Class 6th grade - 1 time per week/2 hour block

5th grade Gen. Ed. - 2 times per quarter (Unit of Study)

Higher Learning - 3 weeks out of 8 week class (Related to course objective)
Student Researching Strategies

➔ Help students outline a list of questions that correlate with main question or content.
➔ Meet with students frequently to ensure that everything relates to driving question
➔ Graphic Organizers to help guide research
➔ Mini lessons- teachers model strategies they want students to utilize
Presentation
Presentation Options Pro’s and Con’s

**Products and Rubrics;** Remember this is a process and not simply an end product

**Grit**

**Reflection; Padlet**

Example: [https://padlet.com/jaime_hansen/34n8v1wepr48](https://padlet.com/jaime_hansen/34n8v1wepr48)

Password: **Geniusshourrocks**
Samples

Website about “Best Vacation Sites” (4th grader)

https://imllhappy.weebly.com/

Website about “History of YouTube” (4th grader)

https://sites.google.com/s/0B5przQ-7JZohSTdKcTZKN2N0a0E/p/1pvmxChEFnR4xWTIGtGFQzFK64mIdTCnU/edi

http://waginplay.myfreesites.net/t
Grading and Reflection
Grading Ideas/ Reflection

*Remember; this is a process*....

- **Contract**
- **Check-in’s along the way; progress monitoring**
- **Presentation of final product**
- **Self-Reflection**
Teachers! Time to Collaborate!

Using your organizer, discuss/list ways to:

- Introduction/Questioning
- Scheduling
- Researching
- Presenting/Grading
Taking Genius Hour to the Next Level!
20 Time; Based on Real World Problems

- Real World Application
- Global Awareness
- Increases Problem Solving Skills
- Allows for Self Reflection and Improvement
Example of a child’s presentation:

Ashley
Summary/Takeaways

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Name something that you were able to take away from this presentation...

When poll is active, respond at PollEv.com/jaimehansen551 Text JAIMEHANSEN551 to 22333 once to join
References:


References (cont’d):


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