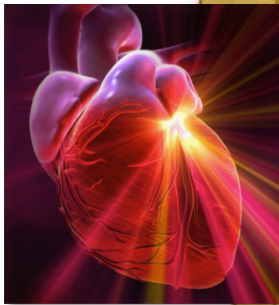


STRATEGIES for ENGAGED LEARNING



Using Movement, Rhythm, and Play in the Classroom

Presented by
Tim Burns
EDUCARE

www.TimBurnsEducare.com

Tim@TimBurnsEducare.com

Movement: Active and Stimulating

Exercise: Movements you already know how to do

Benefits:

- Brings oxygen rich blood to the brain
- Elevates serotonin for balanced moods
- Improves mental clarity
- Reduces stress
- Improves cardio-vascular health
- Stimulates neurogenesis

BENEFITS OF CARDIO-EXERCISE

Formula: _____ Beats Per Minute (BPM) – Theoretical Maximum

- _____ minus your age

= _____ maximum BPM

Your target range: _____ x .65 & _____ x .85 = 65-85%

Frequency: _____ to _____ times a week.

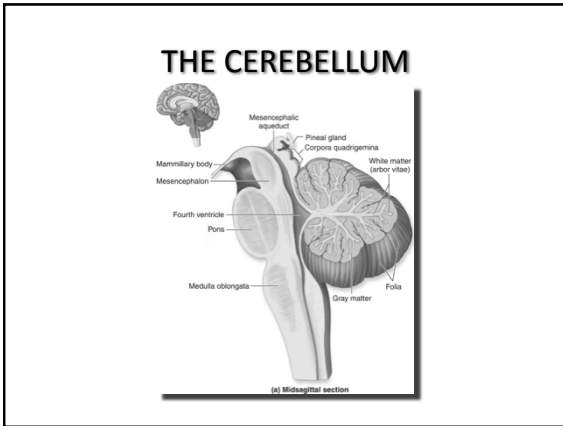
Duration _____ to _____ minutes

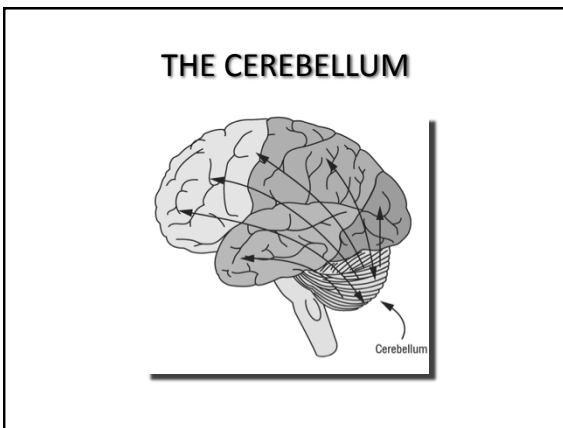
Movement: Active and Stimulating

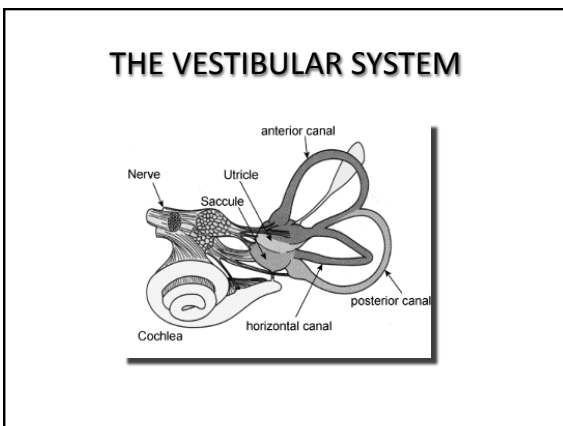
Stimulating: Movements that are new to you

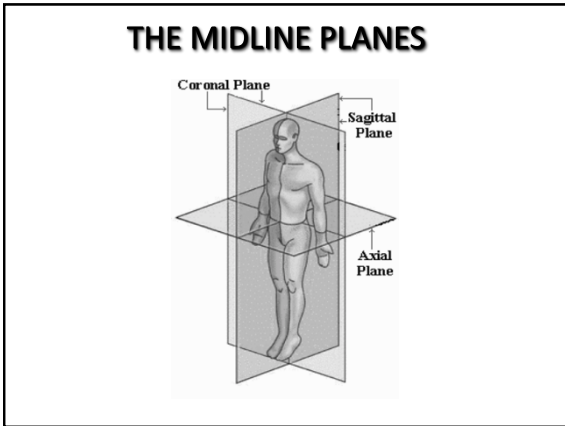
Benefits:

- Provides neural growth
- Builds neural capacity
- New movements are accompanied by novelty, challenge, and feedback
- Builds foundation for higher learning









Three Dimensions of Movement

COMMUNICATION DIMENSION

CONCENTRATION DIMENSION

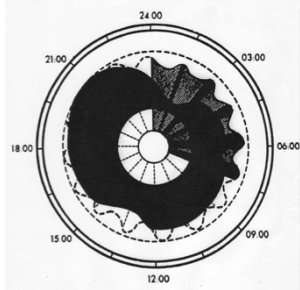
CENTERING DIMENSION

P.A.C.E. the Brain

P _____ *A* _____ *C* _____ *E* _____

1. _____
2. *Brain* _____
3. *Cross-* _____
4. _____

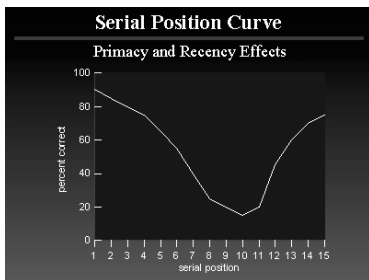
Chronobiology and Pulsed Learning

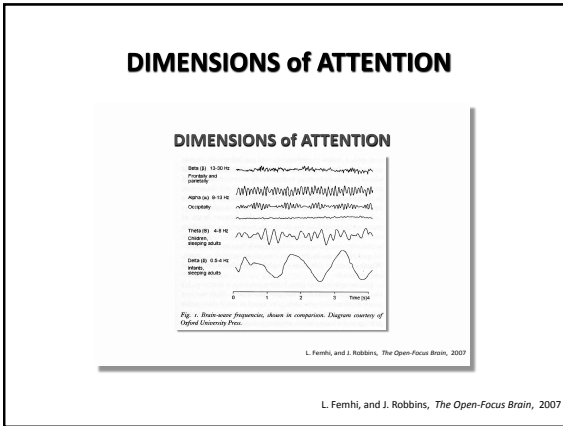


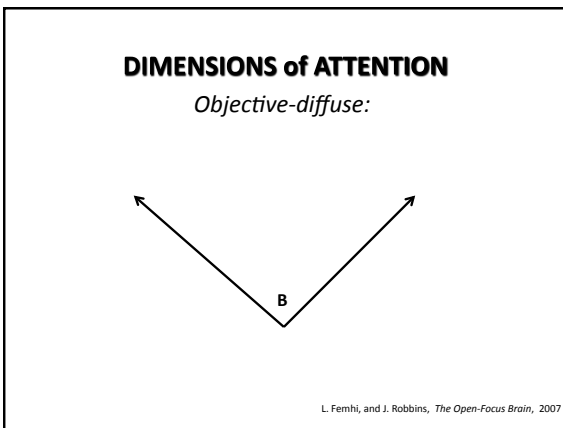
Please make a list, as follows:

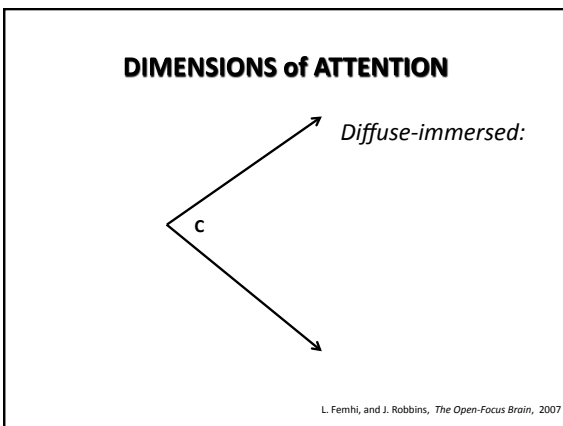
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
- _____

Primary-Recency Effects







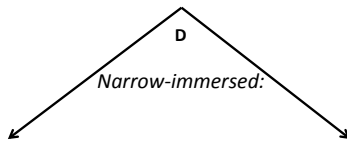


Findings on Daydreaming

- About _____ of our time is spent daydreaming.
- The brain activates several areas associated with _____.
- Recent brain scans reveal that the brain may be most _____ when wandering.
- During daydreaming the brain makes new _____ and _____.

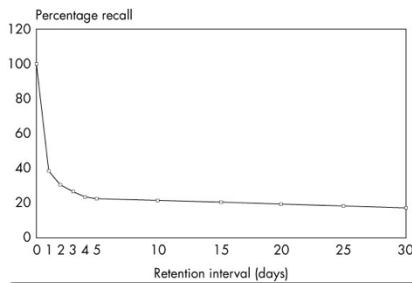
Brain in the News, Vol.16, No.7, July 2009.
"A Wandering Mind Heads Straight Toward Insight."
Reprinted from The Wall Street Journal, June 19, 2009

DIMENSIONS of ATTENTION

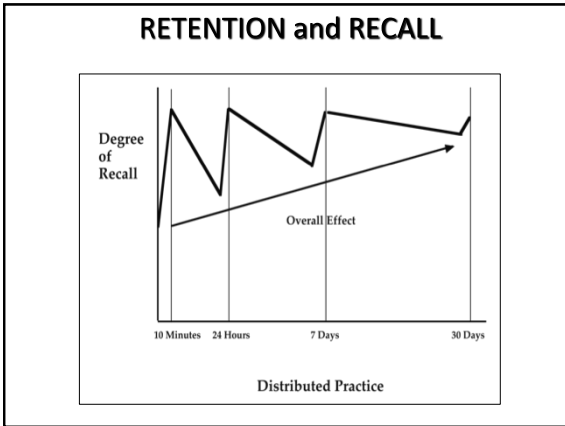


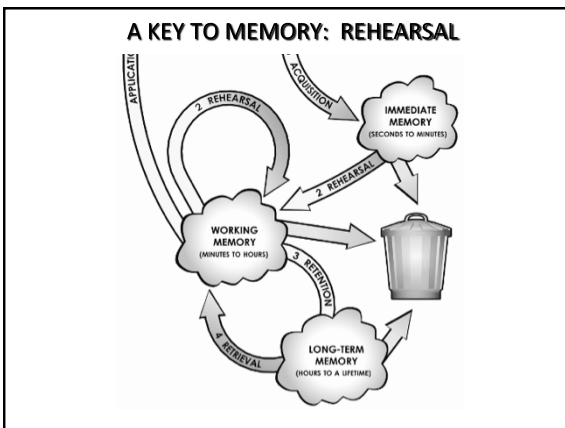
L. Fehm, and J. Robbins, *The Open-Focus Brain*, 2007

RETENTION and RECALL



Hermann Ebbinghaus,
Memory: A Contribution to Experimental Psychology, 1885





ENGAGEMENT STRATEGIES

R - R - S

What?

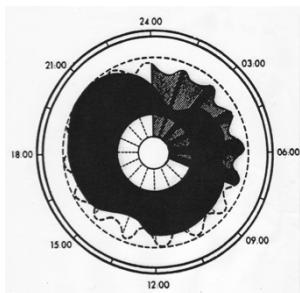
Why?

How?

CHRONOBIOLOGY



BIORHYTHMIC VARIATIONS in the Circadian Cycle



Source: R. Broughton, "Biorhythmic Variations in Consciousness and Psychological Functions," *Canadian Psychological Review*, 1975; 16: 217-239.

ULTRADIAN RHYTHMS

MIND-BODY ACTIVITIES MODULATED BY ULTRADIAN RHYTHMS

MIND

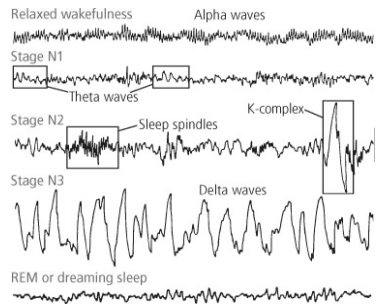
right-left brain dominance
attention
concentration
learning
memory
sensations
perceptions
emotions
dreaming
fantasy
imagination
creativity
transpersonal sense

BODY

left-right nasal dominance
autonomic nervous system
gene-cell metabolism
endocrine system
immune system
breast-feeding
hunger and sex
digestion
work and sports
stress response
psychosomatic responses
cellular metabolism
drug sensitivity

Source: E. Rossi, *The 20 Minute Break: Using the New Science of Ultradian Rhythms*.

STAGES of SLEEP and LEARNING



STAGES of SLEEP and LEARNING

STAGE ONE SLEEP	STAGE TWO SLEEP
-----------------	-----------------

STAGES of SLEEP and LEARNING

STAGE THREE/FOUR SLEEP	R.E.M. SLEEP
------------------------	--------------

SLEEP and LEARNING

MEMORY ENCODING

'A' students:

Average _____ more minutes of sleep
than do 'B' students,
who average _____ more minutes of sleep
than do 'C' students

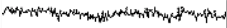


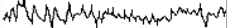

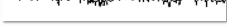
Kyla Wahlstrom
Center for Applied Research and Educational Improvement (CAREI)

SLEEP REQUIREMENTS

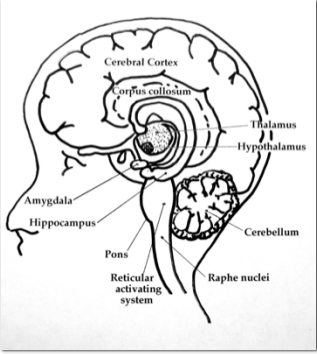
Grade Level	What They Need (Hours)	What They Get (Hours)
Grade 5	10	9
Grade 6	9.5	8.5
Grade 7	9	8
Grade 8	8.5	7.5
Freshmen	8	7
Sophs	7.5	6.8
Juniors	7	6.6
Seniors	6.5	6.5

Source: Dr. Fred Danner, Univ. of Kentucky

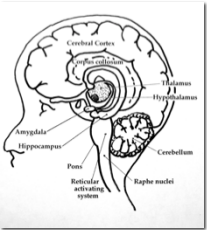
BRAIN-MIND STATES:

	<p>Gamma - 25-100 Hz (40hz typical). Binds conscious perception</p>
	<p>Beta - 13-30 Hz. Active, alert, concentration</p>
	<p>Alpha - 9-13 Hz. Relaxed focus, light trance, enhanced serotonin production</p>
	<p>Theta - 4-8 Hz. Trance-like stat; enhanced catecholamine aids retention of learning</p>
	<p>Delta - 1-3 Hz. Dreamless sleep; HGH produced</p>
	<p>REM - Rapid Eye Movement; dreaming</p>

HUMAN BRAIN

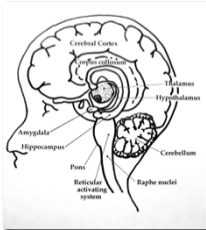


BRAIN MATURATION



- Bottom to _____
- Inside to _____
- Side to _____
- Back to _____

STAGES: *PIAGET*



Birth – 18 months

18 months – 6/7 years

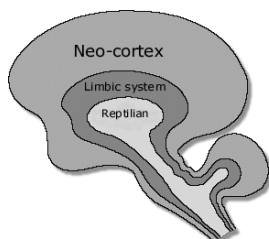
6/7 years – 11/12 years

Puberty - Adult

Mature Frontal Lobe Functions

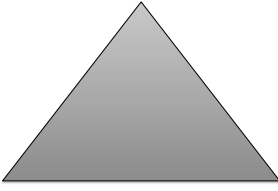
- Envision the future
- Dream big dreams
- Set goals
- Make plans
- Detect problems
- Solve problems
- Manage emotions
- Control impulses
- Consider consequences
- Learn from mistakes

THE TRIUNE BRAIN



McLean, Paul, *The Triune Brain in Evolution: Role in Paleocerebral Functions*. New York: Plenum Press. 1990.

THE TRIUNE BRAIN
Three Non-Negotiable Requirements



For Healthy Brain Development

PLAY!

OPEN-ENDED PLAY

↓

PLAY STATIONS

↓

Benefits of Play

- Greater self-regulation
- Problem solving abilities
- Emotional mastery and behavioral control
- Impulse regulation
- Reduction in drop-out rate, violence and crime
- Higher IQ scores

Adele Diamond
Developmental cognitive neuroscientist
University of British Columbia
Interviewed on NPR, March 4, 2008

Elements of Play

- Pleasure and enjoyment
- Goals not imposed from the outside.
- Motivation is spontaneous, voluntary, and intrinsic.
- Active engagement on the part of the player.
- Attention to the means over the end product of the action or activity.

"Children's Play," Paul McArdle
Child: Care, Health and Development, Vol 27, No 6, 2001

Stages of Play

SOCIAL STAGES	COGNITIVE STAGES
I. Solitary	I. Object play (also called practice, exploratory, manipulative play)
II. Parallel	II. Functional (use of an object for its intended use)
III. Associative	III. Pretend/symbolic
IV. Cooperative (also called peer play, socio-dramatic play)	IV. Games with rules.

"Harnessing the Power of Play," Sonia Mastrangelo.
Teaching Exceptional Children, Vol. 42, no 1, 2009

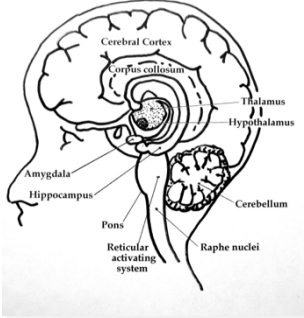
THE THREE LIFE STANCES

1. _____
2. _____
3. _____

Autonomic Nervous System

<u><i>Sympathetic Nervous System (SNS)</i></u>	<u><i>Parasympathetic Nervous System (PNS)</i></u>
<i>INCREASES</i>	<i>INCREASES</i>
<i>Blood pressure</i>	<i>Digestion</i>
<i>Fuel availability</i>	<i>Fuel storage</i>
<i>Activity level</i>	<i>Rest and recovery</i>
<i>Blood clotting</i>	<i>Resistance to infection</i>
<i>Adrenal hormones</i>	<i>Endorphins</i>

THE THREE LIFE STANCES



FLOW

“Flow is the mental state in which one is fully immersed in what one is doing, and is characterized by a feeling of energized focus, full involvement, and success in the process of the activity.”

Flow: The Psychology of Optimal Experience
Mihaly Csikszentmihalyi
Harper and Row, 1990

CHARACTERISTICS OF FLOW

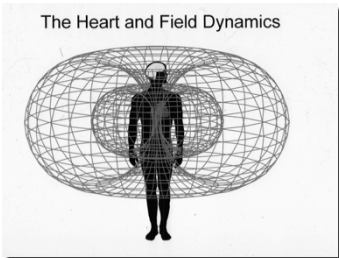
-
-
-
-

M. Csikszentmihalyi, *Flow: The Optimal Experience*. New York: Harper, 1990

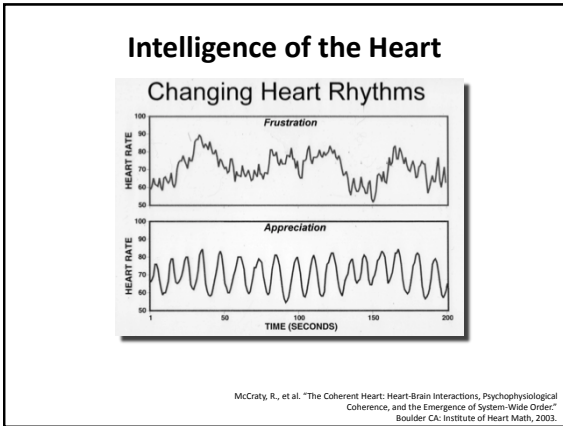
ENABLING FLOW Strengthening the Upper Vagal Pathway

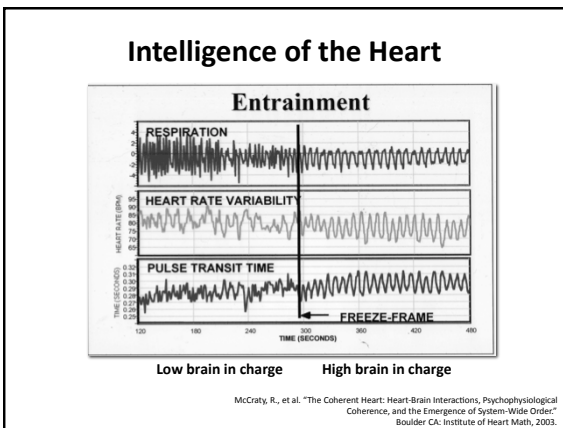
Intelligence of the Heart

The Heart and Field Dynamics



McCraty, R., et al. "The Coherent Heart: Heart-Brain Interactions, Psychophysiological Coherence, and the Emergence of System-Wide Order" Boulder CA: Institute of Heart Math, 2003.





THANK YOU FOR COMING!

For information about my work with institutions and organizations, please visit www.TimBurnsEducare.com

Strategies for Engaged Learning

Suggested Readings

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- Diamond, Marion and Hopson, J. *Magic Trees of the Mind*. New York: Dutton, 1998.
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- Eliot, Lise, *Pink Brain, Blue Brain: How Small Differences Grow into Troublesome Gaps -- and What We Can Do About It*. New York: Houghton Mifflin Harcourt, 2009.
- Fehmi, Les, and Robbins, Jim. *The Open-Focus Brain: Harnessing the Power of Attention to Heal Mind and Body*. Boston: Trumpeter, 2008.
- Gershon, Michael, MD., *The Second Brain: The Scientific Basis of Gut Instinct*. New York: Quill/Harper-Collins, 1998.
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- Hannaford, Carla, *Smart Moves: Why Learning Is Not All In Your Head*. Arlington, VA: Great Ocean Publishers, 1995.
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- Hallowell, Edward, *A Walk in the Rain with the Brain*, NY: Regan Books/Harper-Collins, 2004.
- Healy, Jane M., *Failure to Connect: How Computers Affect Our Children's Minds -- For Better and Worse*, New York: Simon and Schuster, 1998.
- Heiberger, Debra Wilson and Heiniger-White, Margot, *S'cool Moves for Learning*. Weaverville: Integrated Learner Press. 2000.
- Hirsh-Pasek, Kathy and Golinkoff, Roberta. Rodale. *Einstein Never Used Flash Cards: How Our Children REALLY learn -- and Why They Need to Play More and Memorize Less*. 2003.
- Jensen, Eric. *Teaching with the Brain in Mind*. Alexandria, VA: ASCD Publications, 1998.
- Johnson, Marietta: *Organic Education: Teaching Without Failure*. Fairhope, AL: Marietta Johnson Museum of Organic Education, Publ.
- Mednick, Sara. *Take a Nap! Change Your Life*. New York: Workman Press, 2006.
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- Markova, Dawna, and Bryner, Andy: *An Unused Intelligence: Physical Thinking for the 21st Century*. Berkeley, CA: Conari Press, 1996.
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- Medina, John, *Brain Rules: 12 Principles for Surviving and Thriving at Work, Home, and School*. Seattle, WA: Pear Press, 2008.
- Moir, Anne, and Jessel, David. *Brain Sex: The Real Difference Between Men and Women*. New York: Delta (Dell). 1991.
- Pearce, Joseph C., *Evolution's End: Claiming the Potential of Our Intelligence*. San Francisco: Harper-Collins, 1992.

Strategies for Engaged Learning

- Pink, Daniel. *A Whole New Mind: Why Right-Brainers Will Rule the Future*. New York: Penguin Books, 2005
- Ratey, John, M.D., *SPARK: The Revolutionary New Science of Exercise and the Brain*, New York: Little, Brown, 2008.
- Restak, Richard. M.D., *The New Brain: How the Modern Age is Rewiring Your Mind*. Rodale Press, 2003.
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