Learning Issues Research Project

*Change just one thing*

Please bring along a fully charged laptop or digital device and login to the resource page for today's session: <https://ccqi.org.uk/resources/bc-digital-research-project>

## Learning Outcomes

By the end of the session, delegates will be able to:

* **Identify** the **learning issue** they would **most like to resolve**.
* Use the ***Common Learning Issues* resource** to **plan** a ***Research Lesson***.

## Task 1: Learning Issues

If you could wave a magic wand and instantly resolve one of the learning issues you face day in day out, what would you choose? What costs you the most time and effort?

## Task 2: Long list of possible research themes

Tick the menu item (issue) that most closely resembles what you've set down in task 1.

|  |  |
| --- | --- |
| Aspirational outlook |  |
| Barriers to independent learning |  |
| Behaviour issues |  |
| Concentration and engagement  |  |
| Critical reflection |  |
| Differentiation |  |
| Don’t understand |  |
| Homework |  |
| Late assignments |  |
| Learning outcomes |  |
| Lesson openings |  |
| Maths |  |
| Motivation |  |
| Note taking |  |
| Passivity – use of Q&A |  |
| Punctuality |  |
| Project management |  |
| Social relationships |  |
| Spelling |  |
| Study skills |  |
| Transition point management |  |
| Vocabulary (1) personal expression |  |
| Vocabulary (2) terminology |  |

## Task 3: Research Lesson

### Lesson title

*[Choose a lesson in which you could experiment with a strategy you haven't used before.]*

### Issue you'd like resolved

* Passivity

### Learning outcomes

*[These should set out how you want learners to be 'different' by the end of the lesson, not a 'to-do' list of activities.]*

### The strategy from the database with which you'd like to experiment

### What are the implications for your lesson design and the investment you would have to make?

### If the experiment works, what difference would you hope to see in your learners?

## Task 4: Research Lesson

### Lesson title

*[Choose a lesson in which you could experiment with a strategy you haven't used before.]*

### Issue you'd like resolved

*[The issue heading from the database.]*

### Learning outcomes

*[These should set out how you want learners to be 'different' by the end of the lesson, not a 'to-do' list of activities.]*

### The strategy from the database with which you'd like to experiment

### What are the implications for your lesson design and the investment you would have to make?

### If the experiment works, what difference would you hope to see in your learners?

## Review notes

Please feel free to build your review notes as we go through the session. As this is very much a draft version of the final resource, your thoughts could greatly influence the final version.

### Graphical user interface, text, application, email  Description automatically generatedWhat do you think about the format of each section:

* The issue heading
* A description of the issue
* Actions that might cause or contribute to the issue
* Possible solutions: Thoughts on technology & pedagogy

### Do you prefer:

* Menu 1 (headings only)
* Menu 2 (with description)
* Both
* Other – please suggest what terms you would like to search on.

### What do you feel about this overall approach?

### What improvements would you like made to the resource?

### Any further comments?