

# AI a Thought Partner in Education

Sandra Chow



[tinyurl.com/AIthoughtpartner](https://tinyurl.com/AIthoughtpartner)





@watnunu

# Agenda



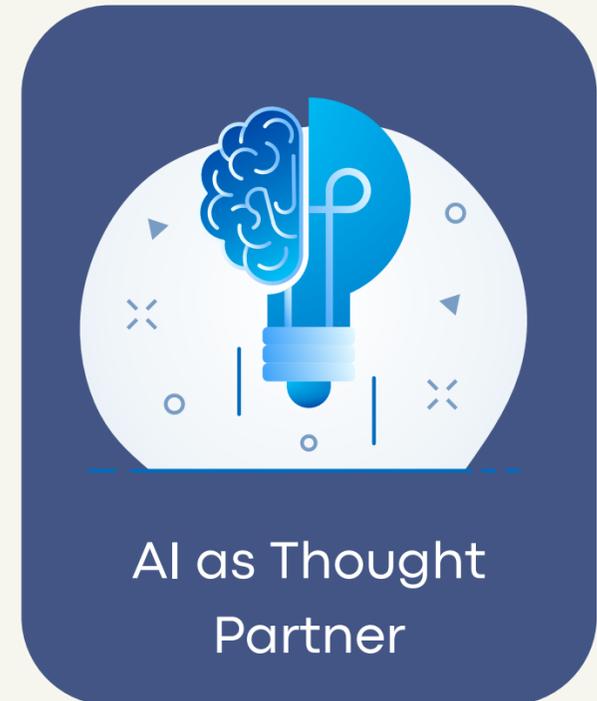
Future of Education



Innovative Teaching  
& Learning

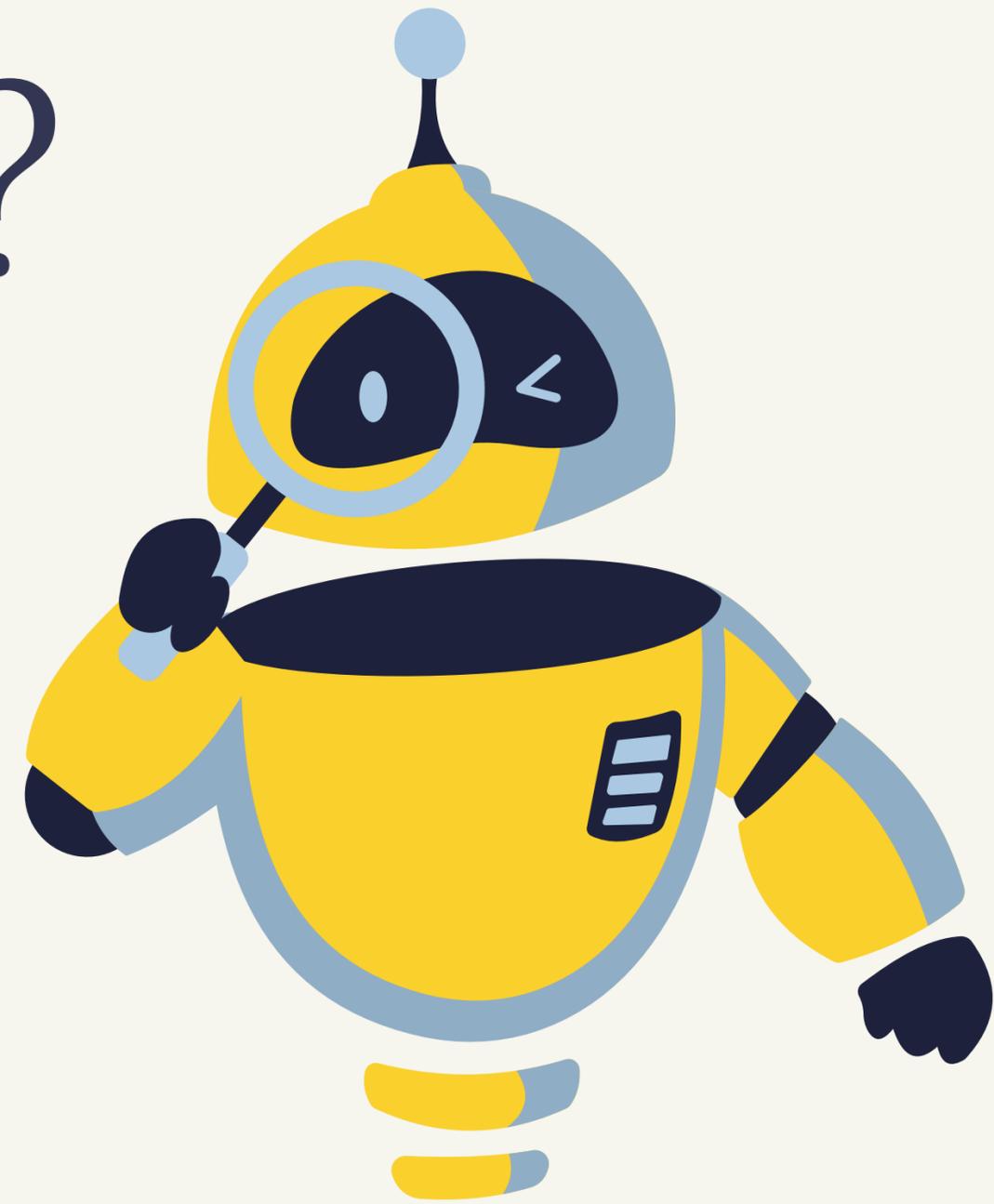


An example



AI as Thought  
Partner

# What is Innovative Teaching & Learning?



What are characteristics?

What are some of the considerations?

What does it look like or sound like?



Join Menti.com - Code 6157 6127

# Future of Education

The **future, by definition, is unpredictable**; but by **being attuned to some of the trends** now sweeping across the world we can learn – and help our children learn – to adapt to, thrive in and even shape whatever the future holds.

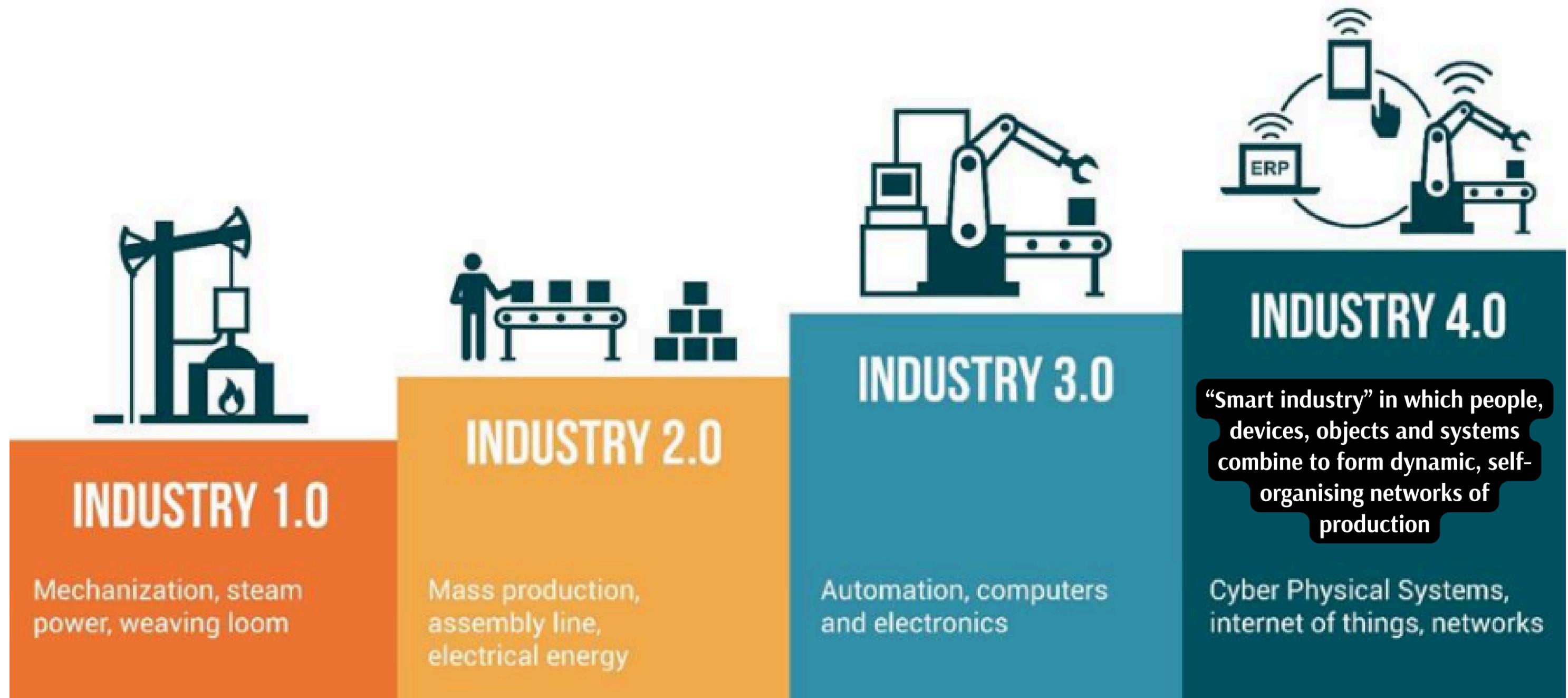
OECD Future of Education and Skills 2030 (2019)

Education is **no longer about teaching students something** alone; it is more important to be teaching them to develop a reliable compass and the navigation tools to find their own way in **a world that is increasingly complex, volatile and uncertain**. Our **imagination, awareness, knowledge, skills and, most important, our common values, intellectual and moral maturity, and sense of responsibility** is what will guide us for the world to become a better place

Andreas Schleicher, Director of OECD Directorate for Education and Skills (2019)



**Figure 1. Industry 1.0 to 4.0**



*Source:* McLellan (2018<sup>[4]</sup>).

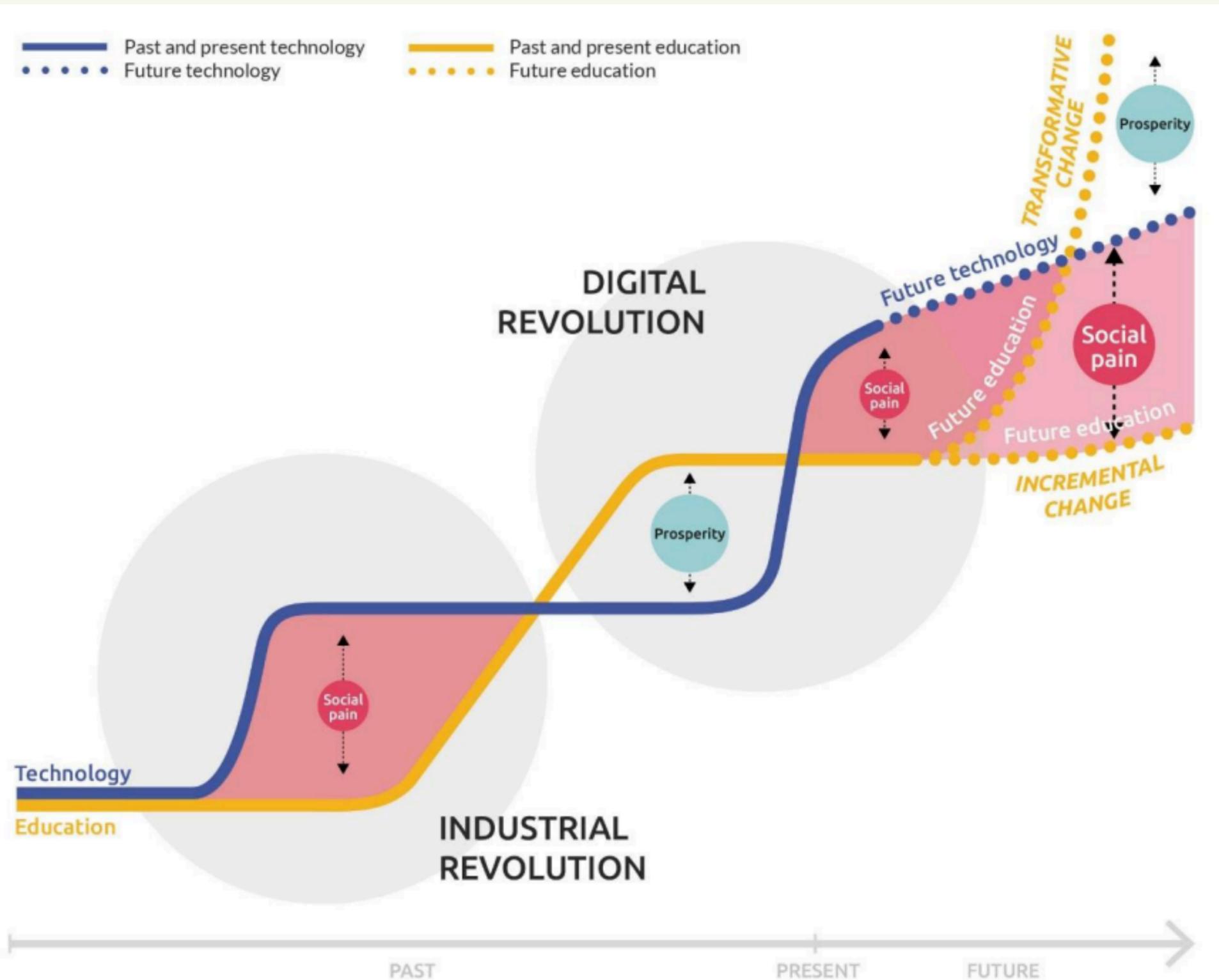


How has education changed in response to social forces? OECD Future of Education an...

Share



Watch on YouTube



Source: Inspired by “The race between technology and education”, Goldin and Katz (2010<sub>[2]</sub>).

**Goal = Shorten period of “social pain” and maximise period of “prosperity”**



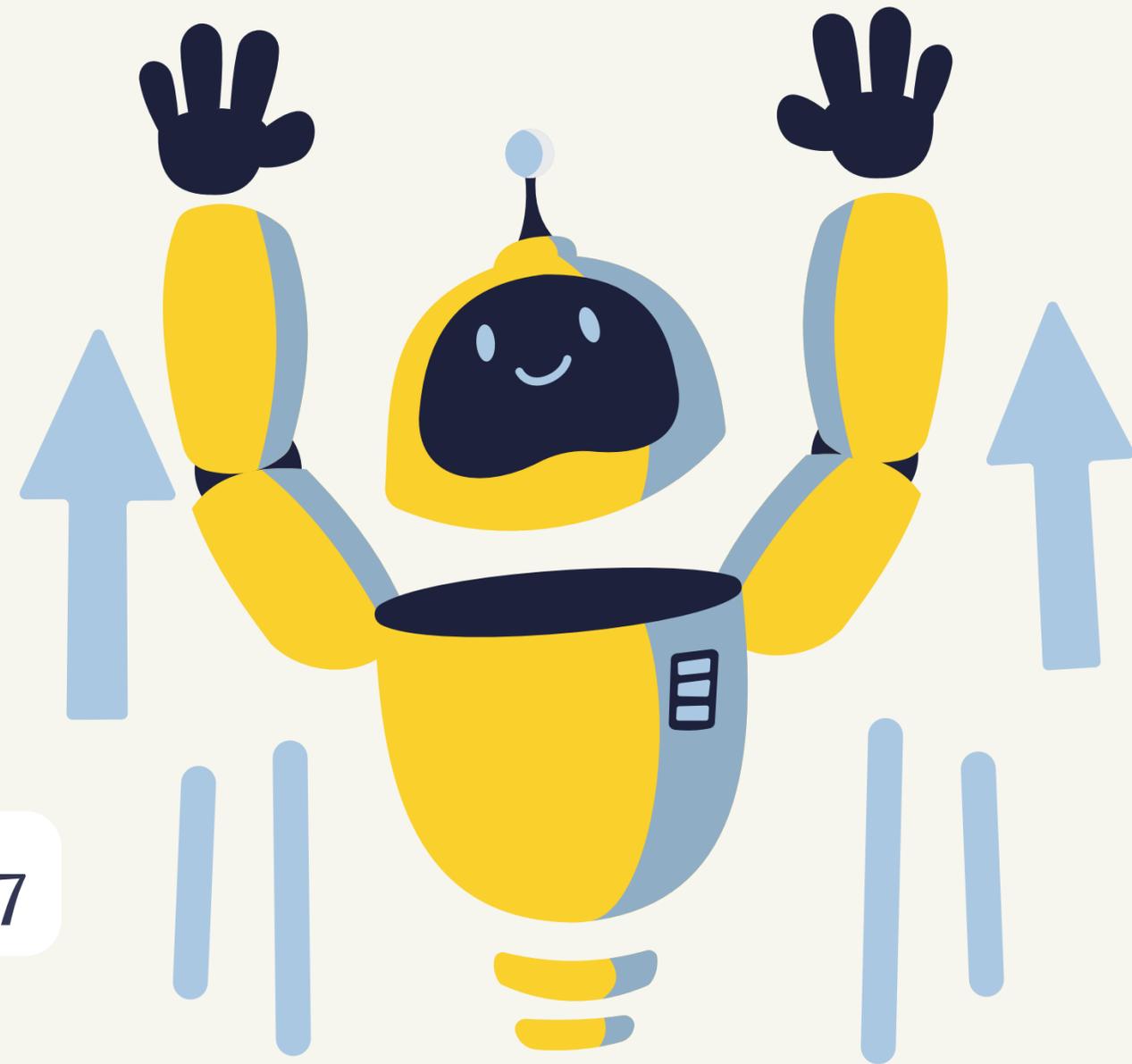
**Pedagogy is the driver, technology is the accelerator. Michael Fullan (2014)**

# How are you using AI in the classroom?

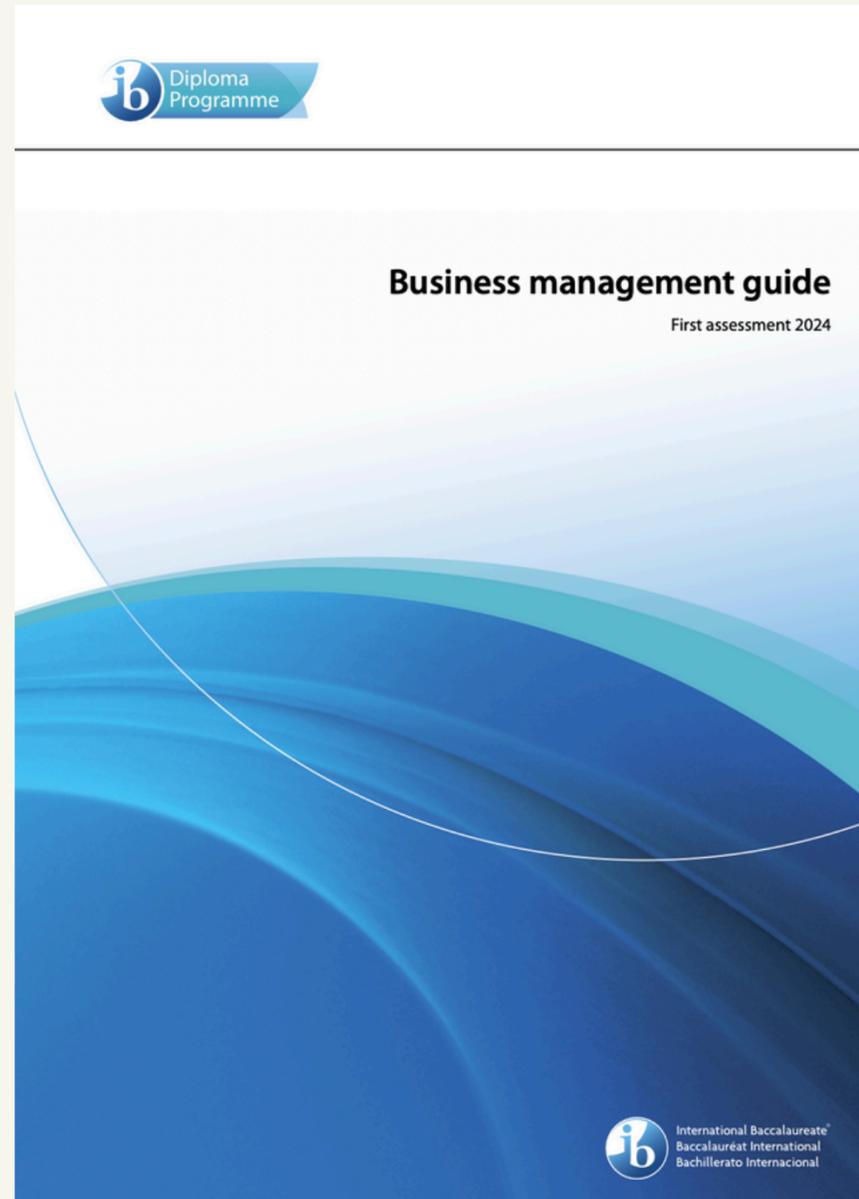
What are your go-to's?  
How does AI support the learning?  
What are some examples?



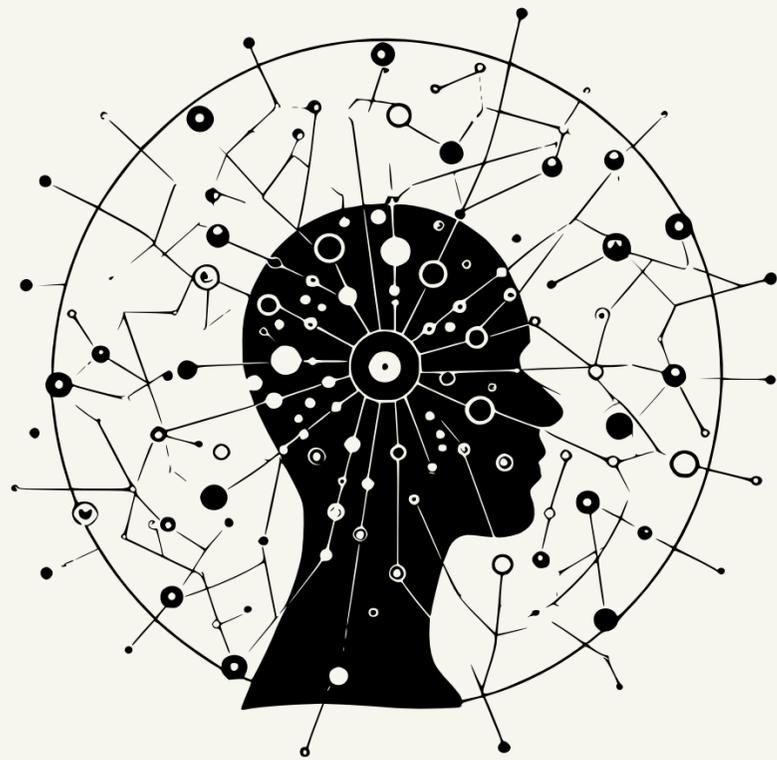
Join Menti.com - Code 6157 6127



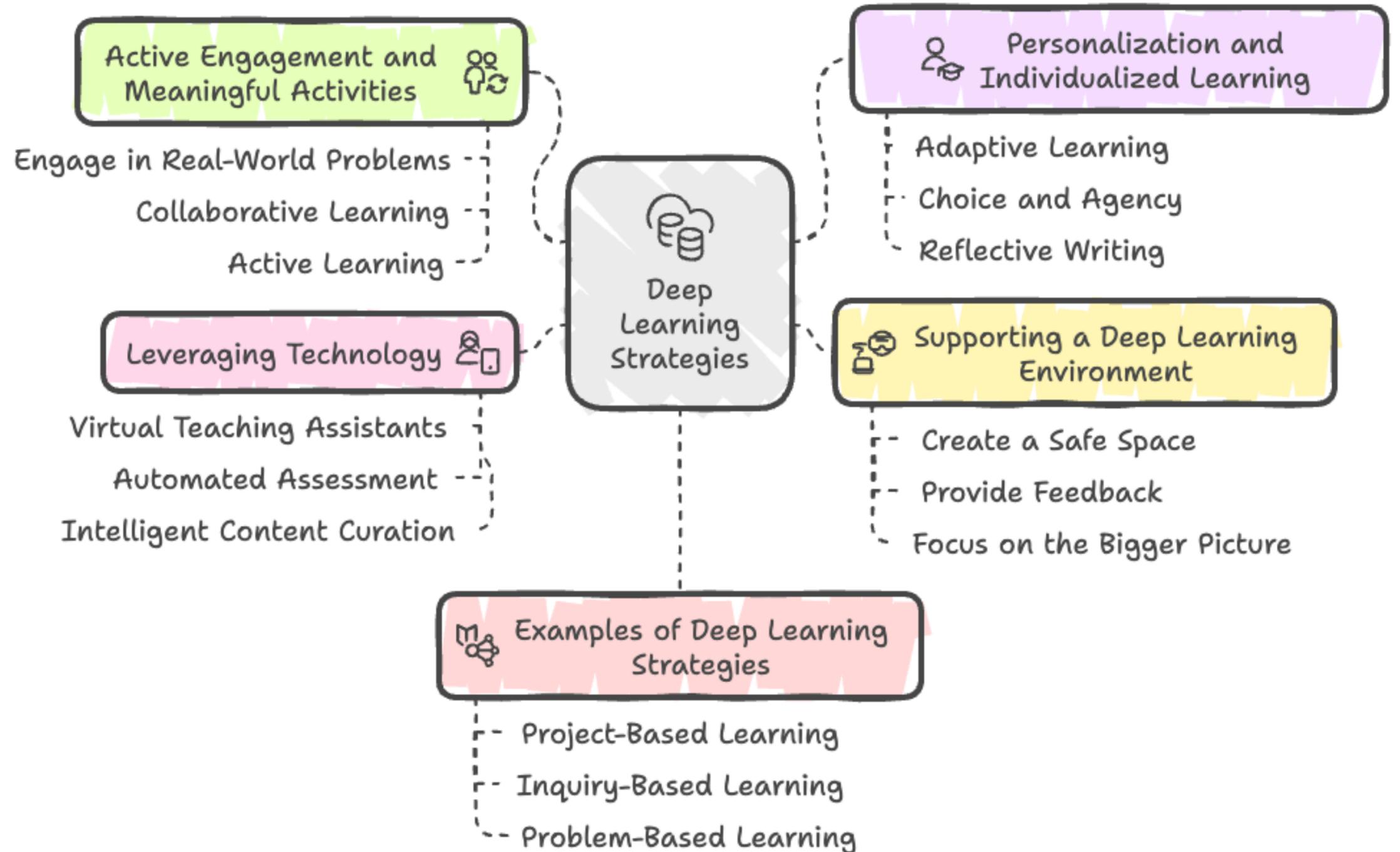
# An Example



# Deepen Learning



## Deep Learning Strategies in Education





# Student Engagement

Students are eager to engage in challenging tasks under the right conditions (Seymour Papert)

Student engagement is characterized by a state of intense concentration in interesting and enjoyable tasks (Csikszentmihalyi, 2014)

<p><b>Students move between stations or displays.</b></p> <p><b>GALLERY WALK</b> Students rotate through stations, discuss their observations with peers, and then gather for a whole-class discussion.</p>	<p><b>Observational discussion.</b></p> <p><b>FISHBOWL</b> A small group discusses a topic in the center of the room while others observe and take notes, then switch roles.</p>	<p><b>Reflecting on changes in thinking</b></p> <p><b>I USED TO THINK... NOW I THINK...</b> Students reflect on how their thinking has changed after a lesson or activity.</p>	<p><b>Providing feedback</b></p> <p><b>PEER REVIEW</b> Students review and provide feedback on each other's assignments.</p>
<p><b>Discuss and share ideas.</b></p> <p><b>THINK-PAIR-SHARE</b> Students think individually about a topic, discuss their thoughts with a partner, and then share with the class.</p>	<p><b>Silent discussion on paper.</b></p> <p><b>CHALK TALK</b> Students write their thoughts and responses to a question on a large piece of paper and then read and respond to others' comments.</p>	<p><b>Understand perspectives.</b></p> <p><b>ROLE-PLAYING</b> Students take on different roles in a historical event or a story and act out their interactions.</p>	<p><b>Summarizing key ideas.</b></p> <p><b>HEADLINES</b> Students create a headline that captures the most important aspect of what they learned.</p>
<p><b>Hands-on creative projects.</b></p> <p><b>MAKERSPACES</b> Students use a variety of materials and tools to build and create projects, encouraging innovation and creativity.</p>	<p><b>Verbalizing thought processes.</b></p> <p><b>THINK-ALOUNDS</b> Students articulate their thinking as they work through a problem or task, providing insight into their metacognitive strategies.</p>	<p><b>Organizing and relating ideas.</b></p> <p><b>GENERATE-SORT-CONNECT-ELABORATE</b> Students generate ideas, sort them into categories, connect related ideas, and elaborate on them, promoting analysis and synthesis.</p>	<p><b>Analyzing real-world scenarios.</b></p> <p><b>CASE STUDIES</b> Students examine a case study related to their subject and discuss possible solutions or outcomes, promoting critical thinking and evaluation.</p>
		<p><b>Regularly assessing and discussing emotional states</b></p> <p><b>SELF-ASSESSMENT</b> Students use rubrics or checklists to assess their own performance and set goals for improvement, fostering metacognitive skills.</p>	<p><b>Applying design thinking to solve problems.</b></p> <p><b>DESIGN THINKING</b> Students follow a design thinking process (empathize, define, ideate, prototype, test) to create innovative solutions to real-world problems.</p>
			<p><b>Think critically and creatively about different possibilities</b></p> <p><b>PLUS, MINUS, INTERESTING</b> Students list the positive aspects (Plus), negative aspects (Minus), and interesting points (Interesting) about an idea, solution, or topic.</p>



Ketaki Paralikar Yadav

My AI thought partner intro

Student Engagement, No Learning without It (Perry, 2022).

# My Thought Partner

# Quiz Show

Active Engagement & Learning



## QUESTION 02

What is the name of the Chinese e-commerce giant founded by Jack Ma?

### NAME THAT BRAND!

WHERE LOGOS, SLOGANS,  
AND BRANDS PUT YOUR  
KNOWLEDGE TO THE TEST!

THE ANSWER IS

ALIBABA



# Gimkit Questions

Leveraging Technology:  
Automated Assessment



50 questions

What is the primary benefit of using trade fairs for promotion?

Which promotional method uses customer points and rewards to encourage repeat purchases?

What is a limitation of using radio advertising?

Which promotional tool is best for attracting commuters during their daily routine?

What is the main advantage of using social media marketing (SMM)?

Which promotional method is most effective for targeting niche audiences?

What is the primary disadvantage of celebrity endorsements?

What is a key feature of Through-the-Line (TTL) promotion?

Which promotional method is most suitable for generating immediate sales?

What is the main purpose of public relations (PR) in promotion?

Why is customer data valuable in loyalty programs?

## DIAMOND RUSH

Better wish for good luck!

Continue

Learn more...



DURATION  
Short

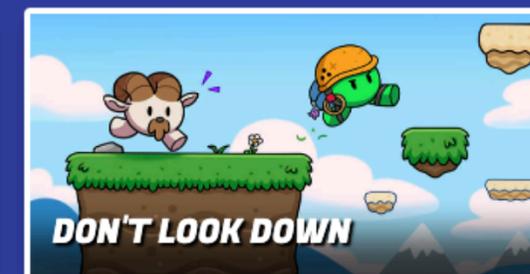


COMPLEXITY  
Simple



STYLE  
Player vs. Player

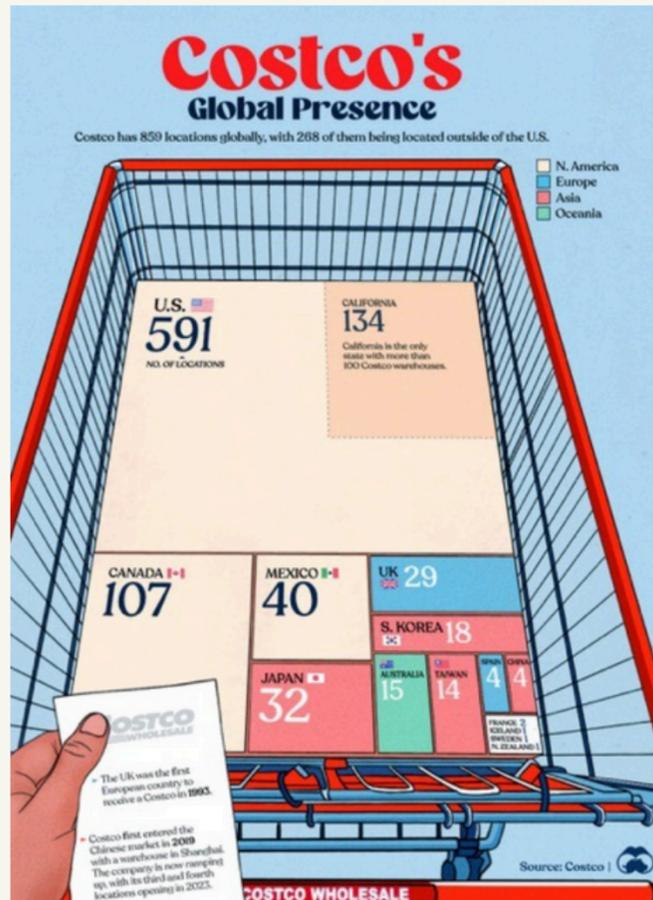
CURRENTLY FREE



My AI thought partner: Gimkit

# Simulation Activity

Engage in Real-world Problems



## Simulation: Costco's Expansion into China (45 min)

- Background:** Costco entered China in 2019 and has seen success so far, but faces challenges such as low membership renewal rates, strong competition, and adapting to local preferences.
- The Mission:** Groups will act as key stakeholders to develop a strategy to ensure Costco's long-term success in China.
- Key Focus:** Balancing Costco's global business model with local needs while addressing threats and leveraging opportunities.

- Costco Executives (Strategic Planners):** Profitability, growth, and overall strategy. *Anna, Ian, Hyeonche, Jinwook*
- Marketing Team:** Adapting Costco's brand and products to local consumer tastes. *Jiajia, Jiyul, Joshua, Juheon*
- Government Relations Team:** Navigating Chinese regulations and building relationships with local authorities. *Insun, Bryce, Jason, Kirsten*
- Competitor Analysts:** Understanding and countering Costco's competitors, like Sam's Club and Freshippo. *Hyunji, Yannick, Irene, Stephanie*
- Chinese Consumer Advocates:** Representing needs and preferences of Chinese shoppers. *Soojin, Kasper, Woohyun, Donghui*

## The Activity



### Group Work (10 min)

- Analyze the scenario based on your role.
- Develop 2-3 strategies and prepare a 2-minute presentation.

### Presentations (10 min)

- Each group presents their recommendations to the class.

### Classwide Discussion (15 min)

- Collaborate to combine ideas into a unified strategy
- Facilitated by external consultants (your teachers)

### Final Strategy (5 min)

- Agree on Costco's plan for success in China.

## Your Group's Focus

- Analyze:** Review the scenario and focus on your role's priorities.
- Plan:** Develop 2-3 actionable strategies based on your role. (write on A3 paper)
- Prepare:** Be ready to present your ideas in 2 minutes.
- Collaborate:** Work together to ensure everyone in the group participates.

### Classwide Discussion

Each group share key ideas

Class will discuss and negotiate to combine ideas into a single unified strategy.

#### Costco Executives

- Where should Costco expand in China, and why?
- How can Costco improve membership retention?

#### Marketing Team

- How can Costco adapt its products and marketing to appeal to Chinese consumers?
- What platforms or strategies should Costco use to increase brand recognition?

#### Government Relations

- What regulations or government policies must Costco address to succeed?
- How can Costco collaborate with local governments or meet government priorities?

#### Competitor Analysts

- What are Costco's biggest competitive threats in China?
- How can Costco differentiate itself from competitors like Sam's Club and Freshippo?

#### Chinese Consumer Advocates

- What do Chinese consumers value most, and how can Costco meet these needs?
- What are common complaints about Costco, and how can they be addressed?

Costco Simulation: My AI Thought Partner

# Collective Bargaining

Collaborative, Real-world, Problem-based



## NEGOTIATION SCHEDULE



### RESEARCH & PLAN

Union Representatives: Develop list of demands and prioritize.  
Management Team: Identify constraints and prepare counteroffers.  
Mediator: Understand both sides and plan strategies to facilitate.



### INITIAL NEGOTIATIONS

Mediator sets ground rules for discussion and ensures a respectful dialogue.  
Union and Management teams present their cases.



### COLLECTIVE BARGAINING

Engage in rounds of negotiation, with the Mediator guiding the process.  
Encourage creative solutions and compromise.



### RESOLUTION AND REFLECTION

Aim to reach a mutual agreement that satisfies both parties.  
Discuss as a class what strategies were effective and what challenges arose.

## SWIFT ENTERPRISES NEGOTIATION

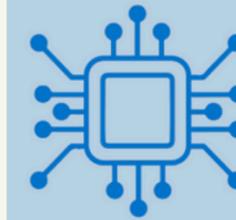
Swift Enterprises, a cutting-edge tech company based in Silicon Valley, has recently made headlines with its innovative gadgets and vibrant work culture. Known for its casual office environment and creative freedom, the company has attracted top talent from around the globe. However, as Swift Enterprises has expanded its operations, employees have started to voice concerns about their compensation and working conditions. A recent company-wide survey revealed that 70% of employees reported feeling stressed, with many mentioning the 50-hour work weeks as a primary cause. Despite their passion for their work, employees feel their \$75,000 average annual salary falls short compared to the \$85,000 industry standard.

The management team at Swift Enterprises is aware of these sentiments but faces its own set of challenges. With plans to launch a new product line within six months, the company is under significant financial pressure. Swift's revenue increased by 20% last year to \$150 million, but operational costs have risen due to global supply chain disruptions. "We need to retain our talent, but we must also safeguard our financial health," says CFO Jamie Lin. Management is keen on keeping their workforce but is wary of implementing changes that could jeopardize financial stability.

In response to growing discontent, the employees, represented by a newly formed union, have put forth a series of demands. These include a 15% salary increase to align with industry norms, additional paid time off to combat burnout, and enhanced health benefits, particularly in mental health support. Employees are also advocating for flexible work hours or the option to work remotely, arguing that these changes will boost productivity and morale. "We love what we do, but we need better support and recognition," says union leader Alex Martinez. The union cites examples from other tech companies that have successfully implemented similar measures, resulting in increased employee satisfaction and retention.

Management, while sympathetic to these requests, has proposed alternative solutions. They suggest a phased salary increase over two years and the introduction of wellness programs instead of more paid time off. Additionally, management is considering offering stock options as a long-term incentive, aligning employee interests with company performance. "We believe these measures will address employee concerns without compromising our financial goals," explains HR Director Mia Chen. However, with competitors already poaching Swift's top talent with better offers, the pressure is mounting to reach a resolution that satisfies all parties.

As negotiations commence, a mediator has been brought in to facilitate discussions between the union and management. The mediator's role is to ensure that both sides communicate openly and work towards a mutually beneficial agreement. The aim is to enhance employee satisfaction while supporting Swift Enterprises' ambitious growth plans. With the stakes high and emotions running strong, all parties must navigate this complex situation carefully to achieve a balance that benefits everyone involved.



## Swift Enterprises Negotiation



### Union Representatives

**Objective:** Advocate for employee demands and well-being.

**Tasks:**

- Present the demands clearly, including salary increases, better benefits, and working conditions.
- Use data and examples from other companies to support arguments.
- Negotiate to achieve the best possible outcome for employees.



### Management Team

**Objective:** Represent the company's financial and operational interests.

**Tasks:**

- Present the company's constraints and counteroffers.
- Propose solutions that align with both employee needs and company goals.
- Maintain a focus on financial stability and future growth.



### Mediator

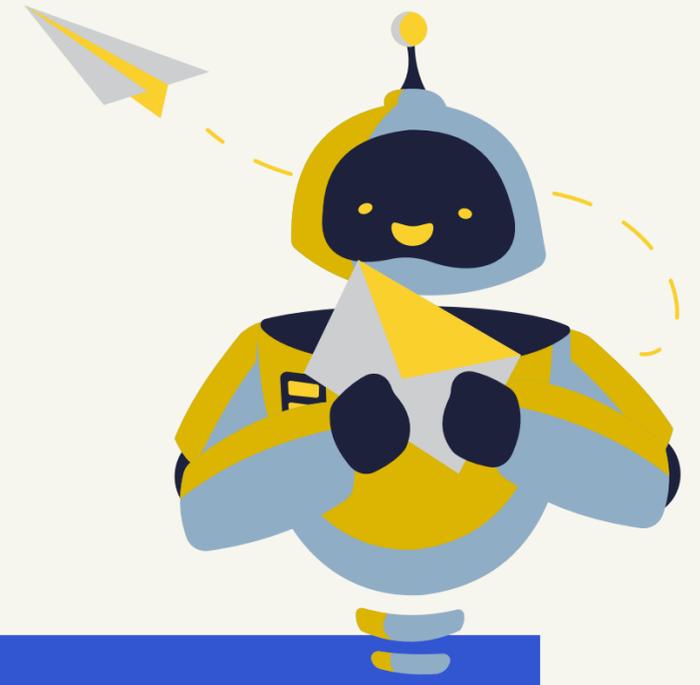
**Objective:** Facilitate productive dialogue between the two parties.

**Tasks:**

- Set ground rules for respectful and open communication.
- Help both sides understand each other's perspectives.
- Suggest compromises and guide the negotiation toward a mutually beneficial agreement.

Finding common ground is the foundation for building a thriving future.

# Marketing Scavenger Hunt



Collaborative, Real-world,  
Choice & Agency



Welcome to our Marketing Scavenger Hunt!

You will be looking for the following items in teams of 2 staying in Dream Square. Work together to find as many as you can and post your answers on the padlet.

**01**

Find a product that is part of a global brand but has been adapted for the local culture.

**02**

Identify a product with a unique packaging design meant to grab attention.

**03**

Find a product that uses premium branding to justify a higher price.

**04**

Locate a product that is clearly designed for children.

**05**

Find a product using psychological pricing strategy.

**06**

Spot a high-end product that uses 'prestige pricing' to reflect its exclusivity.

**07**

Identify an item on sale that uses a discount sticker or tag to attract customers.

**08**

Find a store promoting a 'bundle deal' or 'buy one, get one free' offer.

**09**

Locate a product with a price that is clearly influenced by seasonal demand.

**10**

Find a product displayed in a prime location for marketing.

**11**

Spot a store layout that groups related products together to encourage cross-selling.

**12**

Find a store with a unique or themed interior design that enhances the shopping.

Padlet

Sandra Chow + 24 · 2mo

## Marketing Scavenger Hunt

Post an image or video. Use text to explain where necessary. Don't forget to include your team name.

1. Find a product that is part of a global brand but has been adapted for the local culture.

2. Identify a product with a unique packaging design meant to grab attention.

3. Find a product that uses premium branding to justify a higher price.

4. Locate a product that is clearly designed for children.

5. Find a product using psychological pricing strategy.

6. Spot a high-end product that uses 'prestige pricing' to reflect its exclusivity.

7. Identify an item on sale that uses a discount sticker or tag to attract customers.

Final Results

JinKang

Anna Sieun

Ian Jiajia

WooHyun Donghui

anna sieun

anna sieun

Ian jiajia

Ian jiajia

grab childrens attension

Khai Brown

Fukufuku nanko

Ian jiajia

Ian jiajia

anna sieun

Enthusiastic Albatross

Enthusiastic Albatross

Enthusiastic Albatross

Enthusiastic Albatross

JinKang

Enthusiastic Albatross

Ian jiajia

Ian jiajia

Ian jiajia

Khai Brown

Enthusiastic Albatross

Enthusiastic Albatross

Enthusiastic Albatross

Enthusiastic Albatross

Enthusiastic Albatross

Ian jiajia

Affectionate Eagle

Bryce kasper

Bryce kasper

anna sieun

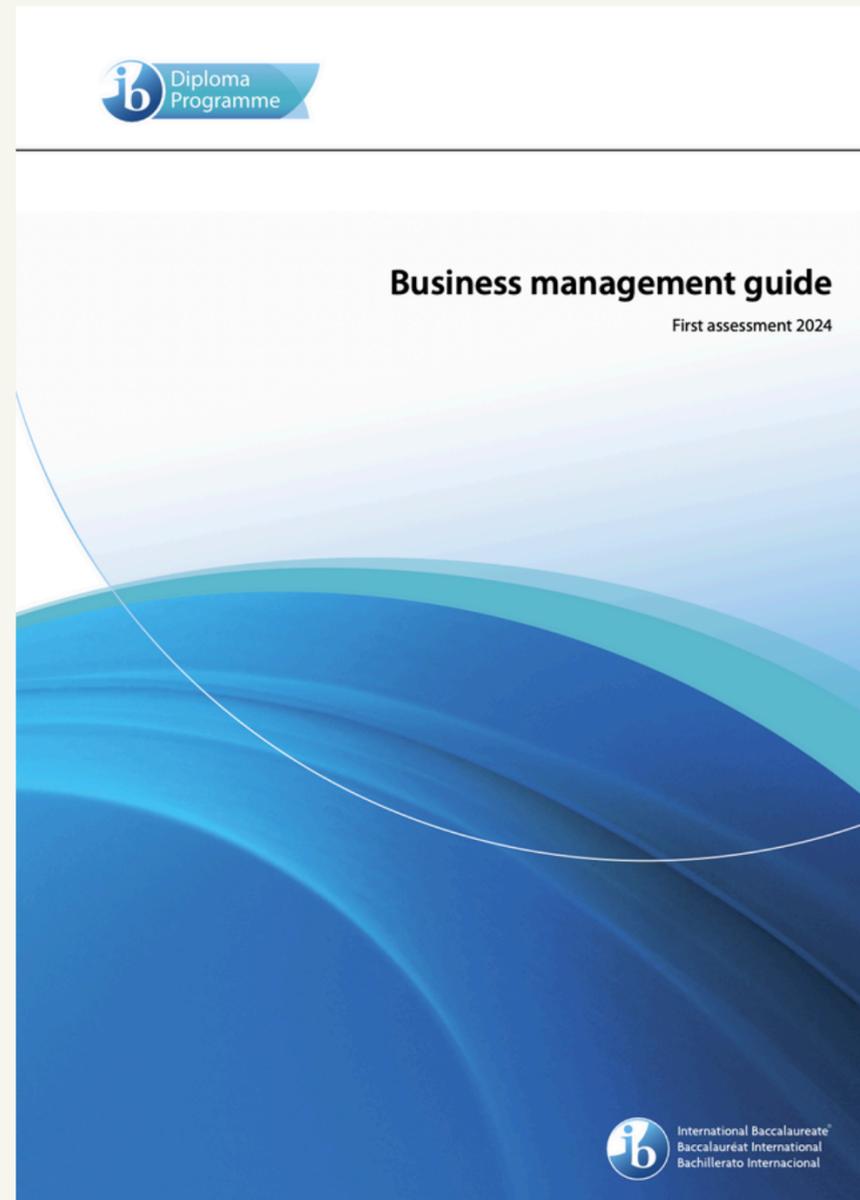
anna & sieun

anna & sieun

anna & sieun

JinKang

# Reflection & Iteration



## Our Mission

We are an  
**INCLUSIVE LEARNING COMMUNITY**  
Inspiring  
**INTERNATIONAL MINDEDNESS**  
**PERSONAL EXCELLENCE**  
**CREATIVE THINKING**

## Our Strategy

**STUDENT  
VOICE  
& STUDENT  
CHOICE**

We empower our students  
by involving them in decisions  
about teaching and learning.

**BURST**  
point 03  
**THE  
BUBBLE**

We equip our learners with  
the skills that allow them  
to connect and thrive outside  
their comfort zone.



**Burst the Bubble**



**Student Voice & Student Choice**

### **What is Strategy at Nanjing International School?**

Strategy is a means for our school to fulfill our mission with a dynamic and future-oriented mindset. The result has been innovation with a direct impact on teaching and learning that distinguishes us from other schools.

<https://www.nischina.org/who-we-are/mission-strategy>



**My Thought Partner**

# Another Scavenger Hunt

I'd like to teach intangible assets these are the terms I need to teach. I want to give student voice and choice to an activity that only takes 30 minutes. What ideas do you have?

Copyrights give the registered owner the legal rights to creative works of authors, musicians, conductors, playwrights (scriptwriters) and directors.

Goodwill is the reputation and established networks (know-how) of an organization, which adds significance above the market value of the firm's physical assets.

Intangible assets are a type of fixed asset except they are non-physical assets with a monetary value to the business. These assets are protected by intellectual property rights (IPRs).

A license gives a business the legal rights to operate, use intellectual property, or access resources, providing it with long-term value as an intangible asset.

Patents are the official rights given to a business to exploit an invention or process for commercial purposes.

Trademarks are a form of intellectual property that give the owner exclusive commercial use of the registered brands, logos, and/or slogans (catchphrases).

2:18 PM

Intangible Asset

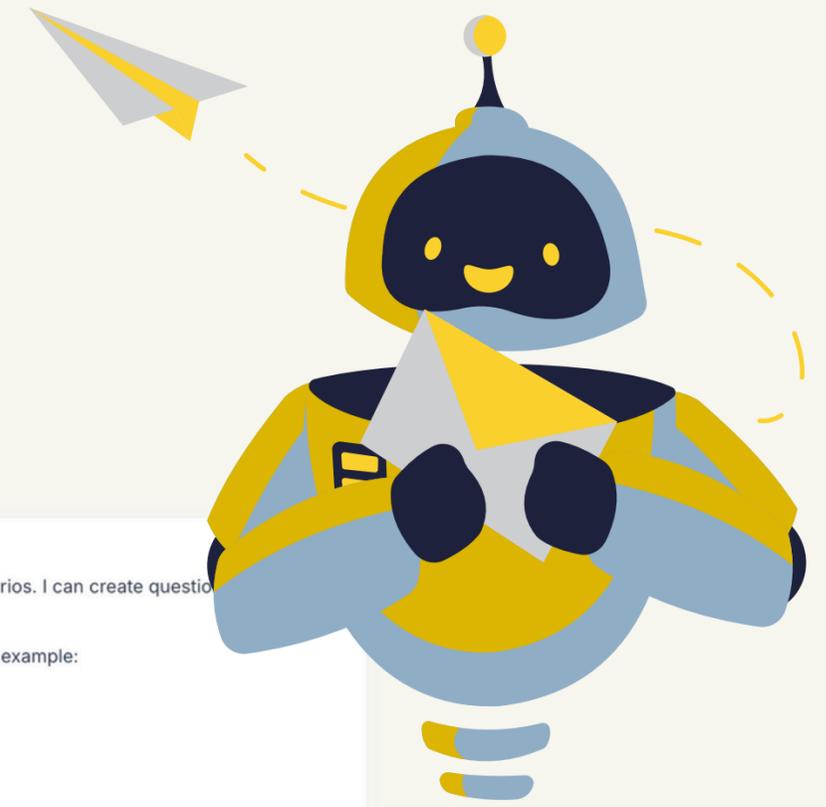
## scavenger hunt

Fill in the scavenger hunt document for your team.

Lyrica drug patent Pfizer. Treats neuropathic pain. Healthcare & Biotech

	Goodwill	Licenses	Patents	Copyrights	Trademarks
Team A	<p>Facebook</p> <p><a href="https://www.macroaxis.com/invest/ratioPatterns/FB/Goodwill-and-Intangible-Assets">https://www.macroaxis.com/invest/ratioPatterns/FB/Goodwill-and-Intangible-Assets</a></p> <p>Entertainment</p>	<p>Gucci</p> <p><a href="https://www.capital.com/topics/successful/licensing-examples.html">https://www.capital.com/topics/successful/licensing-examples.html</a></p> <p>Healthcare</p>	<p>Pfizer</p> <p><a href="https://www.pfizer.com/about/our-operations/policies/ready-for-courses/patents-lets-protect-what-next">https://www.pfizer.com/about/our-operations/policies/ready-for-courses/patents-lets-protect-what-next</a></p> <p>Healthcare</p>	<p>Watsons</p> <p><a href="https://www.watsons.com.sg/copyright">https://www.watsons.com.sg/copyright</a></p> <p>Pharmacy Health care</p>	<p>Bundaberg</p> <p><a href="https://trademarks.uspto.gov/asp/lookup?input=8690602&amp;output=HTML">https://trademarks.uspto.gov/asp/lookup?input=8690602&amp;output=HTML</a></p> <p>Food and Beverage</p>
Team B	<p>Amazon</p> <p>December 31, 2024, were \$23.074B, a 125% increase year-over-year. Each year Amazon has an increase in goodwill—intangible assets</p> <p>online retailer and marketplace</p>	<p>Nike</p> <p>Retailers of Nike have to get a license to sell Nike products</p> <p>Fashion and apparel</p>	<p>Apple</p> <p>All apple products are patented</p> <p>Software development</p>	<p>Disney</p> <p>Copyright law protects original works of authorship, such as literary, dramatic, musical, and artistic works. Disney owns all intellectual property rights to its brands, characters, films, and other properties. The company has an extensive history of legal action to protect its characters from unauthorized use.</p> <p>Media Entertainment</p>	<p>Coca-Cola</p> <p><b>FANTA</b> <b>Sprite</b> <b>Lados</b></p> <p>Gerben, J. (2024, July 26). A look at The Coca-Cola Company's Trademarks. Gerben, J. <a href="https://www.gerbenlaw.com/blog/coca-cola-trademarks/">https://www.gerbenlaw.com/blog/coca-cola-trademarks/</a></p> <p>food and beverage</p>
Team C	<p>Facebook</p> <p><a href="https://www.macroaxis.com/invest/ratioPatterns/FB/Goodwill-and-Intangible-Assets">https://www.macroaxis.com/invest/ratioPatterns/FB/Goodwill-and-Intangible-Assets</a></p> <p>Entertainment</p>	<p>McDonald</p> <p><a href="https://www.mcdonalds.com/us/en-us/us-franchising.html">https://www.mcdonalds.com/us/en-us/us-franchising.html</a></p> <p>Food/beverage</p>	<p>Dyson</p> <p><a href="https://www.dyson.com/en">https://www.dyson.com/en</a></p> <p>electronics</p>	<p>Netflix</p> <p><a href="https://help.netflix.com/en/node/4976">https://help.netflix.com/en/node/4976</a></p> <p>Video streaming</p>	<p>KFC</p> <p><a href="https://www.tramtm.com/en/trademark-hall-of-fame/kfc">https://www.tramtm.com/en/trademark-hall-of-fame/kfc</a></p> <p>Food/ beverage</p>
Team D	<p>Samsung</p> <p><a href="https://www.samsung.com/hk_en/">https://www.samsung.com/hk_en/</a></p> <p>Electronics</p>	<p>Oracle</p> <p><a href="https://www.oracle.com/">https://www.oracle.com/</a></p> <p>Software</p>	<p>Boeing</p> <p><a href="https://www.boeing.com/">https://www.boeing.com/</a></p> <p>Aerospace and Defense</p>	<p>Spotify</p> <p>Music/audio streaming</p>	<p>MASTERCARD</p> <p><a href="https://www.destekpatent.com/en/271-the-most-valuable-trademarks-in-the-world-top-10/">https://www.destekpatent.com/en/271-the-most-valuable-trademarks-in-the-world-top-10/</a></p> <p>Financial Services</p>
Team E	<p>Sony</p> <p><a href="https://www.sony.com/en_us/SCA/social-responsibility/overview.html">https://www.sony.com/en_us/SCA/social-responsibility/overview.html</a></p> <p>Entertainment</p>	<p>Shell</p> <p><a href="https://www.esc.vic.gov.au/electricity-and-gas/licences-exemptions-and-trial-waivers/electricity-and-gas/licences/shell-energy-retail-pty-ltd-electricity-wholesale-licence">https://www.esc.vic.gov.au/electricity-and-gas/licences-exemptions-and-trial-waivers/electricity-and-gas/licences/shell-energy-retail-pty-ltd-electricity-wholesale-licence</a></p> <p>Energy</p>	<p>Tesla</p> <p><a href="https://patents.justia.com/company/tesla">https://patents.justia.com/company/tesla</a></p> <p>Automotive Industry</p>	<p>Disney</p> <p><a href="https://www.disneystudio/licensing.com/">https://www.disneystudio/licensing.com/</a></p> <p>Entertainment</p>	<p>Nike</p> <p><a href="https://www.tramtm.com/en/trademark-hall-of-fame/nike">https://www.tramtm.com/en/trademark-hall-of-fame/nike</a></p> <p>Fashion and Apparel</p>

# Strategy-focused Chat Bots for Practice



May 7 at 2:40 PM

Hi! I'm here to help you analyze company profiles and calculate important financial ratios. Let's make this interesting!

Would you like to analyze either:

1. TechVibe Gaming - A cutting-edge gaming company that develops popular video games and gaming accessories

OR

1. SweetBeat Music - A trendy music streaming and concert ticket platform that partners with major artists

Which company interests you more? Once you choose, I'll provide you with their financial information so we can calculate and analyze their ratios together!

Copy Read Aloud Report

May 7 at 2:41 PM

SweetBeatMusic

Copy

April 30 at 8:44 AM

Hi! I'm here to help you practice calculating depreciation in business scenarios. I can create questions either straight-line depreciation or units of production method.

To get started, could you tell me which industry you'd like to focus on? For example:

- Publishing
- Manufacturing
- Technology
- Retail
- Or any other industry you're interested in!

Then I'll help you practice with a relevant depreciation calculation question.

Copy Read Aloud Report

April 30 at 8:44 AM

Technology

Copy

April 30 at 8:44 AM

Great choice! For technology companies, depreciation calculations are especially important since equipment often needs regular updating.

Would you like to practice:

1. Straight-line depreciation (calculating annual depreciation over time)
- OR
2. Units of production method (depreciation based on usage)

Please choose 1 or 2, and I'll create a practice question for you!

<https://student.magicschool.ai/s/join?joinCode=o4GAQg>

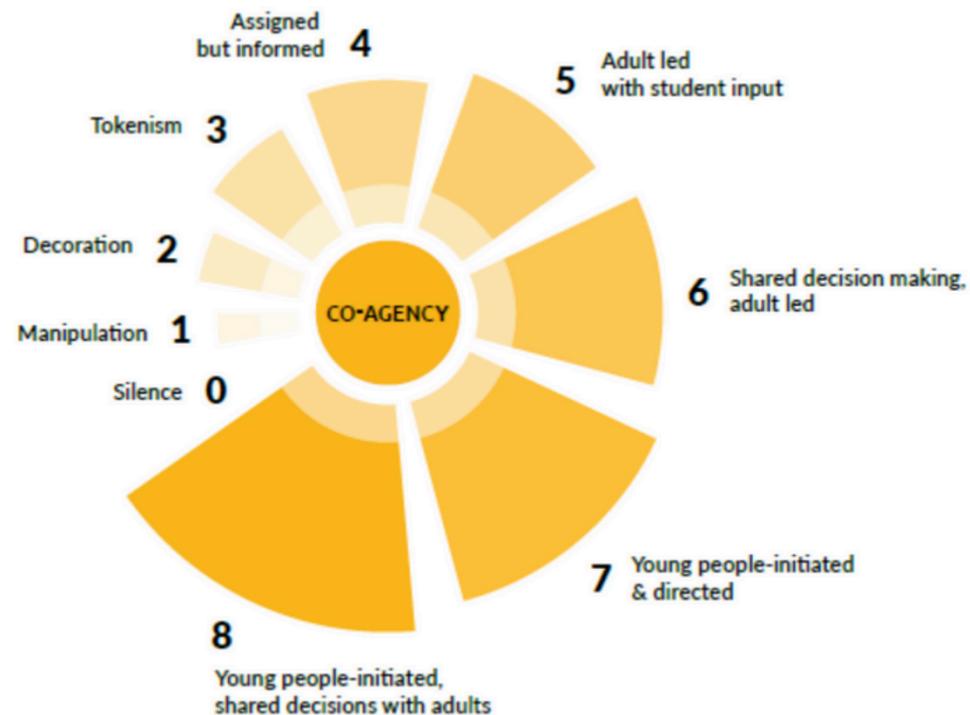
# Reflection

## Box 1. Key constructs related to “student agency”

Student agency relates to the development of an **identity** and a **sense of belonging**. When students develop agency they rely on **motivation, hope, self-efficacy** and a **growth mindset** (the understanding that abilities and intelligence can be developed) to navigate towards well-being. This enables them to act with a sense of **purpose**, which guides them to flourish and thrive in society.

Figure 3. Sun Model of Co-Agency

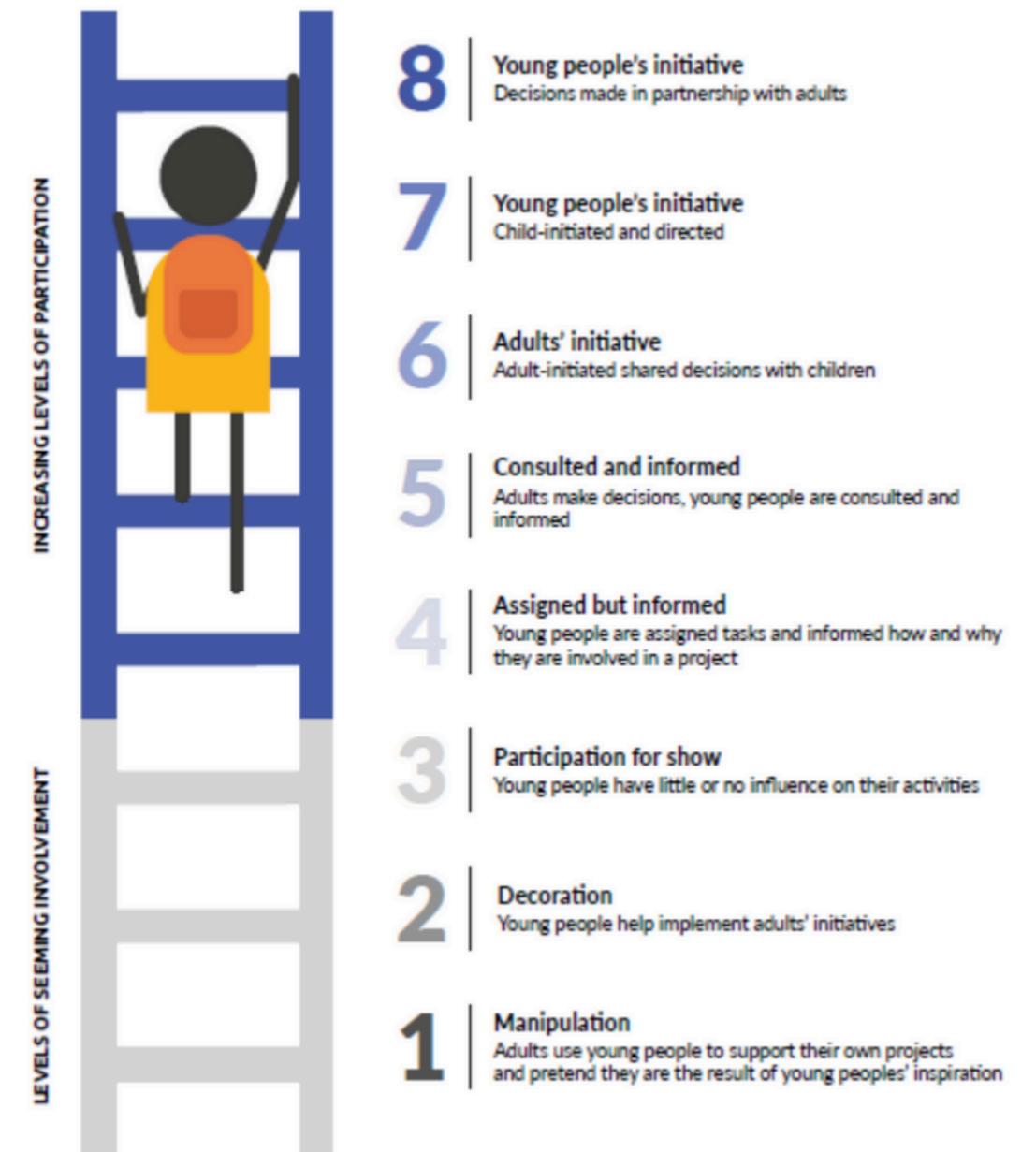
The light is brightest when we shine together



Source: OECD Future of Education and Skills 2030 Student Focus Group.

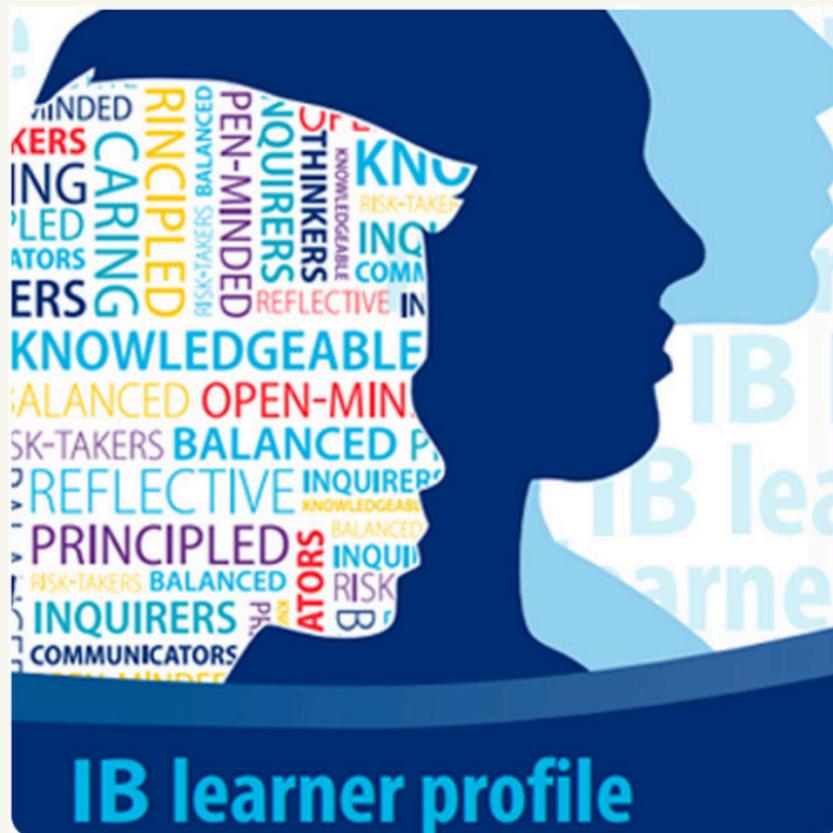
Figure 2. The ladder of participation

Eight levels of young people’s participation



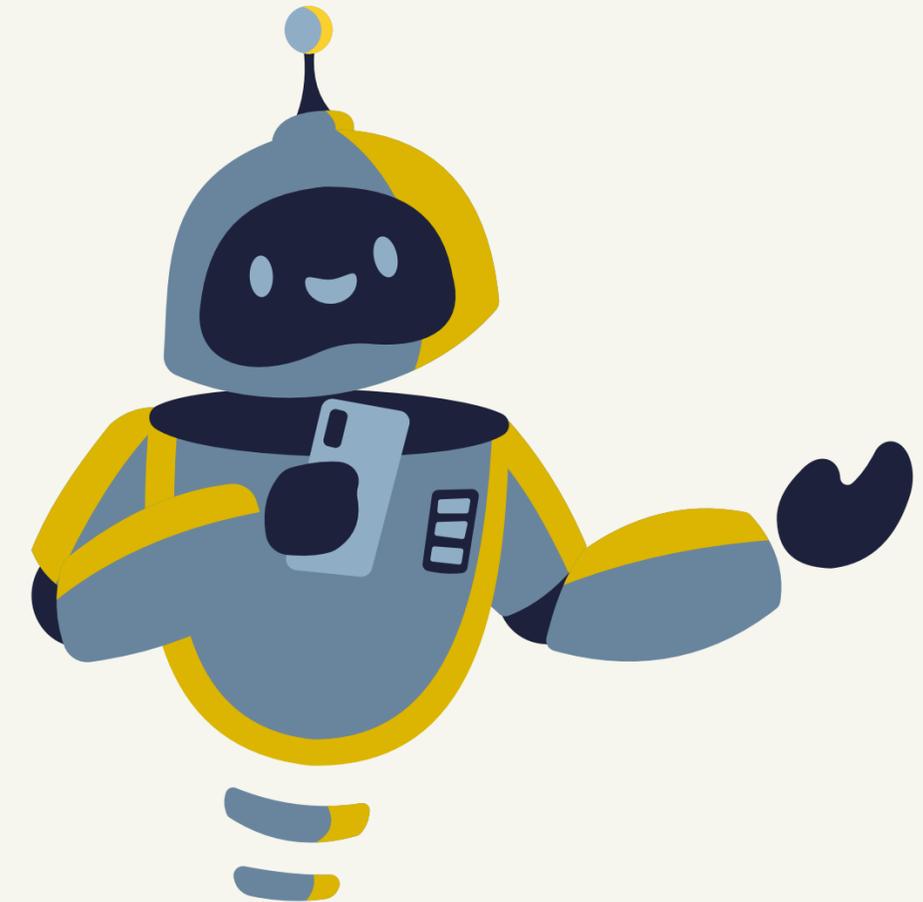
Note: The ladder metaphor is borrowed from Sherry Arnstein (1969); the categories are from Roger Hart (1992).  
 Source: Hart, R. (1992), *Children's Participation: From tokenism to citizenship*, Innocenti Essays No. 4, UNICEF, [www.unicef-irc.org/publications/pdf/childrens\\_participation.pdf](http://www.unicef-irc.org/publications/pdf/childrens_participation.pdf).

# Student Knowledge, Skills, Conceptual Understanding, Competencies



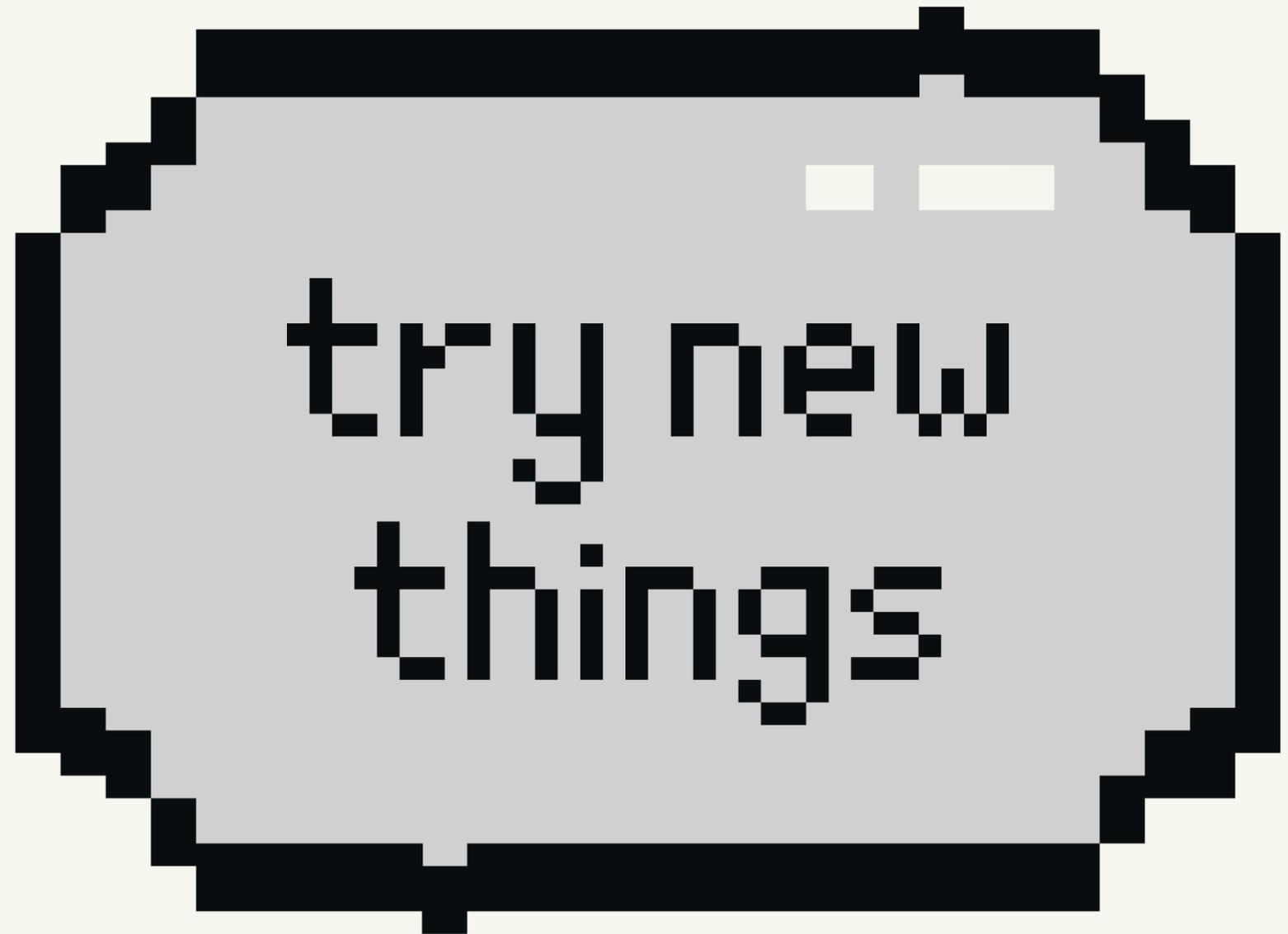
BEING A PRODUCER	ACTING CREATIVELY	BEING OPEN TO THE NEW	SEEKING DEPTH IN KNOWING AND KNOWING HOW	USING FEEDBACK	ACTING INDEPENDENTLY
ACTING WITH COURAGE	ACTING WITH INTEGRITY	BEING PERSISTENT	BEING RESPONSIBLE	BEING SYSTEMATIC	BEING RESPECTFUL
BUILDING SOCIAL ALLIANCES	CONDUCTING PERSONAL RELATIONSHIPS	BEING EMPATHETIC	BELONGING TO COMMUNITY AND CULTURE	TAKING RESPONSIBILITY FOR OTHERS	MANAGING AMBIGUITY OR UNCERTAINTY
BEING REFLECTIVE	REASONING	ACTING WITH JUDGEMENT	CAPITALISING ON OPPORTUNITY	PURSUING GOALS	USING TOOLS
ENGAGING IN DIALOGUE	PRESENTING AND PERSUADING	COMPREHENDING	EXHIBITING KINESTHETIC APTITUDE	NAVIGATING DIVERSE INTERESTS	

The Elements (the 'building blocks' of competence)



Melbourne Metrics Elements

# AI Thought Partner 2.0



# Now YOU try!



## Prompt Considerations

- What are you teaching?
- What teaching and learning focus do you have?
- What are you hoping to have your AI thought partner do for you? (e.g. brainstorm, whole lesson idea, activity idea, research, anticipate outcomes / scenarios, consider documentation, provocations/inquiry questions)
- Feed knowledge (e.g. content, research)
- Tweak the outcome and converse
- Push the boundaries
- Don't accept the first answer
- Thought partner with others

# Share Ideas in Groups & on Padlet



**Padlet**

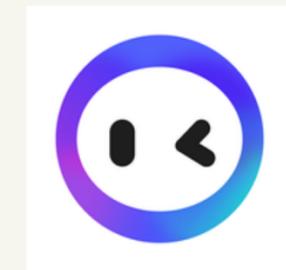
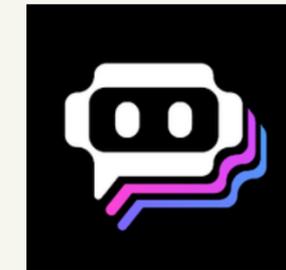
AI thought partner mindstorm



**AI thought partner mindstorm**

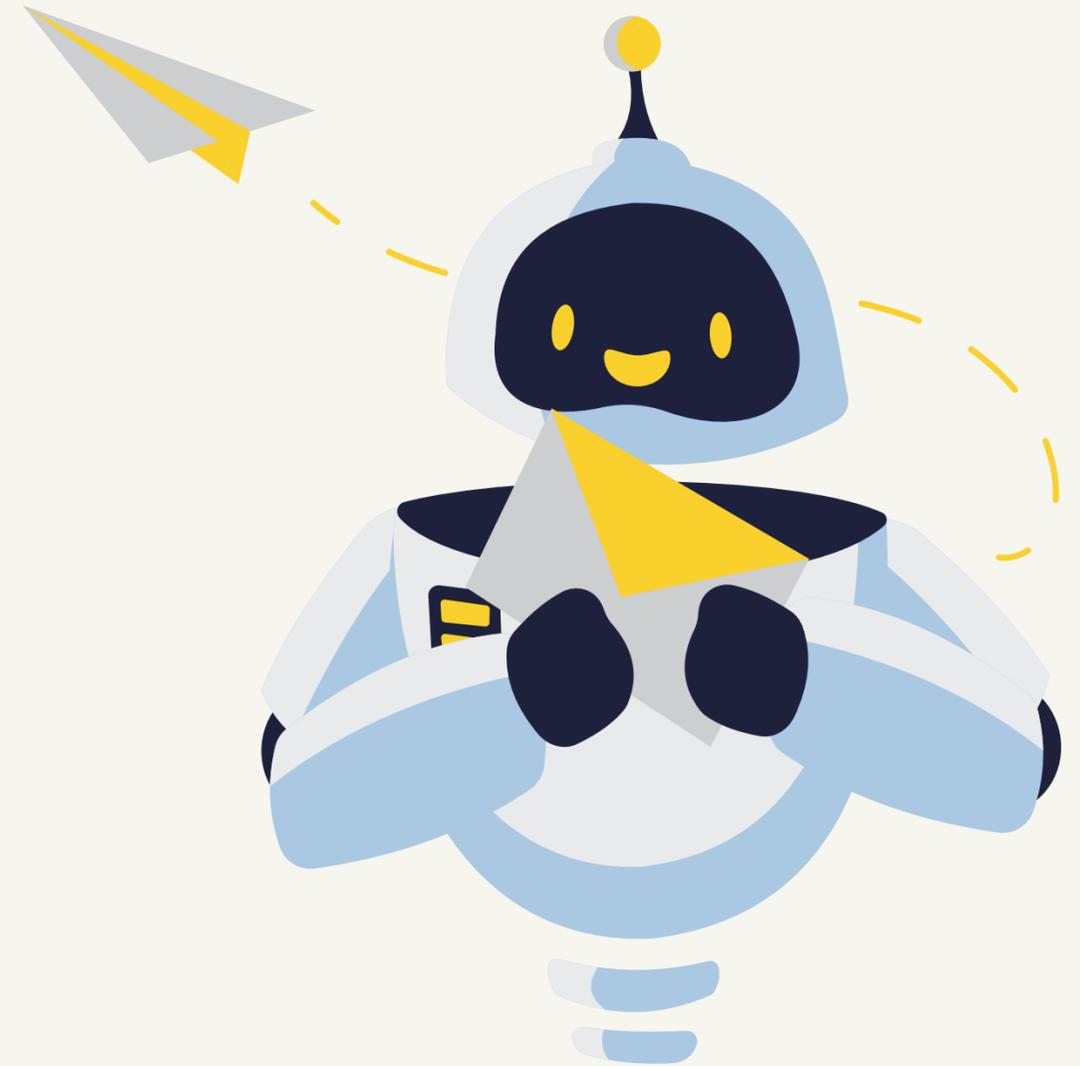
Made with Padlet

Padlet / 03:33 PM

The central Padlet board has a dark blue background with several colorful, tilted cards. One card shows a green tree on a grassy hill with purple triangles. Another shows a yellow crescent moon and a red lantern. A larger card in the center shows a sunset over mountains and a river. The text on the board includes the Padlet logo, the title 'AI thought partner mindstorm', a QR code, and the creation time '03:33 PM'.

# Thank you!

AI can amplify good teaching practices,  
and it can amplify bad teaching practices.  
It may be ethically neutral, but it will always be  
in the hands of people that aren't.  
Andreas Schleicher



**#aiactionsummit #aiineducation  
#artificialintelligence #education |...**

"AI can amplify good teaching practices, and...

[linkedin.com](https://www.linkedin.com)