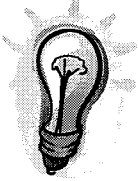


**Individual Project Action Plan: Active and Learner-Centered Learning
Part 1: April 2007 (Dr. Curt Bonk, Indiana University, Workshop Facilitator)**

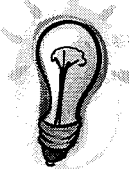

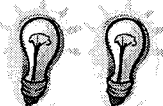

Name: _____ Work Setting: _____




<p>1. Vision: What is your current situation in teaching English? How might you design active and engaging learning in your English classes in the near future? What new opportunities exist?</p>	
<p>2. Goals and Objectives: Are there any new or emerging skills and competencies that you want your learners to accomplish or be able to do? What are the short- and long-term goals and objectives?</p>	
<p>3. Plans: How might you become more learner-centered? What major steps are needed?</p>	<p>4. Timeline: What is your timeline for implementing active teaching ideas and becoming more learner-centered? When will your new ideas be implemented?</p>
<p>5. Strategies (old): What innovative (and not so innovative) instructional strategies are you currently using?</p>	<p>6. Strategies (new): What interesting and useful instructional strategies and ideas did you learn from this workshop that you now want to implement?</p>
<p>3. Stakeholders: Who will this project or plan address? Who are the key players?</p>	<p>8. Evaluation of Changes: How will success be determined? What evidence do you need to evaluate the success of the project? What data will you collect (e.g., student evaluations and feedback sheets; student products; student reflections journals, etc.).</p>
<p>9. Technologies and Other Resources: What technologies, materials, and resources will help you accomplish your goals? What do you need? By when?</p>	
<p>10. Other: What else do you want to mention here? What other new ideas did you learn today that you might attempt to implement?</p>	

Curt Bonk, Professor, Indiana University, cjbonk@indiana.edu
Workshop: Part 2

Solids and Fuzzies	Interest Area: _____		
	Solid Ideas from Session	Fuzzy Ideas from Session	Questions or Issues Related to Solid and Fuzzy Ideas
1.			
2.			
3.			
4.			
5.			
6.			
7.			

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Workshop: Part 4**

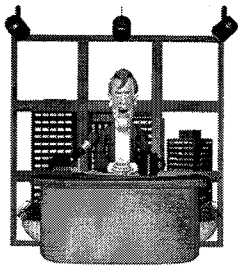
	Top Three Activity: What were the three most important ideas presented in this part of the workshop?		
	Important Enough to Write Down 	Pretty Important (but not sure if best) 	Pivotal!! These are Highly, Highly Important 
1.			
2.			
3.			
4.			
5.			
Group Share #1			
Group Share #2			

Motivational Strategies (TEC-VARIETY)	Can You Use? (Fill in the boxes with strategies that you could NOT Use, Might Use, or Will Definitely Use)		
Online Motivation	No Way 	Maybe 	Definitely 
1. T = Tone/Climate			
2. E = Encouragement or Feedback			
3. C = Curiosity or Fun			
4. V = Variety or Novelty			
5. A = Autonomy or Choice			
6. R = Relevance or Meaningfulness			
7. I = Interactivity or Collaboration			
8. E = Engagement or Effort			
9. T = Tension or Challenge			
10. Y = Yields Products or Goal Driven			

Bonk's Bingo Board (Name: _____)

Workshop: Part 4

	B	I	N	G	O
R2D2 Method	Verbal or Auditory Style	Reflective Style	Visual Style	Hands- On Style	Multiple Styles
Any Traditional (face-to- face) Class					
English Classes					
Technology Supported or Blended					
Fully Online					
Generic: Will work anywhere					



Top Ten List of Best Ideas from the Entire Day!!!!!!!

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.