Librarian: Elephant in the Room?

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https://sites.google.com/site/iflalearningcommons2012/
Do Our Clients Value US?

- What did students think in our research project at Treasure Mt., 2011?
- What a community college doctoral study just revealed about our client’s recognition of librarians work.
The New Library/Learning Commons

A Virtual Space

Open Commons

Experimental Learning Center

A Physical Space
From Top Down Learning Environments to Networked Learning Environments
Networked Learning Environments

- Personal Learning Environments
- Knowledge Building Centers
- Book2Cloud
- Creating a Virtual Learning Commons
Personal Learning Environments

My Personal Learning Network
- My Own Information Space
  - Designing for what I want to learn and what I must learn
  - Managing and organizing my space
  - Connecting to best resources and tools I like to use
  - Designing a safe learning environment
- My Personal Learning Network
  - Who I learn with
  - How I learn best
    - Using best strategies and tools
    - Building personal competence and collaborative intelligence
    - In both formal and informal environments
  - What I create
    - Personal and collaborative products
- Demonstrating what I Know and Can Do
  - Archiving knowledge, skills and products that demonstrate personal expertise and collective understandings
- Creating My Public Face
  - Presenting myself to the world
  - Broadening my learning communities

Portal

Personal Portfolio

Communicate

Create

Reflective Progress  Learning to Learn
Result of the PLE:

• Personal Expertise
• Cooperative Project Building
• Collaborative Intelligence
Use a KBC template to get started:
Find the Knowledge Building Center template when you create a new Google Site

BullyingElementarySchool

Our Challenge:

From our Principal: How can we make our school a Bullying-free school?
Do a Google search for Book2Cloud:

On this website, we will develop collaborative digital books and textbooks where readers collaborate with the authors of the text. Ask us to create a Book2Cloud edition of a book you would like to use. The book needs to be in the public domain or you need permission of the copyright owner for us to help you. Email David Loertscher at reader.david@gmail.com with your request. And volunteer to help!

What is a Book2Cloud?

A Book2Cloud is an attempt to redefine an ebook from a static transfer of text from one medium to another. By text, we mean a body of thought, whether in textual form, audio, or video or any other remix of thought into a capsule idea. The Book2Cloud seeks to turn content into context in order to develop deeper meaning as we develop our skill of learning how to learn. It becomes the development of what I can understand from a text but at the same time join with others to develop collective understanding or collaborative intelligence. It is developing the personal expertise in a way that contributes to the study group that is constructing and creating on the shoulders of every participant.

Thus, the Book2Cloud has a simple structure with a participatory challenge. It presents an original text and then invites the individual and the group to play with the ideas and create. Create what? Build what? Remix what? Building So what? What’s next?

Such ideas are in line with the work of John Seeley Brown in his book: A New Culture of Learning and a book by David Weinberger: Too Big to Know among many other thinkers about the present and future of education in a new age of information and technology.

The Book2Cloud challenges the teacher to become a coach; to incorporate PLAY and TINKERING of ideas in a study group where we may fail, fail, fail, but after some practice we create and epiphany, a cognitive transformation. The emphasis is on creative
Phase one of the THINK Models: Spark the Inquiry

- Engagement
  - Hook
  - Challenge
  - Question
  - Puzzle
  - Problem
Phase Two of the THINK Models: Personal Expertise

- Gathering and organizing data/information about
  - Persons
  - Places
  - Things
  - Ideas
  - Phenomenons
Phase Three of the THINK Models: Collaborative Intelligence

- What we know
- What we invent
- What we build
- What we create
- What we share
Phase four of the THINK Models: Metacognition

The Big Think

• Process
  – How did I/we learn?
  – Why is this important?
  – How can I/we do better next time?

• Product
  – What do I/we know?
  – Why is this important?
  – What new questions do I/we have?
  – What action can I/we take?

• The end is just the beginning of learning
Tug of War: A Curriculum of Info Lit, or, an integrated approach?

True Integration

Learning How to Learn

Deep Understanding of Content
The Five Major Portals of the Virtual Learning Commons

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<thead>
<tr>
<th>The Information Center</th>
<th>The Literacy Center</th>
<th>The Knowledge Building Center</th>
<th>The Experimental Learning Center</th>
<th>School Culture</th>
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<tr>
<td><img src="image1" alt="Information Center" /></td>
<td><img src="image2" alt="Literacy Center" /></td>
<td><img src="image3" alt="Knowledge Building Center" /></td>
<td><img src="image4" alt="Experimental Learning Center" /></td>
<td><img src="image5" alt="School Culture" /></td>
</tr>
</tbody>
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We have a **Template 4 U:**
Sites.google.com/site/templatevlc
What Next?

- Establish a team
- Develop program
- Create physical and virtual environments
- Expect high results!
- Be that ELEPHANT IN THE ROOM!

David and Blanche