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EDTC 625
Project: Flip Your Classroom

When challenges are progressively increased, new knowledge is built, or scaffolded, to what is already known. Scaffolding builds to mastery. The flipped classroom model “takes the principles of mastery learning and marries them with modern technology to make a sustainable, reproducible, and manageable environment for learning” (Bergmann & Sams, 2012, p. 53). Lower-order thinking tasks become homework, saving face-to-face class time for student-centered challenges. *Debating the Puritans* (<http://cityuponhill.wikispaces.com/Start>) goes further, creating a game-like journey to mastery learning.

Each flipped lesson is similar to those found in video games, increasing in difficulty. The teacher can “unlock” wiki pages for students, allowing them to proceed once mastery is assessed in class. The first “level,” or module, teaches about claims-based argumentation. The next lesson introduces the class debate game, to be playtested in the face-to-face class. Finally, course content is introduced as the “boss level” challenge – an in-class debate on the Puritans’ belief system. Video games, like online videos, “speak the language of today’s students” (Bergmann & Sams, 2012, p. 20).

As suggested by *Flip Your Classroom* (2012) authors, Jonathan Bergman and Aaron Sams, the teacher personally recorded the videos using a variety of tools, including Screencast-O-matic, ShowMe on iPad, and Camtasia. The lesson wiki was tested on tablets and smartphones. Some functionality, like discussion commenting, did not work on mobile devices. As a result, that feature was not used. It was also discovered that Camtasia’s videos, hosted on its proprietary Screencast.com, played on iPad, but not iPhone. An alternative link was provided for students only using iPhones.

References

Bergmann, J., & Sams, A. (2012). *Flip your classroom: Reach every student in every class every day*. Eugene, OR: International Society for Technology in Education.

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