

## How Teaching Happens (by Paul A. Kirschner, Carl Hendrick and Jim Heal) –Summary

	What	What to do/know	Beware of..	Do This
Teacher effectiveness, development, growth	1 Experienced vs Expert teacher	Experience does <b>NOT</b> make you an expert You can (and should) always <b>add conceptual knowledge / PCK / how people learn</b>	Thinking 'talent' is a thing It's just you, it's complicated	
	2 Those who understand teach	Mere content knowledge is <b>NOT</b> enough. You need to <b>add pedagogical and curricular knowledge.</b>	Assessing teaching without reference to content	
	3 Teachers are made not born	<b>Better teachers</b> lead to <b>better learning</b> . Teacher certification and education ( <b>preparedness</b> ) matters, <b>positively affecting student success</b> and equity.	Thinking training is for wimps	
	4 The death of the teacher?	Teachers are responsible for how information is conveyed and learned via its structure and sequence. Real <b>learner centred education</b> is <b>teacher led.</b>	Entirely student centred OR entirely teacher-led	
	5 I think therefore I teach	Teachers must <b>set goals</b> and also <b>be adaptive learners</b> Use dynamic model/ <b>iterative approach</b> – try it / evaluate it / refine it / try it again...	Fixed notions of 'best practice' One size fits all CPD/PD	
	6 When thinking and acting become one	<b>Reflective practice</b> is key. Move from problem solving to <b>problem SETTING</b> , on the hoof reflection in action... it's a <b>dance</b> between thinking and doing.	Seeing professional practice as rational problem solving	
Curriculum development/Instructional	7 It's all about alignment	... of teaching, assessment methods and curriculum. <b>Align goals AND instructional methods AND assessment</b>	Not being clear what should be learnt, not matching it to assessment	
	8 Pebble in the pond	Instruction begins with <b>defining TASKS</b> the student should be able to do / what <b>PROBLEMS</b> they should <b>be able to solve</b> and teach them <b>how to do it</b> (with real world examples + using prior knowledge)	Atomistic, fragmented objectives with separate instruction of each	
	9 How to tell the story of an idea	Teaching is ' <b>telling a story</b> '. We make knowledge recognisable / understandable by how we <b>present and sequence it</b> Ask whether the knowledge <b>is ready to be understood</b>	Thinking it's a straight path from concrete to abstract/they learn best building it themselves	
	10 If you don't know where you're going you might end up someplace else	Ronseal approach – success is <b>achieving what we set out to do</b> ; objectives matter Useful <b>objectives specify</b> performance, conditions, criteria, speed, accuracy , and quality	Verbs that don't mean anything (understand, appreciate)	
Teaching techniques	11 There's no such thing as a child who can't be taught	<b>Direct Instruction (DI) works with everyone</b> because it's <b>systematic</b> : communicate goals, sort prior knowledge, present knowledge, check mastery, practice, performance, independence Better learning and higher self-esteem!	Thinking it's better if students choose what/how/when they learn	
	12 Burning the Strawman	<b>From DI to di or explicit instruction = explicitly teaching</b> concepts and skills <b>before using</b> them Instructional ideas from cogsci / classroom observation / research on instruction converge (work)	Thinking explicit instruction is lecturing/ boring /not active	
	13 Make something of what you've learnt	SOI: <b>select, organise, integrate</b> = generative learning – we continually construct new from what we learn. Eight <b>generative techniques</b> : summarise, map, draw, imagine, self-test, self-explain, teach others, enact	Everything works somewhere – be careful - nothing works everywhere	
	14 Learning: no pain, no gain	Make learning <b>more difficult</b> in the <b>short term</b> = <b>better learning</b> in the <b>long term</b> (remember, recall, use) <b>Desirable difficulties</b> (e.g., spaced/retrieval practice, interleaving) as learning and study events	Fun is better, speed is better Performance = learning	
	15 Step for step	<b>Worked examples work</b> = efficient, effective, enjoyable. Use <b>multiple examples</b> / pairs to help <b>discriminate</b> surface from deep.	Students understand when they focus on surface features	

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Pedagogical Content Knowledge (PCK)	16 Why you can't teach what you don't know	There are millions of nuances in teaching <b>Effective</b> means knowing what you are talking about SO YOU CAN <b>BE NUANCED</b> / teach in different ways	Thinking 'good' teachers can teach anything	
	17 Mathematical knowledge for teaching	Teaching math(s) ≠ knowing math(s); teaching <b>combines subject matter knowledge</b> and <b>PCK</b> Math(s) teachers need to anticipate / interpret errors + use multiple representations	Thinking teaching math(s) is watered down math(s)	
	18 The science of science teaching	' <b>Craft</b> ' knowledge = <b>subject</b> knowledge including <b>beliefs</b> about <b>T&amp;L + nature of science</b> and <b>students</b> PCK needs subject knowledge AND general theories of teaching	PCK comes quick and easy, or preservice training will fix it	
	19 Three chords and the truth	<b>English</b> = <b>discipline</b> (language) + <b>art</b> (literature) Teachers need <b>explicit knowledge</b> of <b>own stances</b> re. literature, teach students to be <b>critical consumers</b>	Knowing English is the same as teaching English	
	20 How should we teach reading?	<b>Phonics</b> . End the reading wars <b>Reading</b> is not <b>biologically primary</b> ≠ talking Oral language instruction <b>essential</b> to understanding	Whole word approaches are better	
	21 Why technology should be the servant not the master	Ask ' <b>what problem is this technology solving</b> / how will it help students learn better' NOT 'how can we use it'. Content and <b>goals</b> should <b>inform use</b>	Using technology for technologies sake	
In the classroom	22 To thine own self be true	<b>Authenticity</b> = <b>expertise</b> (domain), <b>passion</b> (fire), <b>unicity</b> (variation), <b>distance</b> (not too near or too far) <b>Nuance</b> is key, and spotting problems before students do, talking personally as appropriate	Trying to be liked; you're not their friend	
	23 Relationships matter	Teachers can't NOT communicate to their students. <b>Interpersonal</b> teacher <b>behavior</b> - is determined by <b>influence</b> (teacher leads vs. student leads) and <b>proximity</b> (approval vs. disapproval)	Doing independent learning BEFORE establishing influence	
	24 Why relationships matter	Dominance vs cooperation is central, we're not just managing but <b>creating productive atmosphere</b> via: Eye contact, attending to high-needs students, not treating all students the same, maintaining order	Thinking it's about charisma and confidence	
	25 Teachers as intelligent consumers	<b>Context is EVERYTHING</b> . Be discerning of new stuff Look at findings, concepts, technology, theory to discern quality and IF IT WILL <b>WORK FOR YOU</b>	Thinking that a good thing will work everywhere	
Assessment	26 The many faces and uses of assessment	<b>Evaluation</b> as <b>motor for improving learning</b> : relation between evaluation/ instructional decisions/ analysis of learners. <b>Goal is mastery</b> , and tests can help with that	Thinking we're aiming for a normal distribution	
	27 When testing kills learning	<b>Exams should examine what teachers teach</b> (not the other way round). Be clear on function / nature / context of testing, and beware that <b>numbers can give false impression</b> of what's going on	Thinking numbers are sacred Teaching to the test	
	28 Don't ask questions that don't require understanding to answer	Testing comprehension requires <b>questions that go beyond</b> the presented info: <b>require</b> paraphrase / <b>transformation of information</b> not recall or using same language as the question	Goodhart's Law: when a measure becomes a target it is no longer a good measure	
	29 Why teaching to the test is so bad	<b>High stakes testing</b> = <b>perverse incentives</b> Tests are <b>ALWAYS proxies for learning</b> Stick to the domain of knowledge, not test techniques	Cobra effect – if dead cobras = money, then breed cobras	
	30 Hocus-Pocus teacher education	<b>Teacher education</b> must teach how we learn and how to facilitate and <b>stimulate</b> this via <b>evidence-based strategies</b> ! <b>Check the research</b> : sample size, effect, context, conclusions... look to the original if necessary	Strategies focussing on engagement/ cooperative learning	