

PURPOSE OF PROJECT

- Implicit bias impacts teaching and learning.
- ➤ A typical teacher makes up to 3,000 important decisions during a day of instruction (Danielson, 1996)
- ➤ Being a culturally responsive educator first requires recognition of existing or potential bias, a metacognitive skill of teaching
- > Digital simulations in education can support teaching and learning.
- ➤ The simEquity project, using simSchool, focuses on helping educators recognize, reflect and reduce implicit bias that may exist.

BACKGROUND

- Baidee (2012) identified four advantages to simulation based learning
 - Classroom decision-making
 - Practice through repeating, receiving feedback and advice
 - Self-efficacy in classroom teaching
 - Collaborations and social interactions
- > Fischler (2006) identified
 - Allows educators to act within virtual environments, immediately applying theory to realistic, yet controlled, settings



- ➤ A dynamic, online classroom simulation program that allows preservice and inservice teachers the opportunity to practice teaching
- ➤ Promotes pedagogical expertise by re-creating the complexities of classroom decisions through mathematical representations of how people learn and what teachers do when teaching.
- Computational Model (COVE)
 - > Cognitive science models
 - > OCEAN model of psychology (extroversion, agreeableness, persistence, emotional stability and intellectual openness)
 - > Viseral layer of Visual-Auditory-Kinesthetic perception
 - > Environment (social and physical expectations) for learning

TEACHER Conversation

Interaction Type: Assertion Observation Inquiry

Interaction Domain: Behavioral Academic

General Task Requirements

OCEAN + Physical

Expanded:

Cognitive

Language

Added: Subject-specific Tech General Attitude

Seating Arrangement

Individual in Rows Paired Small Group Tables Semi-Circle

Ambient Noise Student-generated inside Classroom Outside Classroom

Learning characteristics in simSchool

Internal Influences

Character Profile

STATE Characteristics

Cognitive:

General Ability
General Language Capacity
+ Expanded Language
+ Subject-Specific

Emotional:

OCEAN + Attitude + Social Proximity Impact

TRAIT

Physical Characteristics: VAK + Motor Skills +

General Health

Visual Indicators Expanded:

Facial Expressions Body Positions incl. Stimming Hand raised when cognitive and/or emotional threshold hit

Audio Indicators

General Ambient Noise

Distraction Indicator: Student Chatter + Ambient Increase influenced by average class distraction level

Data Visible During Play

Data Generated

Student Dashboard

Rate of Learning Zone of Proximal Development Modified OCEAN

Attitude Social Impact w/ Student Influencers

Change Log influenced by emotional and cognitive threshold

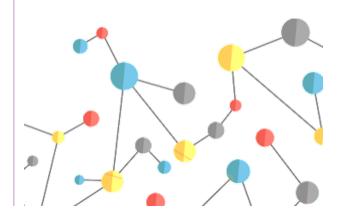
Class Dashboard

Average:

Rate of Learning Task Differentiation Peformance Emotional Distraction Conversation Type Attitude toward Subject

Lesson Plan Dashboard for:

Task Descriptions Tasks used in Order Visual indicator of +/- average impact





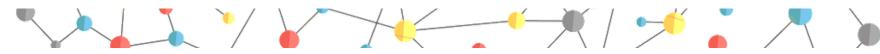
Catalog of Modules for Various Topics and Grade Levels

= Grade Level of Students

= Contains Additional Resources

= Estimated Time to Complete

♦	Module Name	Description		
K-5	Mastering Inclusionary Pratices Elementary	Practices Explore classroom management and accommodations	x	1.5 HRS
K-5	Strategies, Accommodations, and Learning Tools	Working with a Variety of Student Learning Devices	x	2 HRS
9-12	Differentiated Instruction Secondary	Practice teaching students who learn best through different modalities	x	2 HRS
9-12	Differentiated Instruction Secondary	Practice teaching students who learn best through different modalities	x	2 HRS
9-12	Exceptionalities and Student Success, Part 3	Experience instructing students with challenges in math processing	x	1.5 HRS
9-12	Exceptionalities and Student Success, Part 5	Experience instructing students on the Spectrum	x	1.5 HRS
9-12	Mastering Inclusionary Practices Secondary	Explore classroom management and accommodations	x	1.5 HRS
9-12	Study Skills Intervention	Teach a high school class where all students have IEPs 4 ● 60 min	x	2 HRS

















Teaching Sims

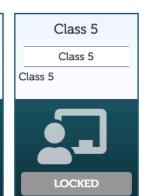
Instructions: You must review your observation report for each class taught for the next class to unlock. You must also review your report for each class before you can answer reflection questions if they are present.



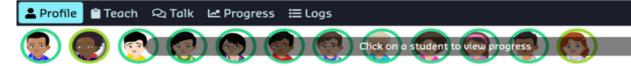








≺ Back to Class Listing





Robert Blackwell He is working on...

Now is your chance to share. You may speak with other students at

Start Done

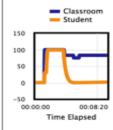
Robert's Strengths

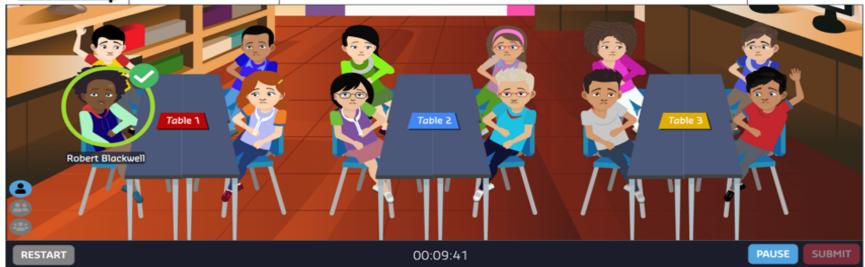
_
Moderate
Low
Moderate
Moderate
Moderate
Moderate
Low
Moderate

Key Personality Details

neg i cromming commi				
Preferred pronoun:	Не			
Has an IEP Plan:	No			
Has a 504 Plan:	Yes			
Social Traits:	Does fine working with people or alone [see more]			
Work Habits:	Usually open to and motivated by working with others [see more]			
Learning Environment:	Either working alone or with others [see more]			

Academic Performance





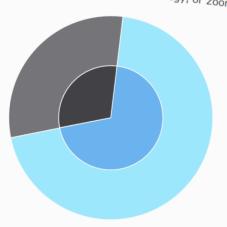
Student Attention By Ethnicity

Graphic Feedback

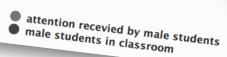
'Attention' determined by speaking to a student, looking at a student's profile, assigning a differentiated task, applying a differentiated strategy, or zooming in on a student.

Student Attention By Gender

'Attention' determined by speaking to a student, looking at a student's profil differentiated task, applying a differentiated strategy, or zooming in on a

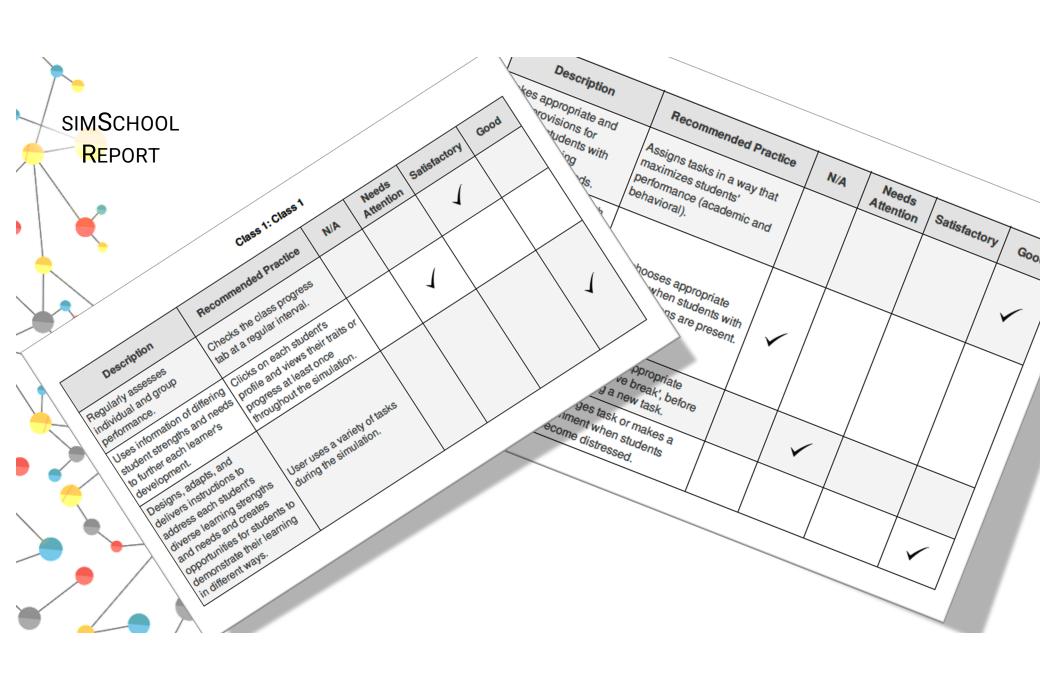


attention recevied by female students female students in classroom





- attention recevied by black or african american students attention recevied by hispanic or latino or of spanish origin students attention recevied by unspecified students
- attention recevied by white students
- black or african american students in classroom hispanic or latino or of spanish origin students in classroom
- unspecified students in classroom
- white students in classroom



RESEARCH USING SIMSCHOOL

- > Research on the use of simSchool has shown improvement in
 - > teaching skills (Christensen et al., 2011; Knezek et al., 2015)
 - > classroom management (Christensen et al., 2007)
 - ➤ motivation (Tyler-Wood et al., 2017)
 - > multicultural awareness, literacy (Collum, Christensen et al., 2019)
 - > self-reported *educator bias* (Collum, Christensen, Delicath, & Knezek, 2020)
 - > instructional self-efficacy (Knezek & Christensen, 2009).
- ➤ Many learning trials with simulated students increases teacher confidence and competence, which in turn improves student learning.
- ➤ Repetition of many trials is important in changing habit complexes such as implicit bias (Malone, 2016).

DEMONSTRATION - JOIN US

Click on the google sheet

https://docs.google.com/spreadsheets/d/1pgBBVSFGyrb0Dsgua4WE7_DPx392xUFRdreox_Jy7ss/edit#gid=0

Select an account and use that login at https://www.simschool.org

