



Transforming tomorrow's classrooms by improving teacher effectiveness today

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simSchool: A Classroom Simulator for Educators

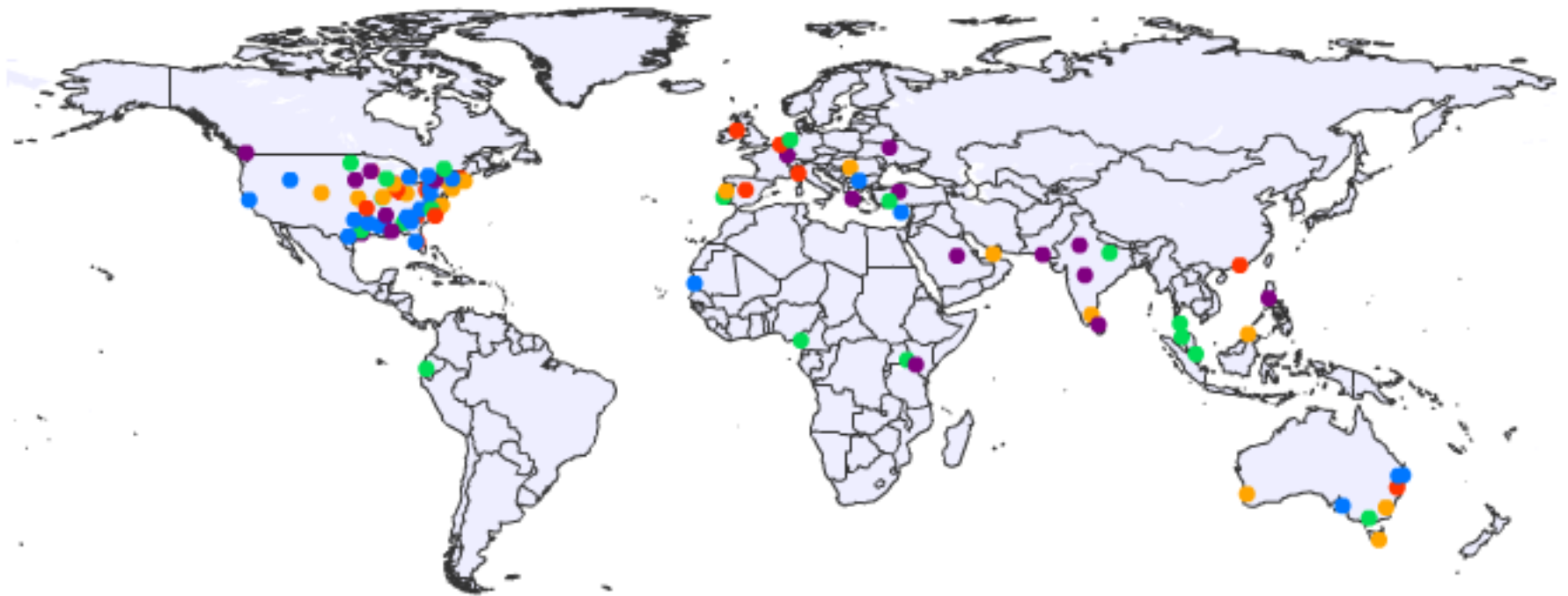


PLAY TO LEARN!

- **Build Your Confidence in Teaching.**
- **Understand Students' Behavior and Learning Styles.**
- **Practice Your Classroom Management Techniques.**

[Learn More About simSchool](#)

EDUCAUSE has helped us
increase from 600 to 10,000 users
since September 2011



In Process **New Registrations** **Level 1** **Level 2** **Level 3**

The Sim



No selection.
The class is doing d

Which students need
the most help?

The Science



3-Aspect simStudent Personality (Hidden Variables)

- Openness to learning
- Conscientiousness toward tasks
- Extraversion to introversion
- Agreeableness
- Neuroticism - emotional stability
- Visual
- Auditory
- Kinesthetic
- Expected academic performance

What makes students
different?

Nine Million Student Records

« Back to class roster

Close x

Young, Aaron

Personality profile

In relationships, Aaron: *needs to think things through, must be undisturbed, likes a private space; waits to see "what the teacher wants", accommodates other people's wishes; is a perfectionist, is very competitive, focuses on the details; can be moody, takes things personally, has low self-esteem; willling to go along with new experiences.*



When approaching tasks, he: *cautious, considerate, thoughtful, likes to work alone on one thing at a time; highly competitive, reserved and cool, a bit of a perfectionist, likes to "win"; very sensitive to dates and schedules, is judgmental and holds grudges; interested in facts and figures that explain things.*

Teacher reflections

Aaron is most comfortable when learning environment includes: *a quiet classroom and acknowledgement of a need to work alone; collaborative group work projects, very supportive and friendly, students mentor one another; challenge, competition and sustained effort; a few routines, and an invitation to construct new ideas.*

Academics

Reading:	B-
Writing:	A-
Listening:	C

sed.

Are they ready to learn?



What happens when I give a task?



No selection.
The class is doing design on multiple criteria.

Simulation is running.

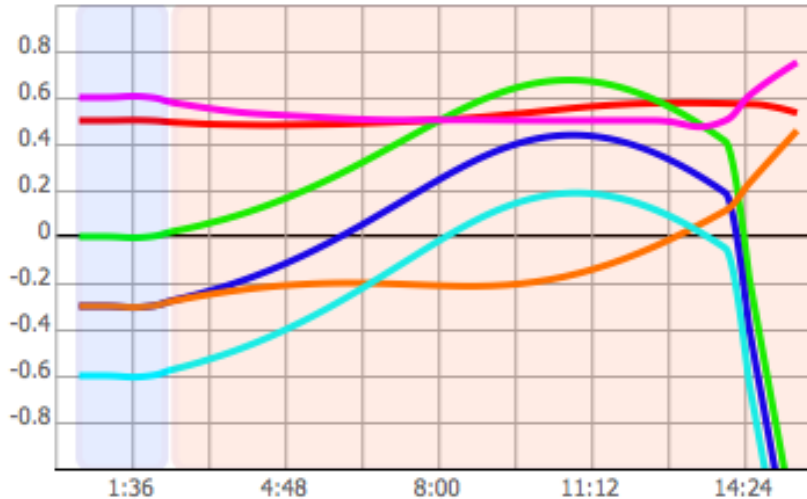
<http://www.simschool.org/simulation/app/laptop?profile=283#>

Time



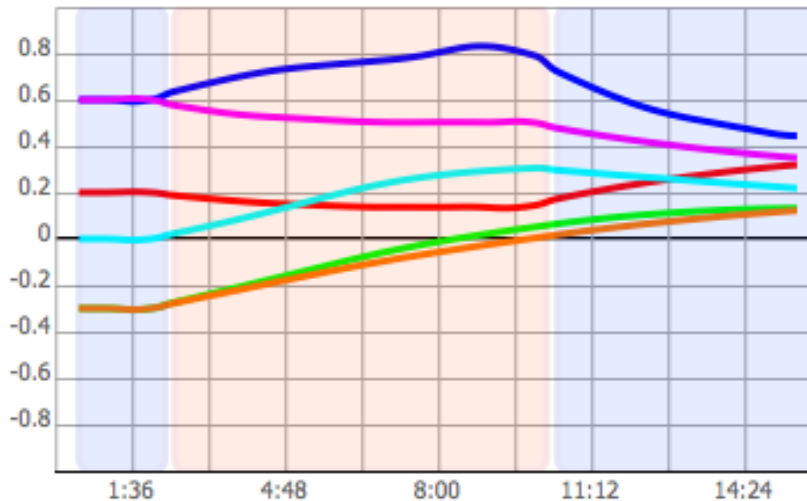
- Academic
- Openness
- Conscientiousness
- Extroversion
- Agreeableness
- Neuroticism

Time (simMin)



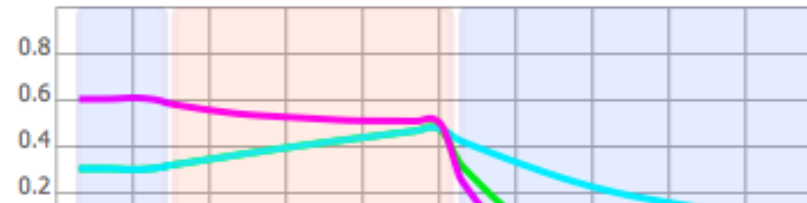
- Academic
- Openness
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Time (simMin)



- Academic
- Openness
- Conscientiousness
- Extroversion
- Agreeableness
- Neuroticism

Time (simMin)



Results

Did I prepare well enough to help every student?

What did I do and say, and how did that impact my students?

Reflections

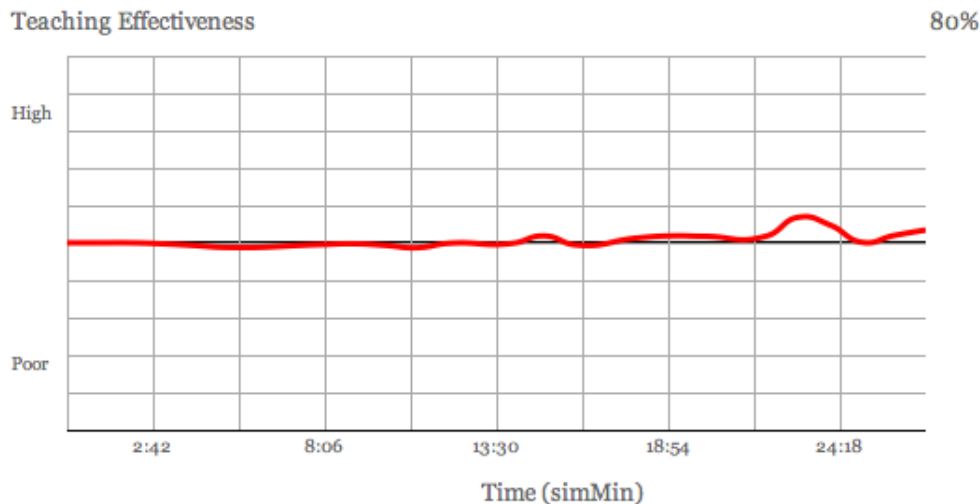


What are my long-term trends?

How to I speak to students?

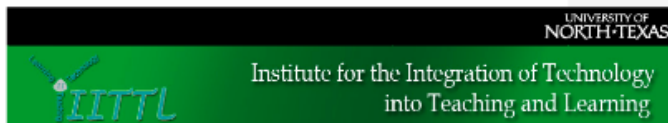
What variety of tasks do I use?

Am I effective?



So...Why use simSchool?

Provides PRACTICE in a SAFE environment
LOWERS THE COST of field training
Develops TEACHING SKILLS
CHANGES ATTITUDES about teaching
Exposes teachers to LEARNER DIVERSITY
Supports NEW RESEARCH ON TEACHING
Oh, and it's FREE to professors, trainers and organizations



Organizational Capacity

About Us

Supports:

- AAACE – 2500 IHEs world-wide
- SITE – 1500 teacher education programs world-wide
- CurveShift – Developer of simSchool digital media learning
- Pragmatic Solutions – Massively scalable learner analytics
- FableVision – Visionary digital media projects experience
- UNT-IITTL – Research expertise in technology and teacher education
- All the above – human capital for project leadership



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