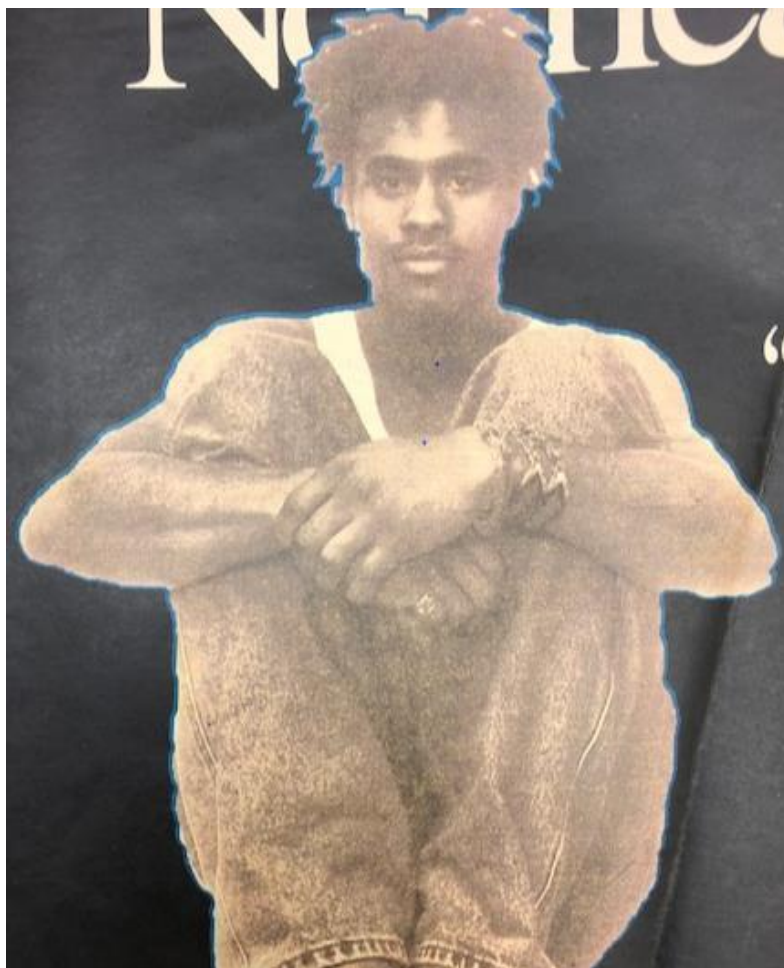
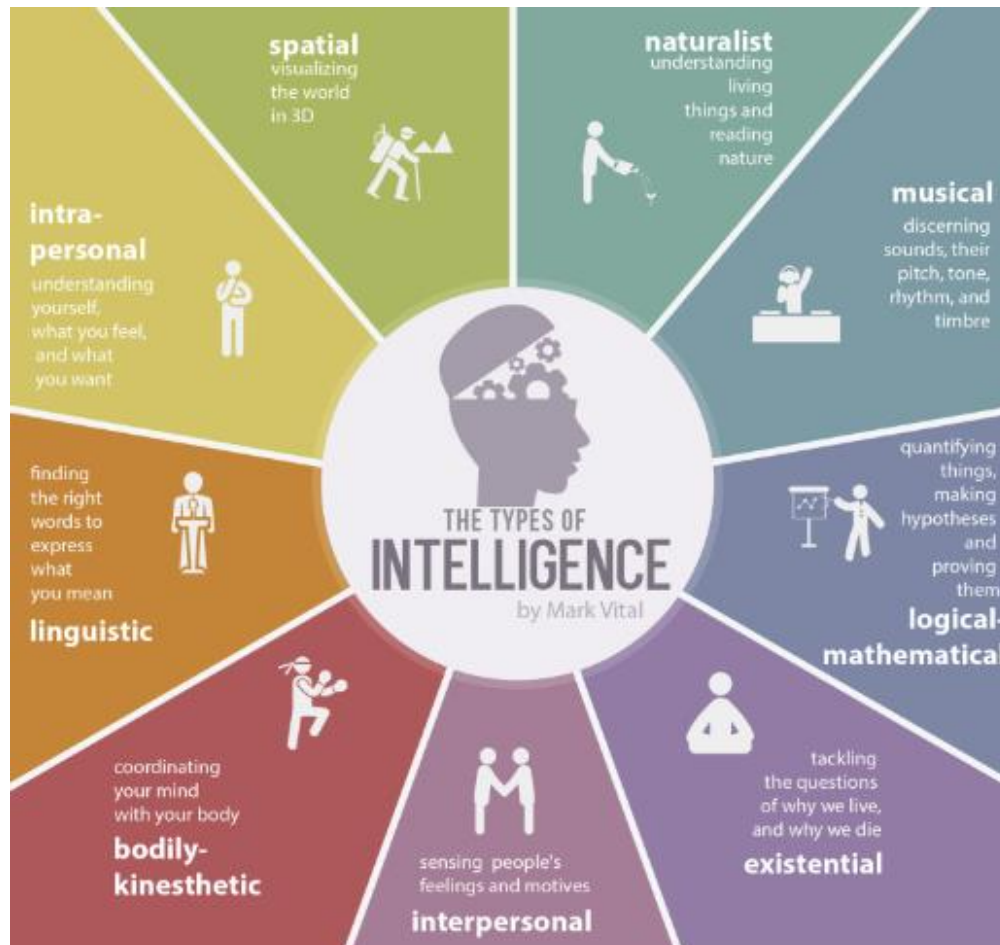


WHEN WE LISTEN



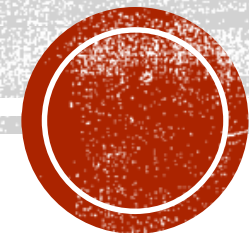
**WHEN I SPEAK
NO ONE LISTENS
TO WHAT
I HAVE TO SAY . . .**





**"AN INTELLIGENCE
IS THE ABILITY TO
SOLVE PROBLEMS, OR
TO CREATE PRODUCTS,
THAT ARE VALUED
WITHIN ONE OR MORE
CULTURAL SETTINGS."**

HOWARD GARDNER, HARVARD UNIVERSITY

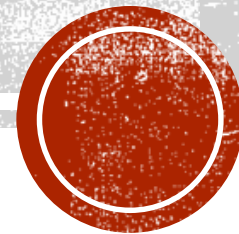


It's not our job to like what students like, but it is our job to know.

-Quantum Learning Network



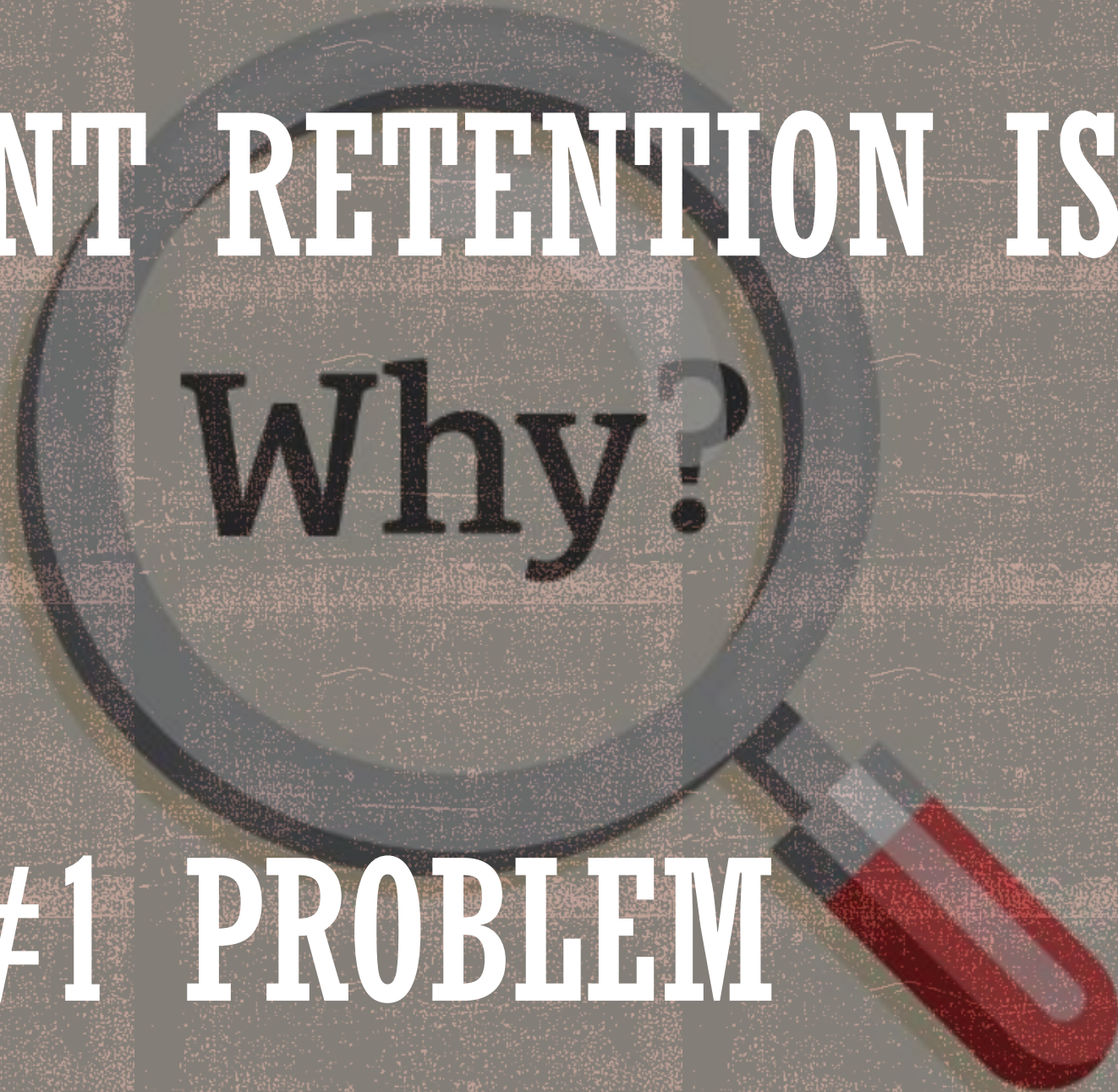
**DO YOU
REMEMBER?**



STUDENT RETENTION IS

Why?

#1 PROBLEM



The top reasons students drop out of high school



SOURCE: GradNation.org

DON'T CALL THEM DROPOUTS

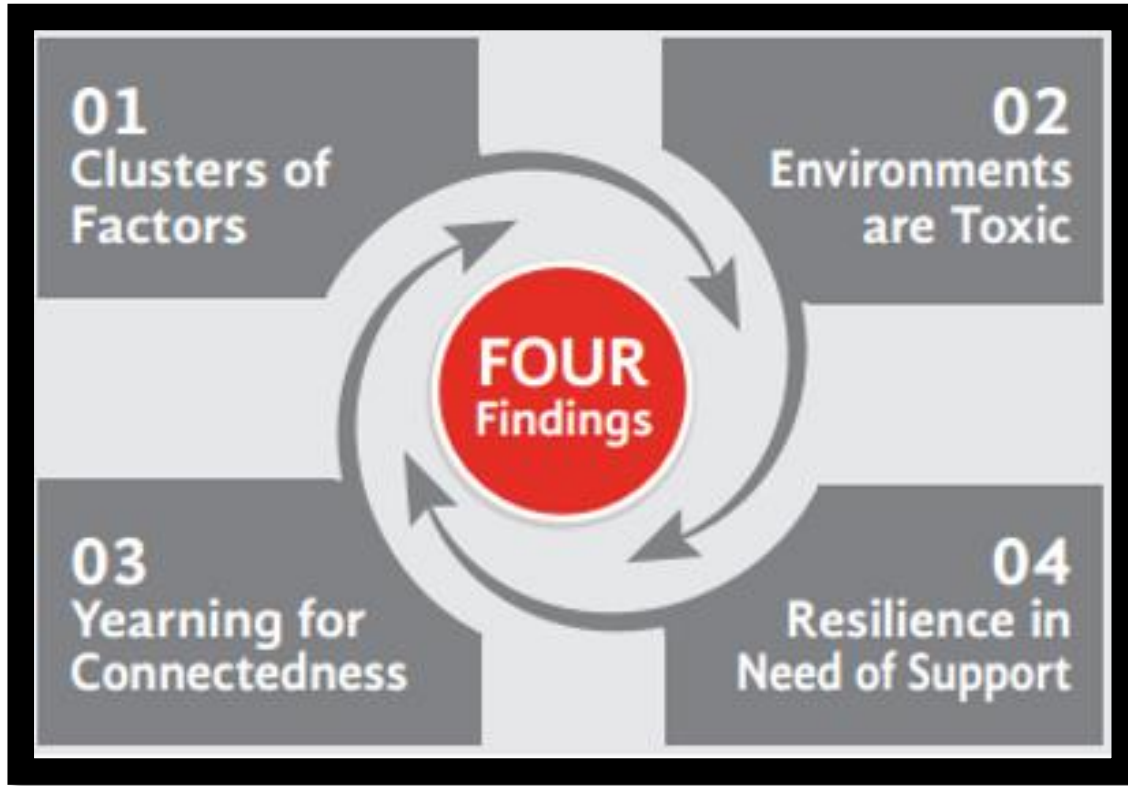
UNDERSTANDING THE EXPERIENCES OF YOUNG PEOPLE WHO LEAVE HIGH SCHOOL BEFORE GRADUATION

A Report from America's Promise Alliance and its Center for Promise at Tufts University

AMERICA'S PROMISE
ALLIANCE

CENTER for PROMISE





INCREASE IN SUICIDE 2009 - 2017



·Ages 14 – 17:	60%
·Ages 12 – 13:	47%
·Ages 18 – 21:	46%
·Ages 20 – 21:	100%

Journal of Abnormal Psychology, 2019, Vol. 128, No. 3

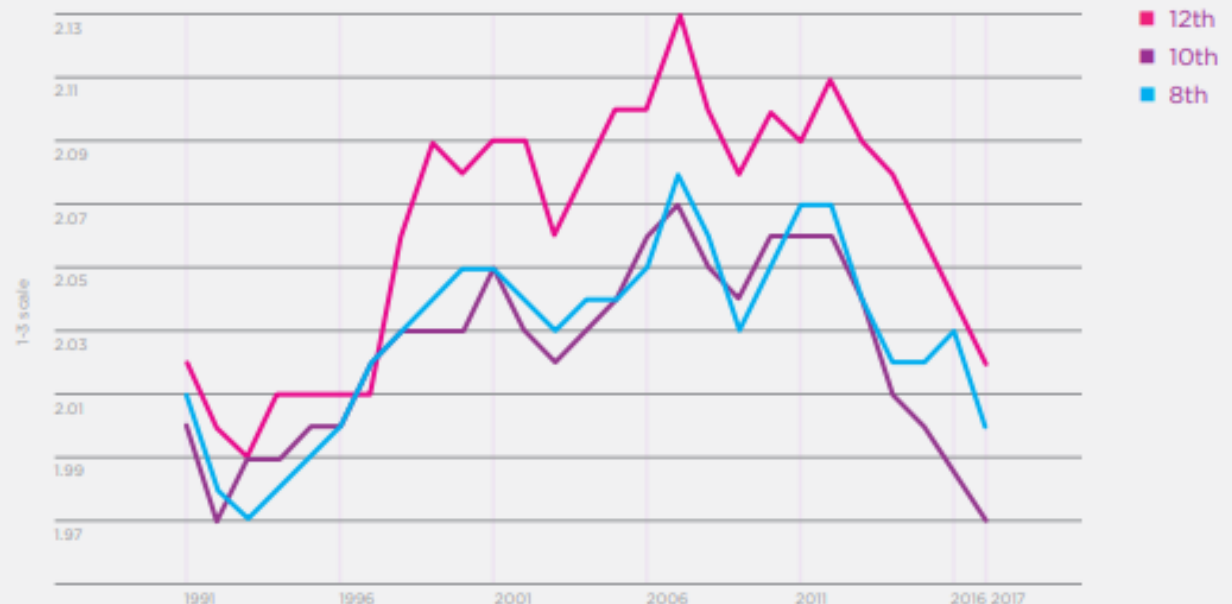


AS SOCIAL MEDIA INCREASED, HAPPINESS DECREASED



During the same time period that digital media use increased, adolescents began to spend less time interacting with each other in person, including getting together with friends, socializing, and going to parties . . . Thus, the way adolescents socialize has fundamentally shifted, moving toward online activities and away from face-to-face social interaction.

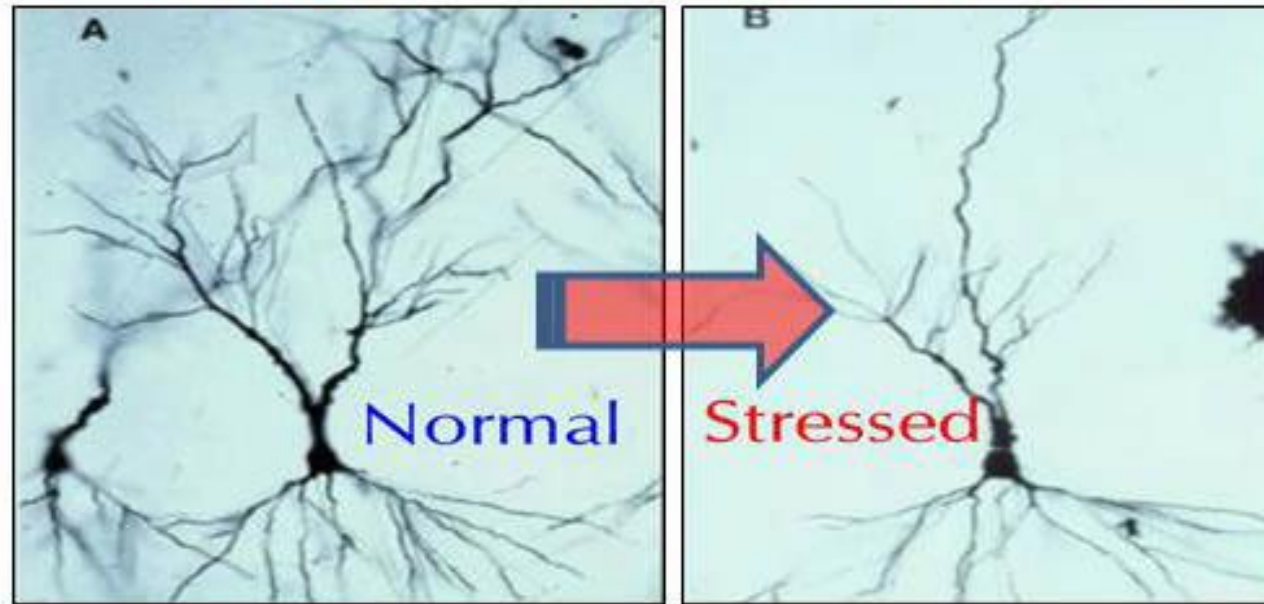
Figure 5.2: General happiness, U.S. 8th, 10th, and 12th graders (ages 13 to 18), Monitoring the Future, 1991-2017



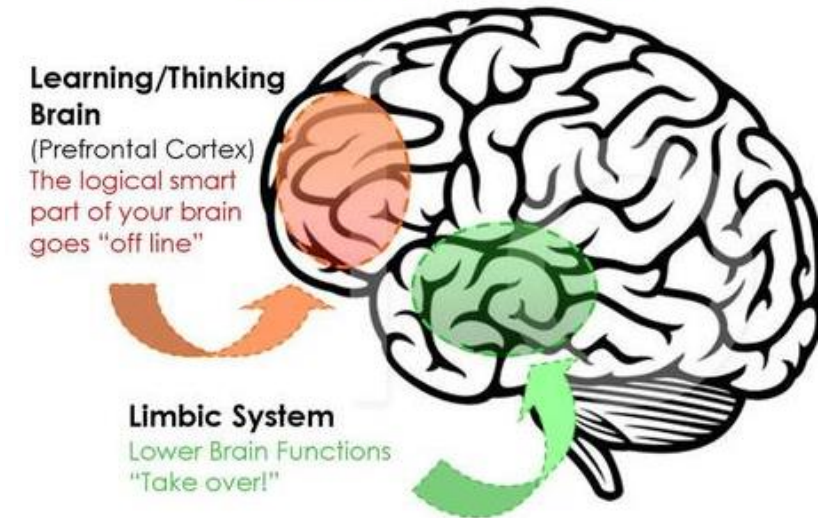
GALLUP World Happiness Report 2019



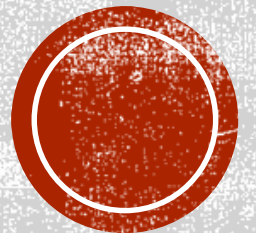
Stress Shrinks Brain Networks



FIGHT - FLIGHT - FREEZE
What's really happening when we go into
"Survival Mode"



NOT A TIME TO LEARN





OUR ORIGINAL LEARNING TOOL
IS WONDER . . .



Beta 13-40 Hz

Associated with worry, **stress**, paranoia, fear, **irritability**, moodiness, **anger**. Connected to **weakened health** and immune system. Fully awake and alert. **Nervousness**, **depression**, and **anxiety**. People spend most of their time in the beta state.

Alpha 7-13 Hz

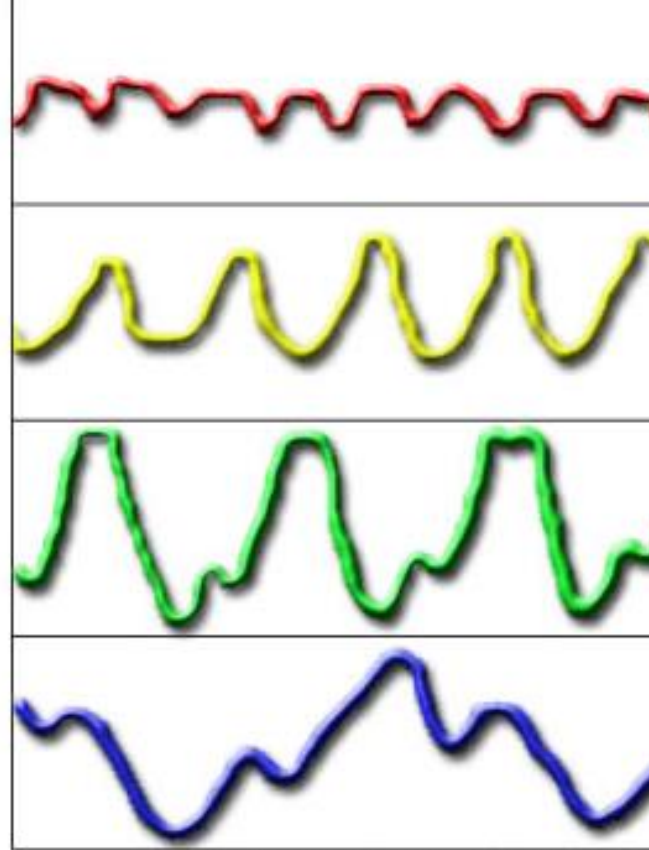
Meditation and relaxation **begins**. Effortless creativity flows. Powerful state for **memory** and **super-learning**. A harmonious, **peaceful state**. Habits, fears, and phobias begin to melt away. **Tranquility** and **calm**.

Theta 4-7 Hz

Insight, **Intuition**, **Inspiration**. Answers to important questions can be found. **Feels like** you are **floating**. A **wonderful realm** to explore. Dream like imagery. Good for **problem solving**. Feel **more connected** to others.

Delta 0-4 Hz

Renewal, **healing**, rejuvenation. Deep, dreamless sleep. **Very Rewarding**. Said to be the entrance to **non physical states of reality**. Best state for **immune system function**, restoration, and **health**.



The Four Brainwave States

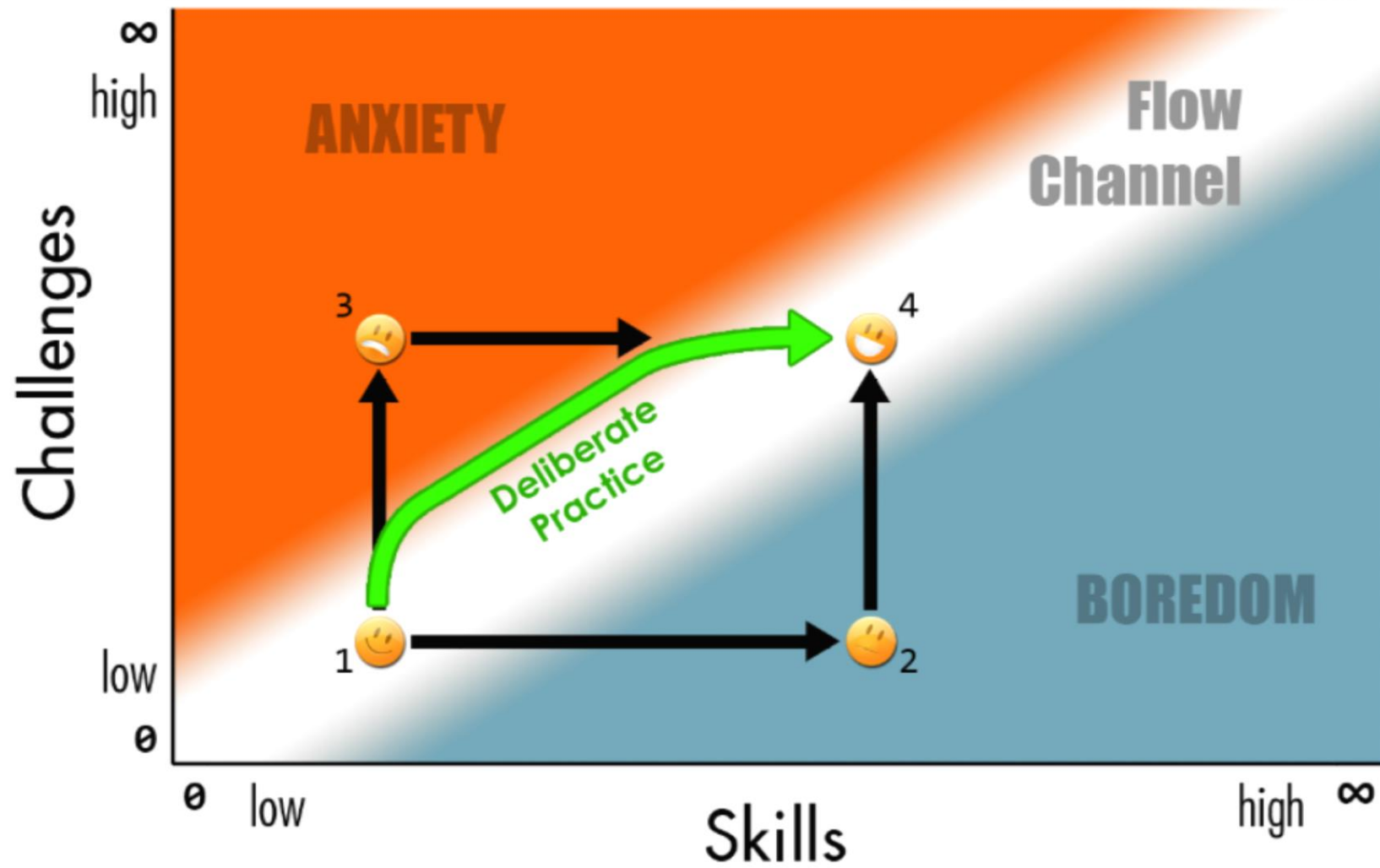


FLOW



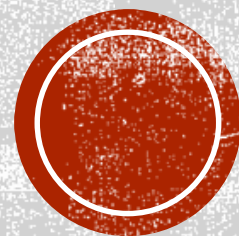
Adapted Flow Channel Diagram

by Malcolm McCulloch — www.malcolmm.cc
(based on p74 of Flow by Mihaly Csikszentmihalyi)





PEOPLE NEED PEOPLE





Maslow's hierarchy of needs

**PEOPLE
NEED
PEOPLE . . .
AND
PURPOSE**



Prilleltensky, Isaac



Title	Vice Provost for Institutional Professor of Educational
Department	Educational and Psycholc
Degree	Ph.D., University of Manito
Specialization	Community Psychology; C Well-being; Interdisciplina Critical Psychology



**STUDENTS NEED TO FEEL VALUED
AND ALSO TO ADD VALUE
TO KNOW THEY MATTER**



“CPS is an essential skill in the workforce and the community because many of the problems faced in the modern world require teams to integrate group achievements with team members’ idiosyncratic knowledge,” the authors of the report say.

As societies and technologies become increasingly complex, they generate increasingly complex problems. Devising efficient, effective, and innovative solutions to these complex problems requires CPS skills that most students lack. Only 8% of students around the world showed strong CPS skills, according to a 2015 assessment of more than 500,000 15-year-old students conducted by the Organisation for Economic Cooperation and Development.

“The experiences of students in and out of the classroom are not preparing them for these skills that are needed as adults,” Graesser and colleagues write.



Solving 21st-Century Problems Requires Skills That Few Are Trained In, Scientists Find

WE ALSO KNOW

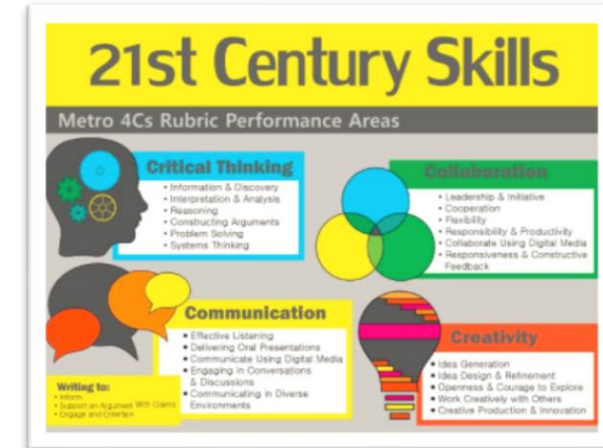
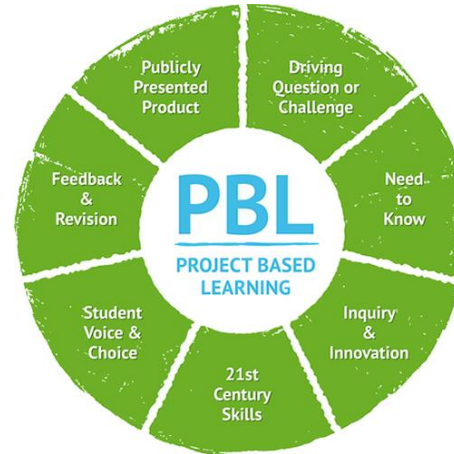
FORBES WORKPLACE SKILLS 2020

1. Complex Problem Solving
2. Critical Thinking
3. Creativity
4. People Management
5. Coordinating with Others
6. Emotional Intelligence
7. Judgement and Decision Making
8. Service Orientation
9. Negotiation
10. Cognitive Flexibility



THROUGH SEL PROJECTS:

- STUDENTS LEARN CCLR SKILLS
- EMPLOY MENTAL WELLNESS TOOLS
- FEEL A SENSE OF PURPOSE
- LEARN 21ST CENTURY LEADERSHIP SKILLS
- MAKE REAL WORLD CONNECTIONS & EXPLORE POTENTIAL CAREERS





The Mental Health Continuum

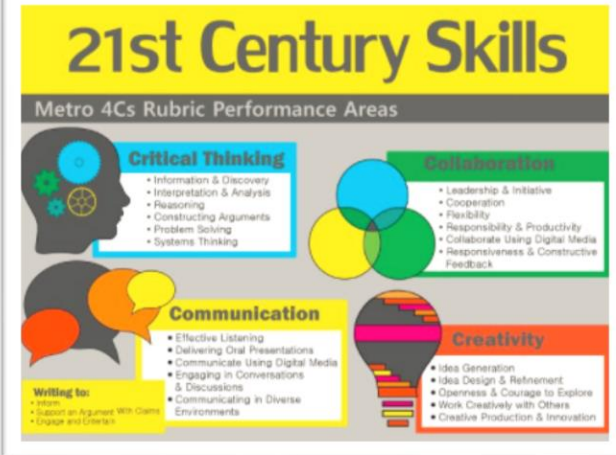
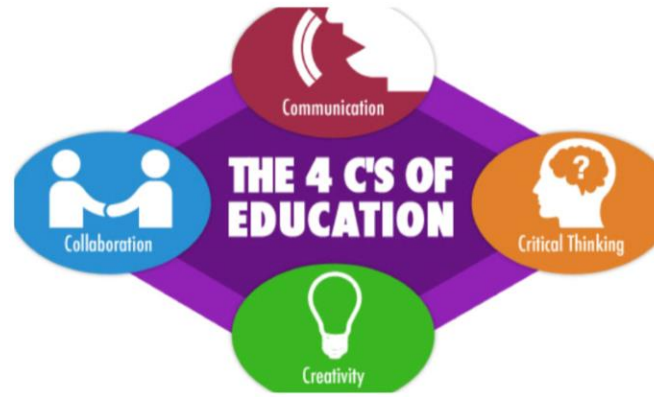


SEL PROMOTES HEALTH . . . TO PREVENT ILLNESS

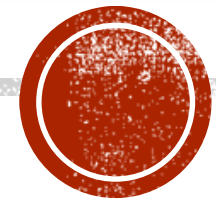


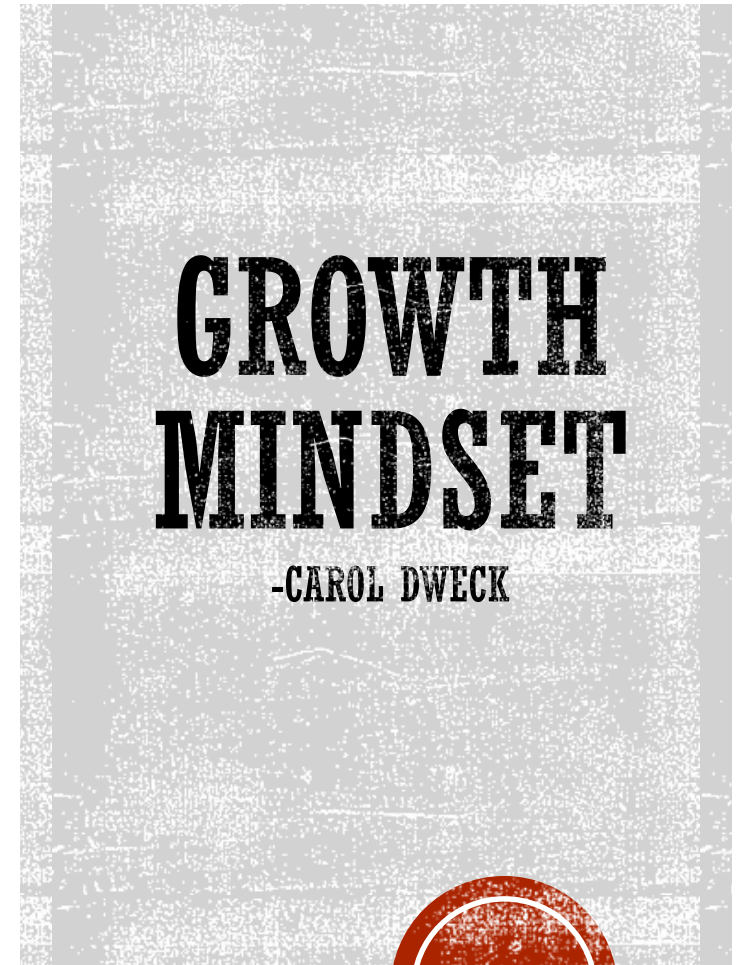
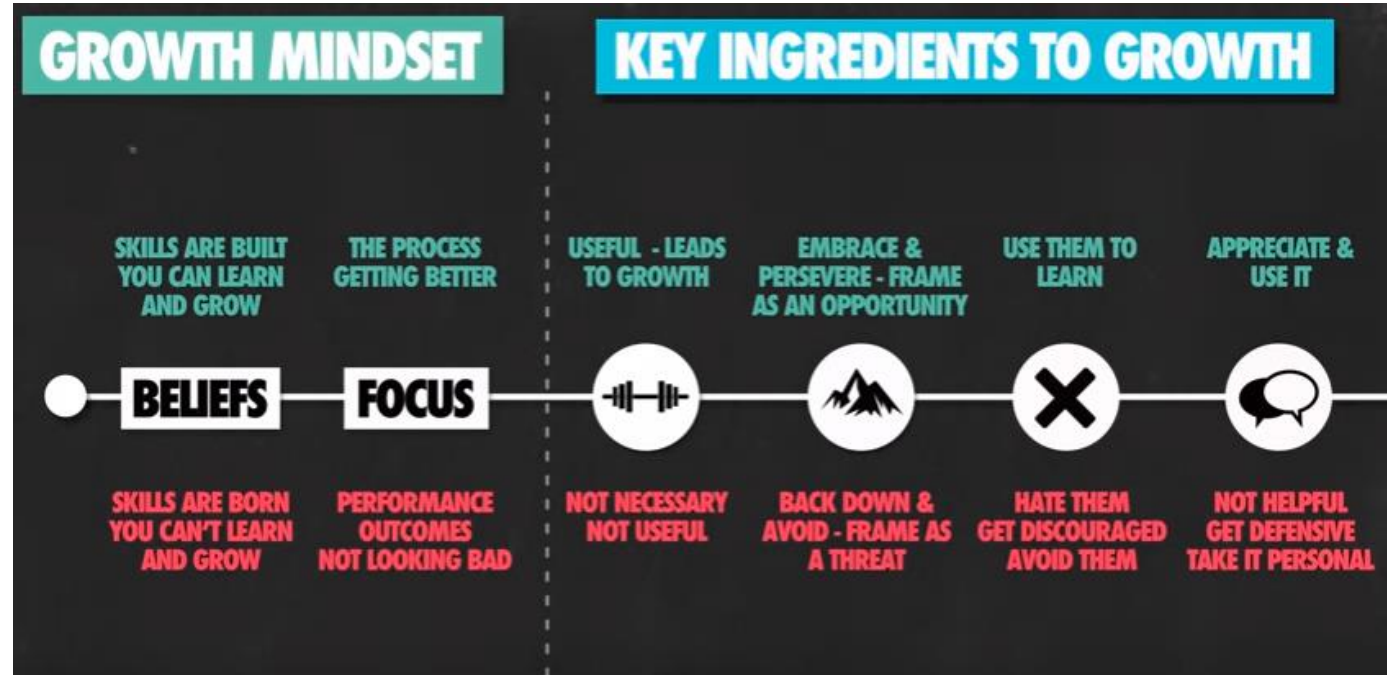
COURAGEOUS CONVERSATIONS

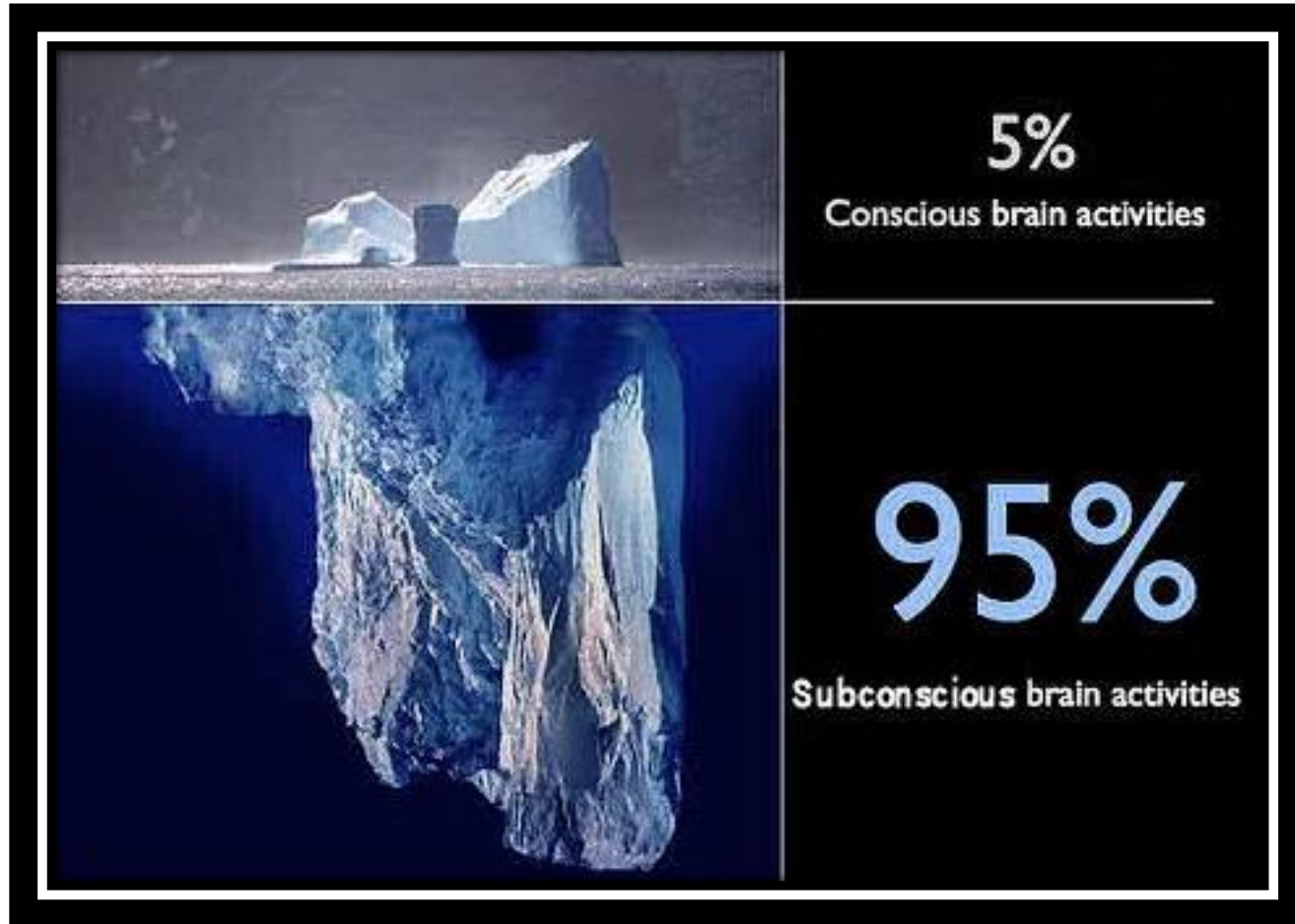
TABE/CASAS/GED®



LCP's = Let's Connect -w- People





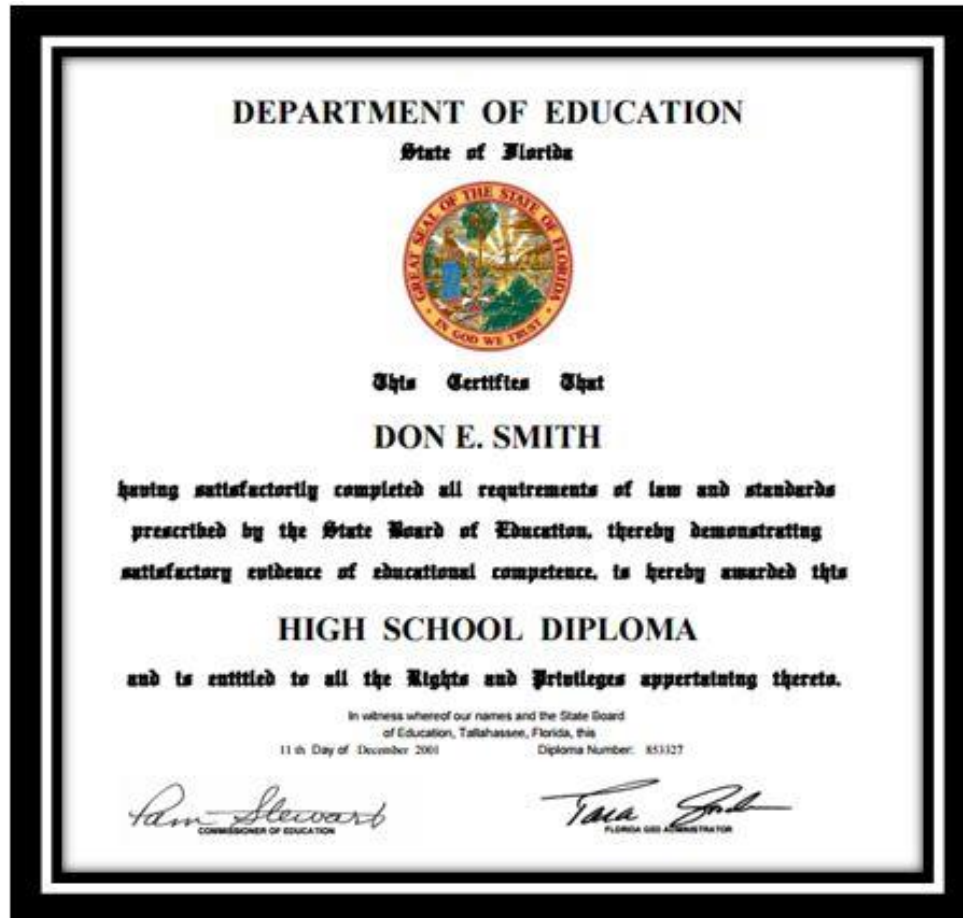


CONSCIOUS

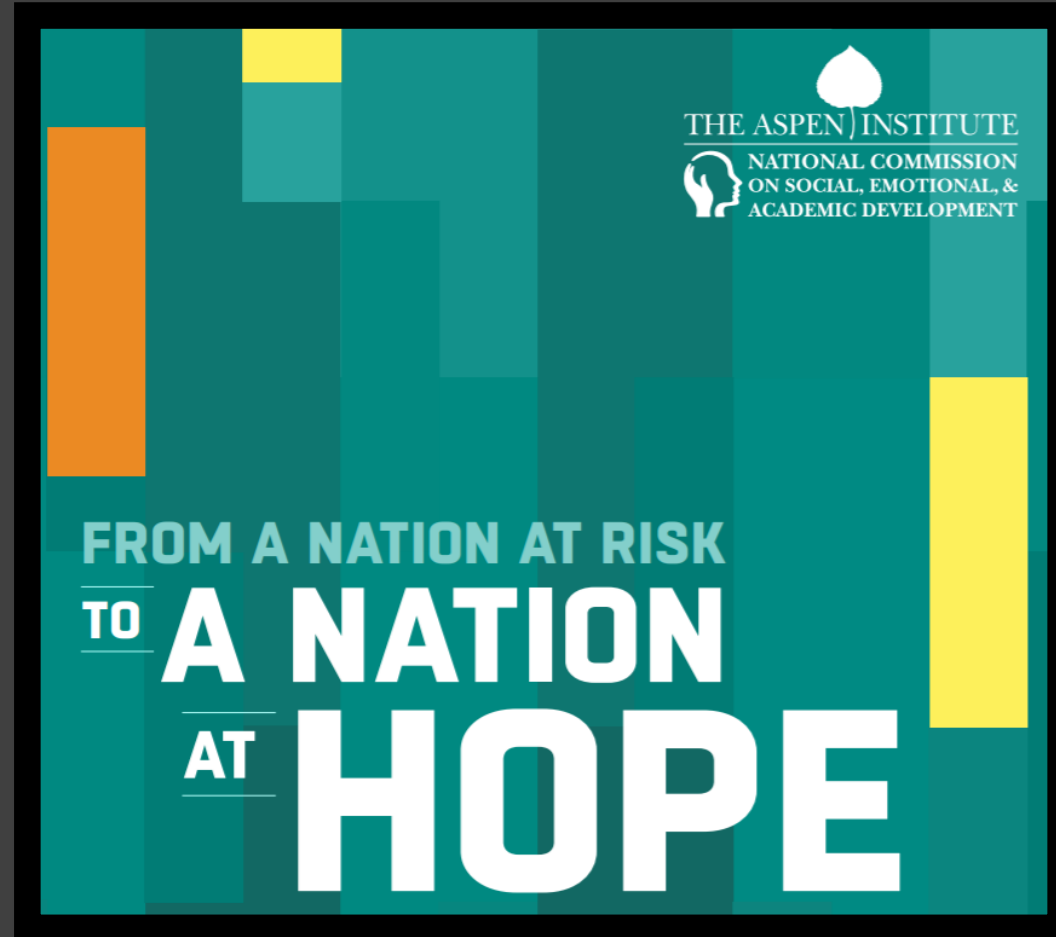
-VS-

**SUBCONSCIOUS
BRAIN**





LANGUAGE MATTERS



“The power of the social brain has been totally underestimated. It’s the driving force in cognition; it’s the gateway to learning.”





IN EVERY COLLECTIVE HUMAN ENDEAVOR THERE COMES A MOMENT.

A moment when we know so much more about what we ought to do. A moment when multiple voices and perspectives coalesce around a shared vision. A moment when, together, we can make the possible real. **In education, that moment is now.**





I STILL DON'T CARE ABOUT THOSE PEOPLE.

I'LL KEEP THE DAY WITH A SMILE . . .

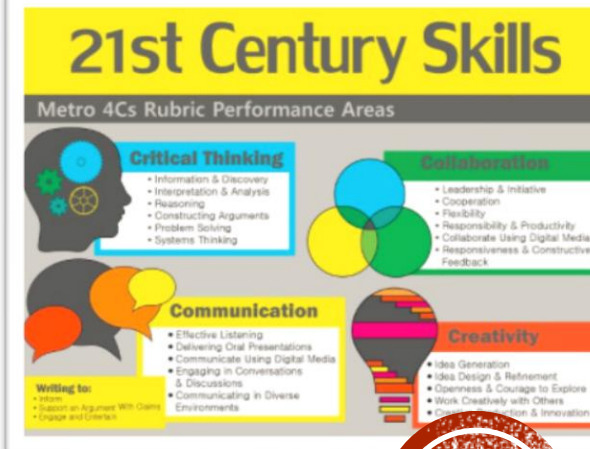


“WE ARE WORKING ON THE WRONG THINGS”



IS THIS
FOR YOU
TREATING CHILDHOOD TRAUMA
OPRAH'S ONE REVOLUTIONARY CARE FOR 6 MINUTES

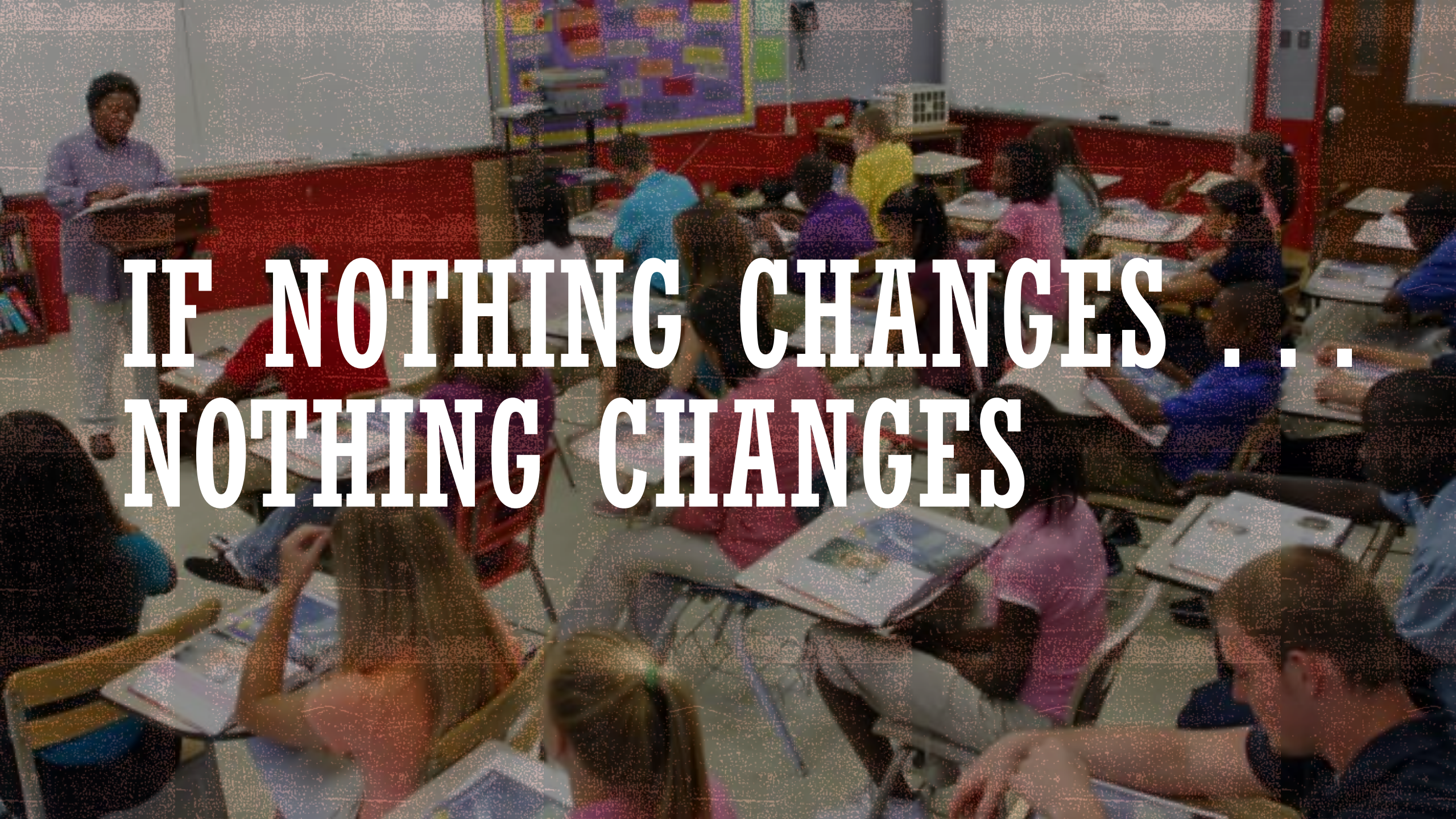
WIN
WIN
WIN



EDUCATION is not the LEARNING
of Facts but the
TRAINING
of the Mind to
THINK

Albert Einstein





**IF NOTHING CHANGES . . .
NOTHING CHANGES**