BRAIN – BASED LEARNING



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BRAIN – BASED LEARNING



Developmental Foundation

Learning Environment



DEVELOPMENTAL FOUNDATION

 4 EMOTIONAL INTELLIGENCE
 3 TERTIARY
 2 SECONDARY
 1 PRIMARY



Attention/survival

- Prenatal through preschool
- Brain Pathways
 - Brain Stem
 - Primary cortex
 - Cerebellum
 - Limbic/mood
 - Amygdala
 - Hippocampus



FRONTAL Predicting Planning

FRONTAL

PARIETAL

Parie Tal Pain Temperatu Touch Pressure

TEMPORAL Multiple Sen Auditory Visual Touch OCCIPITAL

CEREBELLUM





ATTENTION

- Bottom up
 - Brain chemicals
 - Electricity
 - Formation
- Mood
 - Begin link to brain stem











- Early childhood memory
 - A whole new world
 - Initial sensory input
 - One sense at a time



Reflexes - Survival Begin in utero Primitive reflexes end by one year after birth





- Reflexes immature development cause problems
 - Attention problems
 - Hyperactive
 - Hypoactive
 - Sensitivity issues
 - Motor problems
 - Memory problems





Immature reflex development impedes learning

- Input is difficult
- Output is impeded
 - Attention
 - Memory
 - Eye movement reading,
 - Hand control writing
 - Posture writing, reading
 - Spatial awareness for math and writing
 - Organization tric Neuropsychology www.ndcbrain.com



- Primary brain can take over physical parts of advanced, learned skill
 - Frees upper brain to
 - Focus attention
 - Observe
 - Discover ways to improve to improve the test of tes
 - Handwriting
 - Driving
 - Sports



- <u>Emotional/cognitive limbic</u>
- Preschool to Primary grades
- New brain pathways
 - Multi-sensory cortex
 - Cross midline (corpus collosum)
 - Mood connections
 - Linked to lower (amygdala & hippocampus)
 - Linked to higher brain (cortex)







Attention Top down Some bottom up emerging Mood is strongly connected Affects all relationships Increases awareness of world & need to relate emotionally





Memory

- Past & present
- Multisensory connections
- Concrete/real





- Relates directly to temporal (language) lobes and <u>right</u> hemisphere
 - Dreaming, Intuition and Creativity
 - Reading
 - Writing
 - Math



Beginning reasoning



Language and Thinking

- Upper Middle school Upper grades
- New brain pathways
 - Cortex + limbic + brain stem
 - Higher cortex can control brain stem responses
 - Mood
 - Enhances connections
 - Short-circuits connections





Attention/Executive Function

- Top down AND bottom up
 - Organization and planning.
- Mood



- Limbic connections remain immature
- Some top down control

Memory

- Past, present and future
- Connects to reasoning
- Abstract reasoning grows





Brain Levels" affect one another
 Idea from level 2 or 3
 can change
 perception from
 level 1



Relies upon firm foundation of Primary



And

Secondary

Brain

- Emotional Reasoning
- Older Teens
- Past, present, future
 PLUS EMOTION



- Abstract reasoning complete
- Full brain operation

Most fragile **foundations** be completed <u>must</u> or **tumbles** d



Strong foundation =

- Strong
 - Full brain responses





Person can monitor and control

Level 4

- Level 3
- Level 2
- Level 1



Weak foundation = Weak links to full brain





LEARNING ENVIRONMENT







LEARNING IS A MIND-BODY EXPERIENCE

ATTENTIONAL STATES EMOTIONAL EASE MEMORY AND RECALL







Strong understructure
Clear, new stimuli
Emotional safety





Give learner MORE CONTROL

- Engage them in creating
 - Classroom rituals
 - Projects
 - Rules
 - Procedures
 - Consequences



- Ensure success
 - Teach through multiple learning styles
 - Repeat
 - Use concrete visuals 85%
- Provide curriculum choices
 - Sense of freedom
 - Individual expression
 - Individual choice



Encourage pursuit of life-like projects

 Engage curiosity
 Engage natural passions

 Incorporate guest speakers

 and field trips



Provide novelty
 Be:
 Courageous
 Funny
 Different



Encourage group work

Give plenty of "down time"

- Allows for personal meaning
- Learning goes internal



- Walk, stretch, classroom clean-up, doodle or just rest
- Seatwork or homework IS NOT "DOWN TIME"
- Eyes upon you doesn't mean Attention is paid

Encourage pleasure in their work

- Celebrate new learning
- Post jokes or funny cartoons
- Allow for movement
- Play music







- Adjust the environment
 - Color

- Orange and yellow are best for learning
- Dark colors lower stress blue most tranquilizing
- Light
- Visual distractions
- Auditory distractions
- Temperature
- Plants

Attention and mood go hand-in-hand

Up
<hr/>
<hr



Mood = attention
\ down



Our emotional state is an integral part of our learning



Caregiver's emotional state

- Influences child's state
- Influences child's development in general





- Fear or anger shifts attention and energy to lower levels
- Reacts on a primitive level
 - Insecure
 - Anxious
 - ♦ Tense



Think one thing - feel another

Negative emotions cause lowered learning



Distress and threat interfere with learning
 25-40% of students have outside stress issues



Positive Learning Environment



Role of positive emotions in learning

- Binds learning
- Intensely activates long term memory
- Facilitates faster and better decisions
- Helps determine what's real, what believe and feel



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Deal with students gently and personally
 Acknowledge and include in the learning process

- Emotions
- Feeling

- Beliefs
- Cravings
- Problems
- Attitudes
- Skills





Create an optimal learning environment

- Establish positive and productive rituals
- Set a tone of teamwork



- Encourage participation
- Maintain an <u>absence</u> of threat and high stress

Ensure success

- Teach to all learning styles
 - ♦ Visual = 85 %
 - Auditory = 10 %
 - ♦ Tactile = 5 %



Ensure success

- Be aware of gender differences
 - Females
 - Fine motor skills
 - Computation tests
 - Multitasking
 - Spelling
 - Use of verbal memory
 - Appreciation of depth and perceptual speed
 - Reading body language/facial expressions
 - Habit formation and maintenance

 - Most spatial tasks

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 Tie right and left, brain isleas together



- Ensure success
 - Be aware of gender differences
 - Males
 - Targeting skill
 - Working vocabulary
 - Extended focus and concentration
 - Mathematical reasoning and problems solving
 - Navigation with geometric properties of space
 - Verbal intelligence





- Ensure success
 - Repetition
 - Duration of themes/units
 - Newer concepts need more time
 - Complexity needs more time
 - Plan for elaboration
 - Use textbooks as supplements
 - Use self-assessment tools



Memory pathways

- Short-term to long-term
 - Hippocampus = new memory
 - Medial temporal lobe = forms and organizes





- Declarative knowledge language-based
 - Working memory = prefrontal cortex – Helps us use information
 - Utilizes a neuronal network
 - Episodic memory = hippocampus
 - Store and replay events
 - Semantic memory = Stored throughout cortex
 - Raw facts and data



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Nondeclarative knowledge – how to do something

PLAY MODIE

- **Basal ganglia** – Skilled behavior
 - -Learned habits
- Emotional aspects
 - Amygdala
- Motor learning with precise timing
 - Cerebellum

Speech/Language functioning

- Receptive = temporal lobe
- Expressive = frontal lobe
- Visual word reading
 - Visual cortex words



- Angular gyrus matched with words spoke
- Dyslexics trouble with sounds/words and visual word match

 Pre-expose learners to new material in advance

 The more background they have, the more connections they'll make

 Discover student's background

 Learn of their experiences
 Present through all senses/styles



Help encode in memory
 Down time
 Emotions



Real life associations
Memory techniques

Teach thinking
Questions promote better learning
Give immediate, positive, dramatic feedback



- 1. Pre-exposure
 - Create a positive learning environment
 - Plan for movement, choice and brain wake-ups



- 2. Preparation
 - Context with real-life grounding
 - Begin with concrete experiences
 - Provide novelty Neuropsychology www.ndcbrain.com

- 3. Initiation and Acquisition
 - NO to lock-step, sequential presentation
 - YES to initial virtual overload of ideas, details
 - complexity and meanings
 - Follow with multiple intelligence activities
 - Provide choices



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- 4. Elaboration
 - Presenting is not learning



- Learning must be processed to own it
 - Provide discussion of previous material
 - Tie things together holistically
 - Have learners design an evaluation procedure
 - Online exploration, group mind-maps, question answer period, and/or students doing the teaching

- 4. Elaboration
 - Facilitate reviews that use all five senses
 - Encourage discussions
 - Use storyboards to present ideas
 - Make a video or audio tape
 - Create or redo a song, etc.



Seven stage brain – based planning

5. Incubation and memory encoding

- Provide time for unguided reflection/down time
- Have learners keep a learning journal
- Provide stretching and relaxation exercises
- Provide music
- Ask students to discuss new learning with family and friends



- Seven stage brain based planning
 - 6. Verification and confidence check
 - Functional integration only happens over time with repeated review.
 - Have learners present learning to others
 - Students interview and evaluate each other
 - Students write about what they' ve learned



Seven stage brain – based planning

- - Provide sharing time



- Play music, hang streamers and blow horns
- Let class design a celebration
- Invite another class, parents, principal or community guests to view projects



Incorporate the new learning in future lessons



Boost test scores

- Improve the original learning
- Teach study skills
- Review learning frequently
- Rehearse the test
- Teach student how to take various tests types
- Prepare learners to manage themselves
 - Relaxation
 - Positive self-talk
 - Posture
 - Resting the eyes
 - High energy food and water before test



Boost test scores

- Tell them what they can and cannot do during the test
 - Walk around
 - Take a stretch
 - Chew on hard candy
 - Use learning aids



- Discuss the test experience afterwards
 - Change study mode
 - Less stress

Brain-based discipline

- Emotions can be expressed
 - Most discipline problems are inappropriately expressed emotions
- Learners feel good
- Boundaries and structure are respected
- Learners learn more
- Discipline problems diminish
- More choice is offered
- More learning is fostered
- Less direct discipline is needed
- Everyone wins





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