



"Our youth now love luxury. They have bad manners, contempt for authority; they show disrespect for their elders and love chatter in place of exercise; they no longer rise when elders enter the room; they contradict their parents, chatter before company; gobble up their food and tyrannize their teachers."

Who Said This + When?

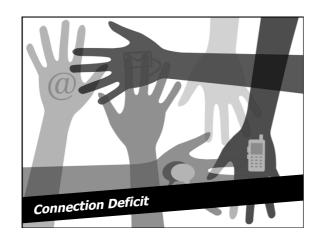
"The young people of today think of nothing but themselves. They have no reverence for parents or old age. They are impatient of all restraint. They talk as if they alone knew everything and what passes for wisdom with us is foolishness with them. As for girls, they are forward, immodest and unwomanly in speech, behaviour and dress."

Who Said This + When?







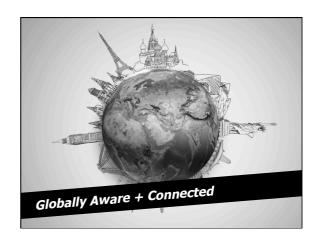










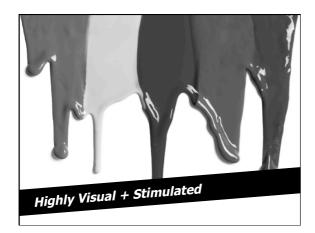






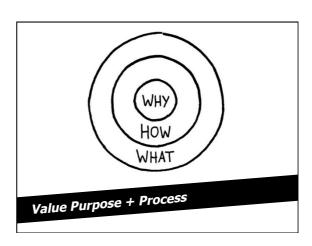
















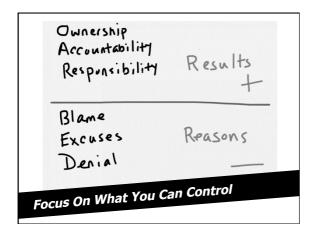
"Everyone Is Right Now Doing The <u>Best They Can</u> With <u>The Resources</u> They Have <u>Available To Them"</u>

Acceptance Without Judgement

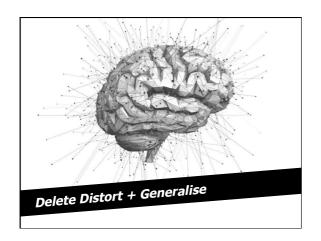
Young people are not their behaviours.

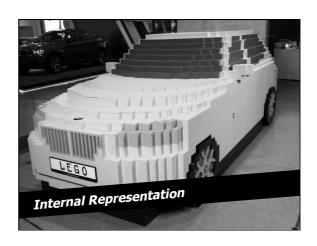
They are not a problem to be solved,
Or an issue to be fixed,
But they are human beings who are unique,
valuable and on a journey of discovering who
they are, where they fit and what they have
to offer.

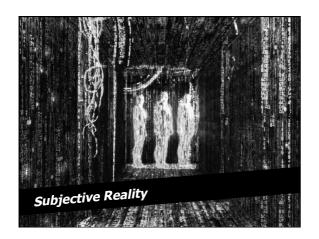
See The Potential

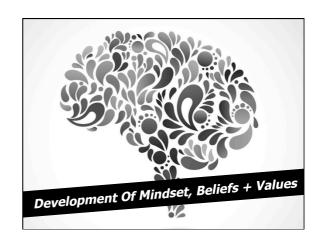








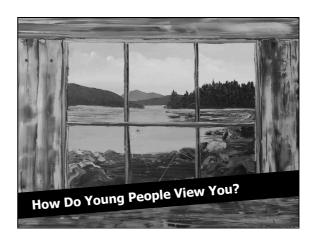








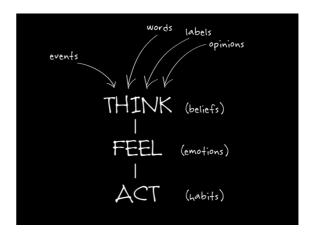


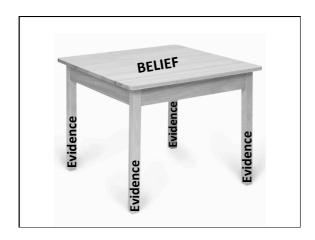




















Emphasising A Life Long Journey Will Help Students Develop A Passion For Continual Growth + Development

Generation Z will have an average of 17 Jobs, 5 Careers and 15 Homes... Now more than ever happiness is not in the destination, but the journey



- Positive Psychology (PERMA)
 - Positive Emotions
 - Engagement
 - Relationships (Positive)
- Meaning Accomplishment
- Life Long Learners
- Be > Do > Have
- Death Bed Regrets



What You Tune In To Will Dictate What You Pick Up

As a teacher your focus needs to be on what you want to see in your students, your classroom and in yourself.



- Pygmalion + Golem Effects Student Self Reporting (Hattie)
- Choose what you focus on
- What needs, fears, beliefs may be at play In behaviours? Self Awareness
- **Empathetic Engagement**

Growth Mindset Encourages Students To Learn, Grow + Develop

When students and educators have a growth mindset, they understand that intelligence can be developed. Students focus on improvement instead of worrying about how smart they are.



- Administrators support staff learning with honest feedback
- Teachers collaborate with other staff and seek honest feedback. Praise students efforts + strategies.
- Students strive to grow and don't shy away from failure, focus on the process.

Social + Emotional Learning Transforms Academic Performance, Social Interactions + Well Being

Durlak, Weissberg et al.'s recent meta-analysis of 213 rigorous studies of SEL in schools indicates that students receiving quality SEL instruction demonstrated:



- Better academic performance
- Better attitudes + behaviours
- Increased motivation to learn
- · Reduced aggression
- Better classroom culture
- Reduce depression, anxiety + stress



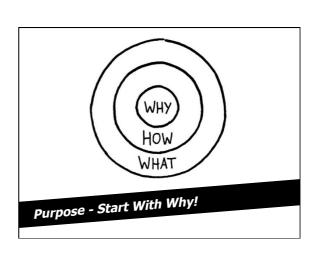
Helping Young People Tap Into The Resources They Have Within Them Will Set Them Up For Life

This generation of students will no longer respond to just being told what to do, 'The Coach Approach' empowers students to find answers for themselves.



- Powerful Questions
- Identifying Underlying Challenges:
 - Beliefs + Mindsets
 - Motivations
- Experiential Learning
- · Celebrate Progress
- Goals + Accountability





Find Your Strengths and Use Them

"...people who felt they were using their strengths have more positive emotion, greater vitality and selfesteem, compared with people who did not feel they used theirs." - UK Study



- DISC / MBTI Profile
- Strengths
- Passions + Interests

Motivation - Reward Vs Punishment

Punishment has *less* of an impact on managing or modifying behaviour than, positively rewarding desired behaviour.



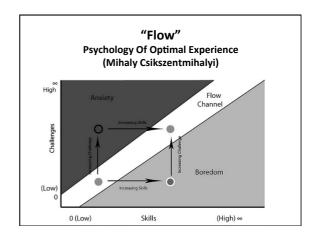
- Focus on *rewards* for positive
- **Smaller** and more **immediate** vs Larger and more distant rewards.
- Peer reward/recognition have huge impact.

Gamification In The Classroom

How can we use game dynamics in the classroom for greater motivation and engagement?



- Match skill level to challenge
- Gradual increase in challenge
- Reward points, badges, levels
- Social Recognition
- Leaderboard + Clear Progress
- Missions + Challenges





Collaboration Is The Reality Of Todays Workplace - Yet In The Education Space We Call It 'Cheating'

Collaboration with other students, from other schools in other countries is the future of the truly globalised world that we live in.



- Group Project Based Work
- Eduprenurial Projects
- **Develops Collaborative Skills:**
 - **Group Agreements**
 - Listening + Communication Problem Solving

 - Negotiation
 - Social Intelligence

The Power Of Contribution

"...we scientists have found that doing kindness produces the single most reliable momentary increase in well-being of any exercise we have tested."

- Martin Seligman, Founder of Positive Psychology



- Social contribution
- Classroom contribution
- MAD projects
- Help peers
- · Random acts of kindness



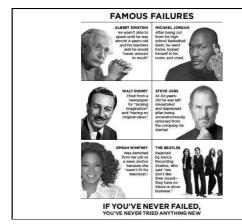
The Aim Of Our Work Should Not Be Compliance, But Genuine Engagement

Engagement takes place when the student is able to associate the work with something that has meaning and value to them – there is a personal learning connection.



- Compliance is avoidance negative consequences.
- Personal connection to learning
- Self directed learning is the ultimate form of engagement
- Autonomy, Mastery + Purpose (Dan Pink)





There's No Such Thing As Failure Only Feedback

The fear of failure and the association to our identity can cause students to lack resilience when it comes to trying new things and stepping out of their comfort zone.



- 4 F's of Failure
 - Fail Fast
 - Fail Forwards
 - Fail Frequently
- Make Failure Fun
- Emphasise The Learning
 Remove Outcomes From Identity





