The flipped classroom model is one approach to proclaiming an unchanging Word to a changed and constantly changing world.

How the flipped classroom works

The flipped classroom flips, or reverses the traditional roles of in-class work and homework. For example--in a traditional classroom, the Catechism teacher would teach the basics of the 4th Commandment and assign the students a worksheet with several application questions to do as homework. In this traditional scenario, the teacher is the focal point, dispensing knowledge by lecturing during class time. The student's role is to absorb, take notes and ask questions. Then the student goes and applies what they've learned when they do their worksheet at home.

The flipped classroom uses technology to change things up. The teacher introduces the basic concepts (typically, the KNOW objectives) of the 7th Commandment via a video that the students watch on their devices at home. Then they take an online quiz at home which gives immediate feedback regarding how well they grasped the information. A parent quizzes them and they have that parent punch a literal "entrance ticket" to the next class.

They then come to class equipped with the basics and prepared to participate in a series of in class learning activities that expand upon and apply the lessons of the 4th Commandment (typically, the FEEL and CARRY OUT objectives). In the flipped classroom, the students become the focal point of the classroom activity and the teacher's job is to facilitate discussion, expound and summarize.

Video content is a key component

Educators in the YouTube age have come to recognize that video adds an important tool for communicating a message. And technology has placed powerful video creation tools into educators' hands. The flipped classroom model presented here uses whiteboard animation videos created in programs like doodly and VideoScribe. They are uploaded to a Learning Management System like Schoology which serves as the "home base" for teacher-student interaction both in class and out. The learning curve for whiteboard animation requires some investment of time. Other options for video content delivery with less of a learning curve include screencasting apps like Screencast-o-matic and Explain Everything. There are many possibilities!

The benefits of the flipped classroom

- Videos grab the attention of a screen fluent generation
- Ability for the student to pause, rewind and review videos as needed
- Communicating some of "lower order thinking" concepts outside of class allows time for critical thinking, creation and collaboration during class time
- In class learning activities mean every student is constantly interacting with the material
- Constant interaction means less opportunity for student misbehavior
- Every learning activity offers an opportunity for formative assessment ("Are they with me? To what degree are they with me?")

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