

Tools for raising thinkers & innovators

David Ogunshola



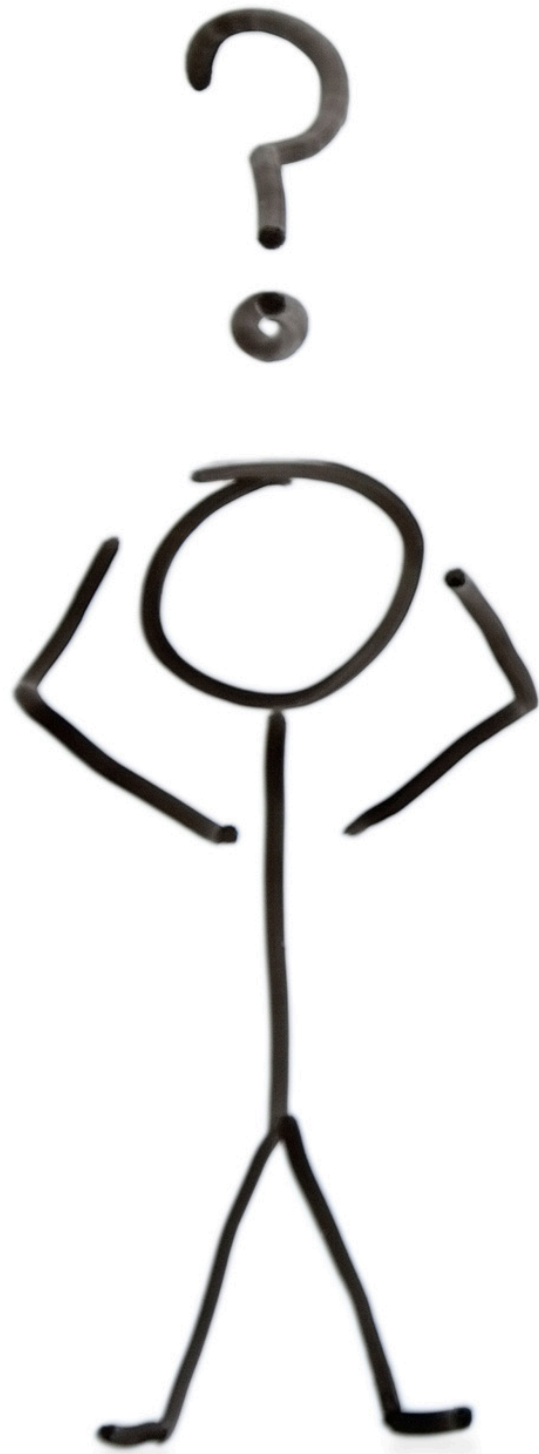
The mind is like a machine.
**Once it starts, you have no idea
how far it can go**

Our real job as educators is to help
our students know how to think



**What tools can you use to
get the minds of
students to work?**





1

Questions

We mostly use questions as tools for checking whether learning has happened (quizzes, tests, exams), but questions are supposed to be used as tools for learning.

Using questions the right way can turn your students into thinking machines

There are broadly two types of questions

Investigable Questions

Questions that require students to perform an 'investigation' before they can answer it.

The investigation will most times involve experimentation, collection of data, evidence gathered and investigative design

Non-Investigable Questions

Questions that do not create an opportunity for investigation or experimentation.

They can be answered with just theory or explanations.

There are 3 types of investigations

Descriptive

These investigations focus on counting or describing data from one phenomena.

Sample Investigable Questions

"How many seeds are in an apple?"
Which of these watermelons are the heaviest?

Comparative

These investigations use data to compare two or more phenomena.

Sample Investigable Questions

"Which of these two paper towels absorbs water the most?"
"Does sugar dissolve faster in cold or hot water?"

Experimental

These investigations manipulate a variable to collect data on the resulting variable.

Sample Investigable Questions

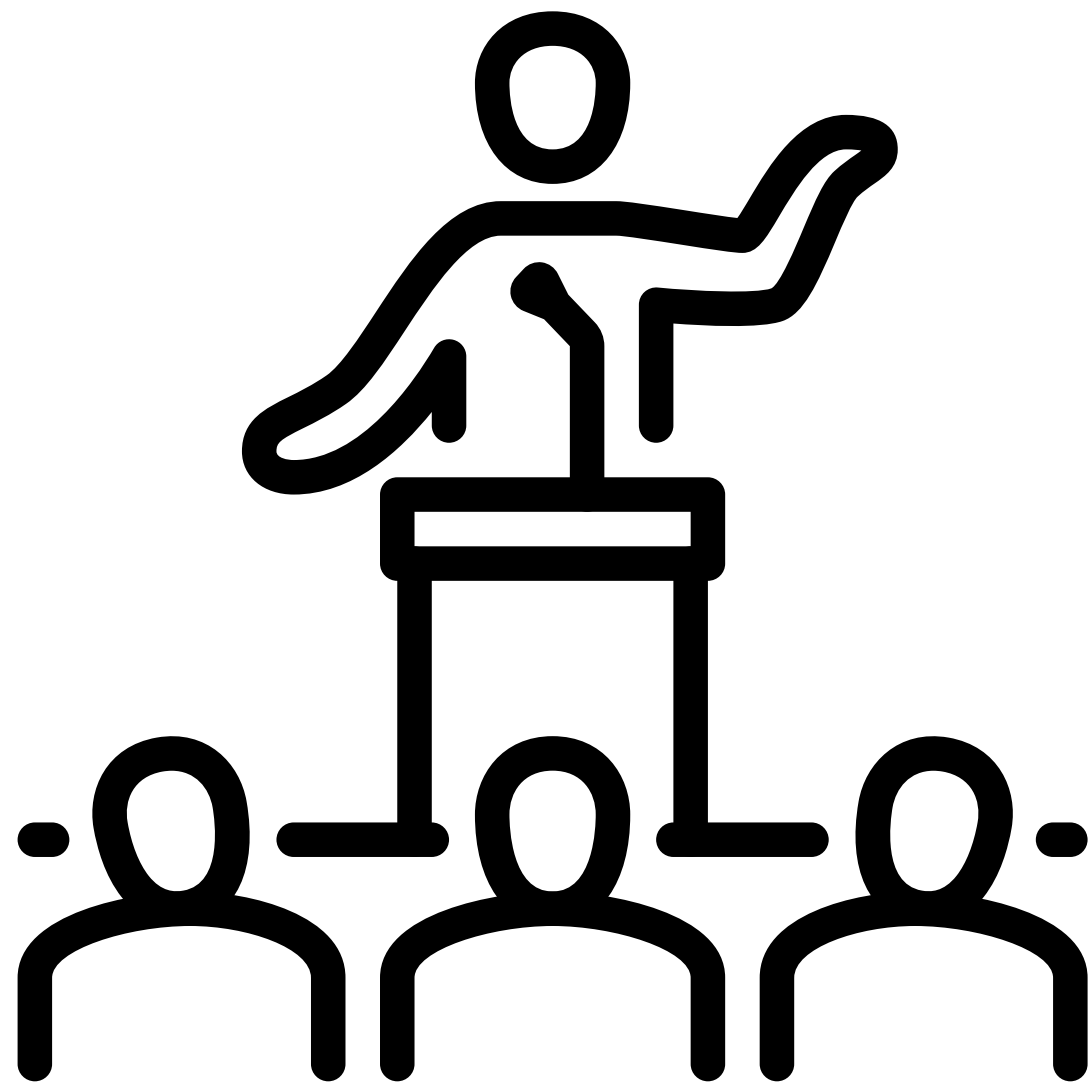
"At what time of the day is your shadow longest?"
"How does the weight of an item affect its response to gravity?"



Some popular mistakes teachers make when asking questions

- Calling the first student to raise their hands
- Immediately giving feedback on questions (whether right or wrong)
- Calling the same sets of students repeatedly because you know they will get it right
- Suggesting the answers to students because you want to finish the lesson fast and have no time

2



Scientific Argumentation

The art of scientific argumentation teaches two core skills to students:

- Not to believe everything they hear or read**
- How to make informed decisions and defend a position**

In a world with so much conspiracy theories and fake news, we need students who know how to question opinions and can make up their mind independently. They can't do that if they can't think

How do you respond to these?

**What is
responsible for
the rising and
falling of the
sun?**

**When it's
raining and the
sun is out, a lion
is having a
baby**

**The earth used
to be one
continent, but
then something
happened and
it all split into
continents**

The C-E-R Process

How to think like a scientist

Claim

A statement that answers a question or asserts a position

A tomato is a fruit

Evidence

Observation, Data or Research that supports your claim

- Tomatoes are developed from flowers
- They contain seeds
- Tomatoes protect their seed

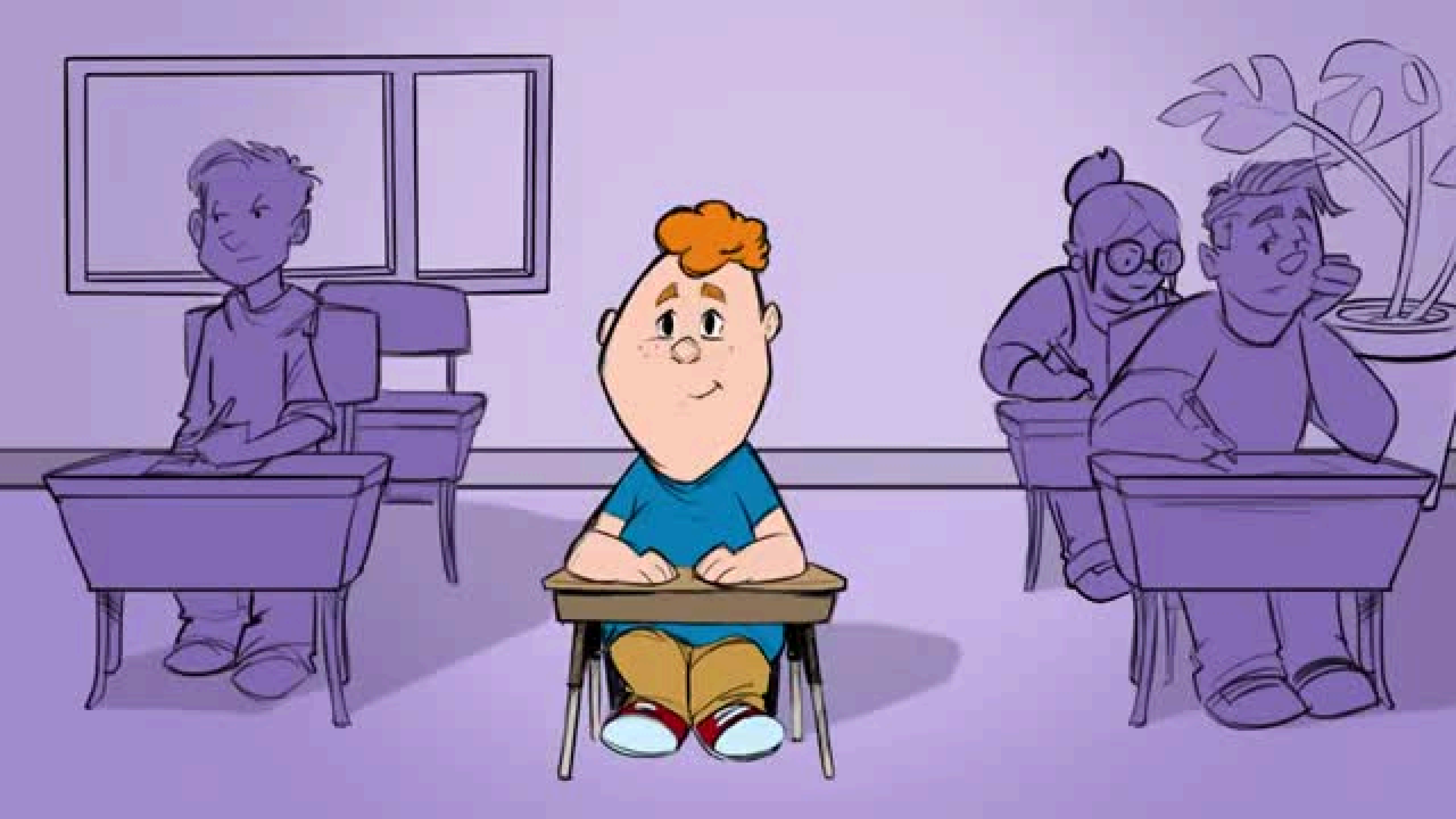
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Reason

An explanation of how the evidence supports the claim. Justify how the evidence backs up the claim

Fruits are organisms or plants that are developed from flowers, contain seeds and protect their seed.

Tomatoes meet this definition



Examples

- **Sea water is colder at the bottom than at the top**
- **Air is matter**

Tools for raising thinkers & innovators

Part 2

David Ogunshola



In the first part

We looked at tools you can use as you teach

**The next part has to do with
teaching methodologies**

The background image shows three students from the waist up, holding their project-based learning models. The student on the left is wearing a yellow shirt and a plaid jacket, holding a model made of sticks and white beads. The student in the middle is wearing a light blue button-down shirt, holding a model made of sticks and white beads on a cardboard base. The student on the right is wearing a grey t-shirt and blue jeans, holding a model made of sticks, white beads, and green pom-poms on a cardboard base. The models are creative and use various materials like sticks, beads, cardboard, and pom-poms.

Project-Based Learning

Giving your students a need to learn, before they learn

Project-Based Learning (PBL)

An instructional approach where students develop **knowledge and skills** through engaging projects set around challenges and problems they may face **in the real world**

In PBL, students are driven to learn because they have seen the need to learn and they have an immediate application for the knowledge.



THE 6 STEP PROCESS OF PBL

STEP 1

DEFINE
THE
PROBLEM



STEP 2

SOLUTION
CRITERIA



STEP 3

SOLUTION
RESEARCH



STEP 4

PICK A
SOLUTION



STEP 5

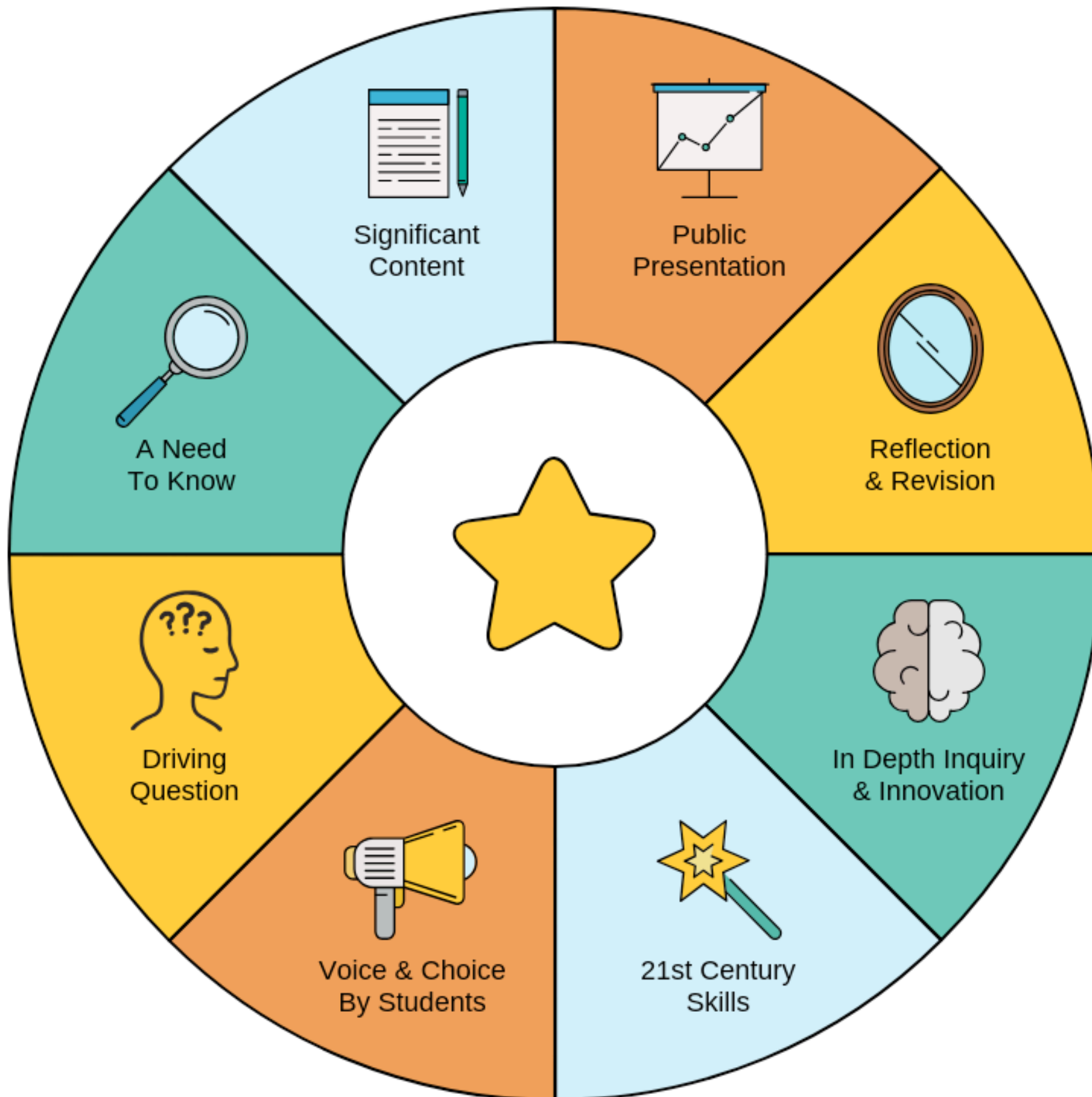
CREATE,
RUN, &
INSPECT
SOLUTION



STEP 6

REFLECT
ON
SOLUTION



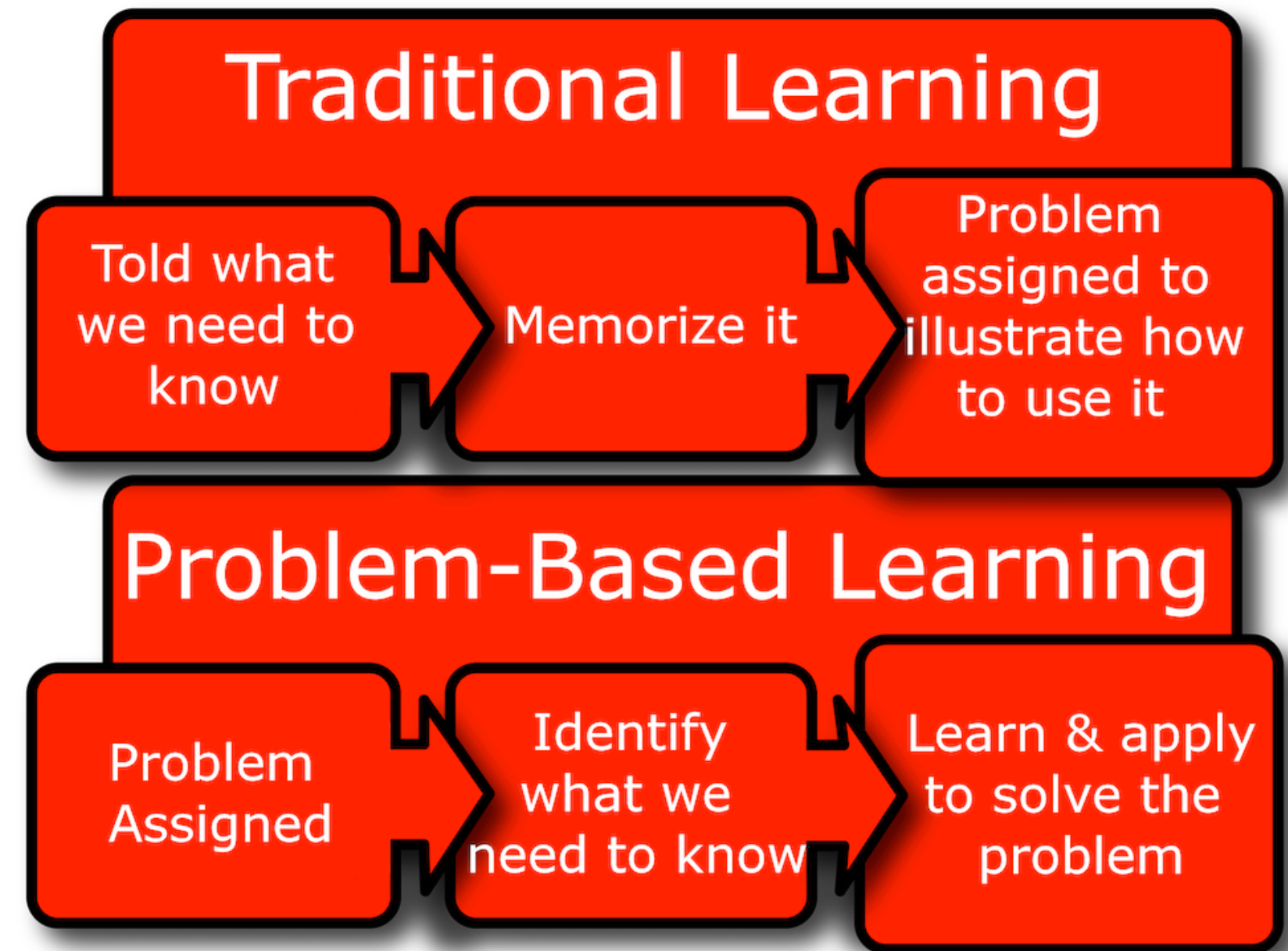


What happens on the background in PBL

Problem-Based Learning (PrBL)

Problem-based learning is a student-centered approach in which students learn about a subject by working in groups to solve an open-ended problem.

Skills developed: Analytical thinking, problem-solving, research, teamwork, adaptability



Inquiry-Based Learning

What happens if we shifted the focus from the answer?



The goal of the entire process is not to find the right answers, but to help students develop the right framework for thinking

Inquiry-based learning is a learning process that engages students by making real-world connections through exploration and high-level questioning.

Skills developed: Critical thinking, questioning, research skills, self-directed learning, reasoning.



Case-Based Learning

Students are presented with real-life or simulated cases (e.g., medical cases, legal issues) and must analyze the situation, evaluate evidence, and propose solutions or decisions.

Skills developed: Critical thinking, decision-making, research, teamwork, analysis



Socratic Method

A dialogical teaching method in which the teacher uses open-ended, probing questions to stimulate critical thinking. Students are encouraged to analyze, question, and discuss different perspectives.

Skills developed: Logical reasoning, argumentation, critical analysis, active listening.



Design Thinking

Engineering Design Process (EDP)

EDP in class (video)



I'm the Innovation Catalyst

I prepare and coach children to launch startups before the turn 18

Founder, EarlyFounders Labs
Co-Founder, Brainy Hive Schools
Founder, Daveshoope Webmasters
Author, Early Coding for Kids

www.davidogunshola.com

David Ogunshola