CADRE Learning Series

Professional Development for Researchers Who Don't Study PD

DESIGN PRINCIPLES FOR TEACHER PROFESSIONAL DEVELOPMENT

Panelist shared design principles that guide their current approach to PD. For more information about the principles listed below, watch the recording of the opening webinar in this Learning Series.

 Plan professional development for multiple years with participants who are already learners and leaders.



Ruth Heaton Teachers Development Group

- Make room for participants to share their emotions, anxieties, and concerns
- Attend and respond to participants' affective and relational experiences
- Humanize the PD... and allow yourself to be vulnerable!



Lama Jaber Florida State University

- Research initiated by teachers (or students, community members, etc.)
 - Participatory Action Research (PAR)
 - Youth Participatory Action Research (YPAR)
 - Participatory Design Research PDR (e.g., Bang & Voussoughi, 2016)
- Decision to participate from teachers not administrators
- Relationship and trust building
- Adult learning principles (coaching and ed leadership frameworks choice, collaboration)
- Contribute to teachers and the school community (if they desire/ask)
- Invite feedback (anonymous feedback is more honest)
- Collect data in supportive, non-laborious, nonintrusive ways that help teachers
- Navigating tensions in PD co-design and co-facilitation
- Asset-based, curious lens / building on teachers' strengths (math coaching lens)



- Center histories, futures, expertise, perspectives of BIPOC scholars and activists for expansive science
- Challenge yourself and teachers to take a critical perspective
- Develop a shared vision of what is possible with teachers, coaches, leaders



Jessica Thompson University of Washington

- Use models that center students and teachers' perspectives & question: Which practices work? Under which conditions? And for whom?
- Network knowledge in systems, study spread & design for sustainability



Kari Kokka University of Pittsburgh