



## College and Career Ready Summit, August 16-17, 2012

### Debrief and Dotting (Voting) Notes

Participants captured thoughts/reactions to keynote speech and other information gathered during the evening and "voted" on intriguing ideas to discuss further:

#### **How will broadband access and library resources impact the lives of students (including librarians & staff)?**

- Level playing field in a global economy-**8 dots**
- More opportunities for collaborative learning-**6 dots**
- Increase participation of information creation-**6 dots**
- Flip technology in the classroom and at home-**3 dots**
- Provide base for future innovation-**2 dots**
- Increase students potential and capacity-**1 dot**
- Self paced learning / create opportunities for innovation-**1 dot**
- Increase career possibilities- **No dots (0)**
- Provide Idahoans with resources comparable to other states (level playing field nationally)- **No dots (0)**
- Broadband at libraries off sets poverty at home- **No dots (0)**

#### **What ideas do you think will move Idaho forward?**

- Education outside of the classroom-**12 dots**
- Libraries as institutions that change people's behavior-**8-1/2 dots**
- Crowd sourcing-**8 dots**
- Send most Idaho legislators, school boards, city planners, and SBOE to a session like-**8-dots**
- Get rid of summative learning tests. Kill high stakes testing!-**5-dots**
- Bringing groups together to focus on common goal/objectives/mission-**3 dots**
- Moving past "we can't" before we even get started/yes we can!-**3 dots**
- Partnerships, particularly K-12 and higher ed.-**3 dots**
- Game mechanics/encouragement **1-1/2 dot**
- Partnership, Business, Schools, Community, and Libraries-**No dots (0)**
- Political balance- **No dots (0)**
- STEM based learning through all subjects- **No dots (0)**
- Getting over the idea that it's ok to be stupid- **No dots (0)**

#### **What sparked your interest today or tonight?**

- Game mechanics (and the possible use with info lit. & staff training)-**21 dots**
- Personalized learning customized per person -**10 dots**
- Concept of summative vs. formative testing-**9 dots**
- Maker culture-**8 dots**
- Badges is that a good thing?-**8 dots**
- Libraries as "the glue"-**6 dots**
- Sharing resources/ideas (do not need to reinvent the wheel)-**4 dots**
- I enjoyed hearing about strategies for behavior change-**2 dots**
- Vision team-**2 dots**
- Making a commitment to what you don't understand-**2 dots**
- The new developments, can libraries/schools get in early?-**1-dot**
- All the "future" ideas and info-**1dot**