



ANGRY TEACHERS

4 WEEK SERIES WITH DR. BYRON ERNEST

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series.

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<https://www.signupgenius.com/go/60B0B44A5A92CA7FE3-angry5>

ANGRY TEACHERS: WHAT CAN WE LEARN FROM ANGRY BIRDS ABOUT ENGAGING STUDENTS?

Everything you need to know about teaching you can learn from Angry Birds. You know, the game where the birds are angry because the pigs have stolen the birds' eggs and other valuables. Now if only we could ensure that our classrooms are always safe spaces to practice new strategies, offer students a range of possibilities for how to succeed in their learning, give our students constant feedback, and support knowledge transfer within and among our courses.

MAY 4
5:30pm – 6:30pm
or
MAY 6
4:00pm-5:00pm

ANGRY TEACHERS 2: INTERACTIVE LESSONS AND ENGAGING TOOLS

Let's continue what we started in our first episode of Angry Teachers with Angry Teachers 2. The birds are still angry with the pigs and there is more to learning about creating interactive and engaging virtual lessons for our students. Angry Teachers 2 is sure to be a box office hit!

MAY 11
5:30pm – 6:30pm
or
MAY 13
4:00pm-5:00pm

ANGRY TEACHERS 3: DO ANGRY BIRDS HAVE A CHOICE TO BE ANGRY?

There are two things prominent with our students right now: The Angry Birds game and children learning to deal with their frustrations, social interactions, and other issues related to the pandemic. There are a lot of connections between launching birds at pigs and the social emotional learning of our students. Explore and cooperatively develop ways to connect the pedagogies of Angry Birds or the game to facilitate lessons in social emotional learning for our students.

May 18
5:30pm – 6:30pm
or
May 20
4:00pm-5:00pm

ANGRY TEACHERS 4: WHEN IS THIS GOING TO END?

Using project-based learning (PBL) initiates curiosity. PBL constitutes a kind of gamification of learning, and thus has the same benefits that are driving the gamification of education movement. Games allow for short-term failure on the way to a goal without long-term cost, multiple paths to success, and just-in-time information within context of a goal. Projects have these same characteristics with the real world providing the conditions of the game. Come learn how the multiple paths, information, successes, and failures are all provided by the world as students develop their projects and ultimately learn.

May 25
5:30pm – 6:30pm
or
May 27
4:00pm-5:00pm

REGISTER ONLINE TODAY TO RESERVE YOUR SEAT.

You will receive an invoice via email and may submit payment before the first session. \$50 discount will apply for all participants who register for both the "Angry Teachers" & the "Landing the Plane" series.

www.nobleeducationinitiative.com



SCAN to register