

**Fall 2026, R546 Instructional Strategies for
Thinking, Collaboration, and Motivation (updated August 2, 2026)**
HTML of Syllabus: <http://curtbonk.com/Instructional-Strats-R546-2026.htm>
Course in Canvas: <http://canvas.iu.edu/>; **Direct:** <https://iu.instructure.com/courses/2412955>
New Dropbox: [Dropbox Resources for 2026](#); <https://tinyurl.com/3ypw2bbh>
Old Dropbox: [Dropbox Resources for 2024](#)
Dates: August 29, 2026 to Oct. 17, 2026 (Optional Saturday recordings, 8:00 am-1:00 pm EDT)
IU-Bloomington: Section 31267 Online

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Zoom (Optional Synchronous Sessions): <https://IU.zoom.us/j/8123222878>

New Padlet: <https://padlet.com/ffvvy1715/r546-fall-2026-introductions-58akcu71mq763gde>
Old Padlet: <https://padlet.com/cjbonk/r546-fall-2024-course-introductions-2brabvygzmqzjev5>

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Course Description: Students in this course will learn how to develop learning environments that stimulate critical thinking and creativity, and that promote cooperative learning and motivation. In addition, they will learn technology integration strategies. To highlight method similarities and differences and to link theory to practice in each area, scientifically researched strategies and programs will be illustrated through hands-on activities. There is much experimentation and risk-taking in this class. Everyone will learn dozens of instructional strategies; but, more importantly, they will reflect on their overall teaching philosophy.

Course History and Intended Audience:

Educators in all sectors are struggling with wave after wave of educational change. Many recognize the need for shifting their teaching philosophy to a more learner-centered or hands-on approach. This trend is especially evident here in 2026; the age of STEM, competency-based education, personalized instruction, problem-based learning, digital learning, Wikipedia, TED-Ed, and MOOCs. Today, learners can be more self-directed. However, learners often lack sufficient time and resources. In response, this course provides a roadmap for those stuck in the murky swamp of paradigm change and educational reform. Different versions of this course have been taught since 1991, with videoconferencing added in 1996 and a HyFlex/blended approach in an experimental classroom in 2021. Only once before, in 2009, has it been delivered in a fully online format. Past course participants have also included graduate students, corporate trainers, instructional designers, administrators, private consultants, award-winning Fulbright scholars, etc. This course is intended for:

- Graduate students wanting to feel better prepared to teach, train, or learn something new.
- Corporate trainers attempting to embed practical strategies into their training workshops and classes.
- Higher education professors seeking to enhance their instruction with innovative teaching.
- Instructional designers interested in embedding thinking skills into software and other media.
- K-12 principals and other administrators hoping to integrate various educational reform efforts.
- Practicing teachers searching for professional development opportunities for engaging learners.

- Private consultants offering thinking skills or problem-solving workshops or training.
- Visiting scholars, Fulbright scholars, and other visiting guests who want to make a difference.
- Anyone wanting to teach with educational technology; especially, AI tools and platforms.

Weekly Modules and Course Sequence

Week 1. Aug 29 **Education 3.0 and Strategy Review/Recap and Course Overview**

Week 2. Sept 5 **Tech Integration: AI Pedagogy, R2D2, TEC-VARIETY** (Read a creativity book)

Week 3. Sept 12 **Cooperative/Collab Learning Defined & Methods** (Continue reading creativity book)

Week 4. Sept 19 **Critical Thinking Defined & Methods** (Read 2nd book) (**Due:** 2 papers from Task #2)

Week 5. Sept 26 **Creative Thinking Defined and Explained** (take pics during the week of creativity)

Week 6. Oct 3 **Creative Thinking Methods** (Share pics of you being creative in the prior week)

Week 7. Oct 10 **Motivation Defined and Explained** (Read third book or a special journal issue)

Week 8. Oct 17 **Motivation Theory and Techniques** (**Due:** Final papers and presentations)

Course Purpose, Approach, and Education 3.0 (or perhaps even Education 4.0):

Since the early 1980s, countless reports have detailed the shift toward an information-based economy and the need for a more technologically sophisticated workforce. Life in 2026 is much different from 1984.

The skills and experiences required to succeed today are vastly different from three decades ago. A modern-day workforce clearly demands skills such as creativity, flexibility in thought, the ability to make decisions based upon incomplete information, complex pattern recognition abilities, and synthesis skills. Such changes are occurring faster than most organizations and institutions can adapt. They are also accelerating massive transformations in teaching and learning environments across sectors of education.

In response to the emerging global marketplace, there has been a renewed interest in innovation and creativity. It does not matter if one is in a public school or higher education setting or in a military and corporate training environment. The shift in perspective is the same. Everyone is seeking the Holy Grail and hoping to become more inventive and productive than the next person or organization. Some are labeling this new age “Education 3.0.” The markers of this time are tinkering, making things, invention, connection, freedom, imagination, play, collaboration, engagement, passion and purpose, finding meaning, and the open exchange of ideas. Hence, this class will begin with a dialogue of what Education 3.0 represents. Each student will find his or her own sense of meaning or philosophy in this course.

In Education 3.0 (and 4.0 and 5.0), people will no longer tolerate a curriculum that emphasizes the rote memorization of facts over problem solving and creativity. Instead, they seek innovative instructors who engage learners with more authentic and active learning experiences. Even with such a mission and open, free resources, most teachers still lack the time to adequately deal with the proliferation of instructional practices and associated ideas regarding educational change. This course—R546 on instructional strategies—can transform all that for you. The basic purpose of this course, therefore, is to attempt to fuse motivation and cooperative learning into thinking skill areas such as critical and creative thinking.

The books and activities selected will enable us to understand coinciding trends in education related to creative thinking, critical thinking, motivation, and cooperative learning. In starting on this path, specific techniques and ideas will be offered as well as implementation steps. Demonstrations and hands-on experiences of various methods will be used to highlight method similarities and differences. In addition, students will be exposed to ways to use technology to increase student thinking skills and teamwork. Finally, advice will be offered for getting started using these alternative instructional strategies.

Course Objectives:

As a result of this course, participants will:

- Understand the commonalities and differences of creative and critical thinking.

- Feel comfortable using dozens of motivational strategies and instructional techniques.
- List thinking skill options for different types of learners and content areas.
- Design innovative thinking skill activities and unique cooperative learning methods.
- Develop a personal synthesis and perspective on instructional strategies and pedagogy.
- Repeat all the above objectives in a technology-enhanced, blended, or online environment, including the use of generative AI technology platforms.

During the course, enrolled students will be expected to:

- Complete the required readings and actively participate in course activities.
- Write and reflect on the subject matter.
- Search for and share additional resources beyond the course materials provided.
- Develop and share curriculum materials and course plans.

Grades and Due Date:

Task	Grades	Due date
Active Participation or Course Reflection Paper	60	Each week or Oct. 17
Reflection and Personal Exploration Activity1	40	Sep 19 (+3 days grace)
Reflection and Personal Exploration Activity2	40	Sep. 19 (+3 days grace)
Reflection and Personal Exploration Activity3	40	Oct. 17 (+3 days grace)
Final project	60	Oct. 17 (+3 days grace)
Total Points	240	

Grading Scale: I will use a 90-80-70-60 scale based on 240 total points.

240 = Total Points

225 pts = A

216 = A-

207 = B+

200 = B

192 = B-

183 = C+

176 = C

168 = C-

Required Material: Bonk, C. J. (2024). *Packet of Course Handouts*. (available **FREE as a PDF** in [Dropbox](#))

Bonk, C. J., & Khoo, E. (2014). *Adding Some TEC-VARIETY: 100+ Activities for Motivating and Retaining Online Learners*. **Note: this is a FREE e-book:** <http://tec-variety.com/>; <http://tec-variety.com/freestuff.php>

Khoo, E., & Bonk, C. J. (2022). *Motivating and Supporting Online Learners*. Burnaby, BC, Canada: Commonwealth of Learning. **Free book available:** <http://hdl.handle.net/11599/4481> and free course available: <https://colcommons.org/welcome/coursedetails/8>; <https://www.colvee.org/>; EdTechBooks: https://edtechbooks.org/motivating_and_supporting_online_learners; DOI [10.59668/699](https://doi.org/10.59668/699)

Highly Recommended Texts:

1. Gary A. Davis (2004). *Creativity is Forever (5th Ed)*. Dubuque, Iowa: Kendall/Hunt.
2. Sawyer, Keith (2013). *Zig Zag: The Surprising Path to Greater Creativity*. Jossey-Bass.
3. Bonk, C. J., & Zhang, K. (2008). *Empowering Online Learning: 100+ Activities for R2D2*. Jossey-Bass.
4. Bonk, C. J., & Zhu, M. (Eds). (2022). *Transformative Teaching Around the World: Stories of Cultural*

Impact, Technology Integration, and Innovative Pedagogy. Routledge.

Bonk Book Library: I have an extensive set of books that I can loan out to people near to Bloomington.

Other Resources:

1. Documentary R546 Instructional strategies class from March 27, 2012, Video: 11:44
<https://youtu.be/Pgf630CKfBc>;
2. Documentary R546 Shorter Version: Stacy McCormack, Indiana Teacher of the Year for 2011, Video 2:37: https://youtu.be/rvibF_rpNg
3. Playlist for the TEC-VARIETY framework, November 18, 2021, Student Explanatory Videos, Comprehensive student project on TEC-VARIETY...
Linda Smith: <https://youtube.com/playlist?list=PLGodJOq20AHBKkIp7LE7SBJpygxVeHd4K>
4. Playlist of Lectures and Synchronous Classes for: R546 Instructional Strategies Fall 2024
<https://youtube.com/playlist?list=PLHcReRoW2lxMkY1A-n4ds5C9WNrykJv6b>
5. Dropbox for R546 for 2026: <https://tinyurl.com/3ypw2bbh>

Sample of Course Related Books:

Creativity, Critical Thinking, Instructional Strategies, PD, and Innovation Books

1. An, Heejung & Sung, Woonhee (2026). *Designing Online Continuing PF for STEM Teacher Ed*.
2. Catmull, Ed (2014). *Creativity, Inc.: Overcoming Unseen Forces*. Random House.
3. Chatfield, Tom. (2018). *Critical Thinking*. SAGE.
4. de Bono, E. (2004). *How to have a beautiful mind*. Vermillion. (or *Lateral Thinking* from 1990).
5. Grant, Adam (2016). *Originals: How Non-Conformists Move the World*. Viking.
6. Gronseth, Susie & Dalton, Betsy (2020). *Universal access thru inclusive ID: UDL*, Routledge.
7. Kaufman, S. B. & Gregoire, C. (2015). *Wired to Create: Unraveling Mysteries of Creative Mind*.
8. Martinez & Stager (2013). *Invent to Learn: Making, Tinkering, & Engineering in the Classroom*.
9. Michalko, M. (2006). *Tinkertoys: A handbook of creative-think tech* (2nd ed). Ten Speed Press.
10. Robinson, Sir Ken (2013). *Finding Your Element: How to Discover Your Talents and Passions*.
11. Robinson, Sir Ken (2015). *Creative Schools: The Grassroots Revolution That's Transforming Ed*.
12. Sawyer, Keith (2013). *Zig Zag: The Surprising Path to Greater Creativity*. Jossey-Bass.
13. Vander Ark, Tom (2020). *The Power of Place: Authentic Learning thru Place-based Ed*. ASCD.
14. von Oech, Roger (2002). *Expect the unexpected (or you won't find it)*. Berrett-Koehler Pub.
15. Wagner, T. & Dintersmith, T. (2015). *Most Likely to Succeed: Preparing Kids Innovation Era*.

K-12 Books

1. Bergin, Doris, Lee, Lena et al. (2020). *Enhancing brain development in infants & young children*.
2. Lehmann, Chris, & Chase, Z. (2015). *Building School 2.0: How to Create the Schools We Need*.
3. Magiera, Jennie (2017). *Courageous Adventures: Navigating Obstacles to Innovation*. Corwin.
4. McDiarmid, G. & Zhao, Y. (2022). *Learning for Uncertainty: Teaching Students How to Thrive*. Routledge.
5. McDiarmid G. & Zhao, Y. (2022). *Improbable Probabilities: Unlikely Journey of Yong Zhao*. Solution Tree.
6. McLagan, Patricia (2017). *Unstoppable You: Adopt the New Learning 4.0 Mindset*. ATD Press.
7. Palmer, Parker (2007). *The Courage to Teach: Exploring a Teachers Life*. Jossey-Bass.
8. Shin, Joan Kang et al. (2021). *6 Principles for Exemplary Teaching of English Learners*.
9. Thigpen, Tyler S. et al. (2025). *The Playbook for Self-Directed Learning*. Routledge.
10. Tucker, Caitlin (2020). *Balance with Blended Learning: Partner with Your Students*. Corwin.
11. Wehmeyer, M. & Zhao, Y. (2020). *Teaching Students to Become Self-Determined Learners*. ASCD.
12. Zhao, Yong and friends (2019). *Education is a Terrible Thing to Waste*. Teachers College Press.
13. Zhao, Yong (2022). *Learners Without Borders: New Learning Pathways for All Students*. Corwin.

Motivation and Adult Learning Books:

1. Anderson, Gina (2021). *Teaching Without a Degree: Luma Learning Lessons*. Luma.
2. Baumeister, R. & Tierney, J. (2011). *Willpower: Rediscovering Greatest Human Strength*. Penguin
3. Barkley, Cross, & Major (2005). *Collab lng tech: A Handbook for College Faculty*. Jossey-Bass.
4. Brookfield S. (2012). *Teaching for Critical Thinking: Tools/Tech to Help Students Q Assumptions*.
5. Brookfield, S. (2013). *Powerful Techniques for Teaching Adults*. Jossey-Bass/Wiley.
6. Dabbagh, Marra, & Howland (2019). *Meaningful Online Learning: Integ. Strats*. NY: Routledge.
7. Ferlazzo, Larry (2013). *Self-Driven Learning: Strategies for Student Motivation*.
8. Major, Harris, & Zakrajsek (2016). *Teaching for Learning: 101 Designed Ed Activities*. Routledge
9. Pink, Daniel (2009). *Drive: The Surprising Truth About What Motivates Us*. Riverhead Books.
10. Salmon, G. (2013). *e-tivities: The key to active online learning (2nd Ed)*. London: Kogan-Page.

Psychology of Learning and Instruction Books

1. Dweck, Carol (2006). *Mindset: The New Psychology of Success*. Random House.
2. Eyler, Joshua (2018). *How Humans Learn: Science and Stories Behind Effective College Tchg*.
3. Kirschner, Paul & Hendrick, Carl (2020). *How Learning Works*. Routledge.
4. Sharples, M. (2019). *Practical Pedagogy: 40 new ways to teach and learn*. NY: Routledge.

AI Pedagogy Books

1. Bowen, Jose & Watson, C. Edward (2024). *Teaching with AI: A Practical Guide*. John Hopkins.
2. Skrabut, Stan (2023). *80 Ways to Use ChatGPT in the Classroom*. Amazon.
3. Zanzara, Pacifico (2023). *ChatGPT for Teachers: AI in the Classroom*.

Interesting Articles:

Martin, F., Swapna, K., Ritzhaupt, A., Polly, D. (2024). Bichronous online learning: Perspectives, best practices, benefits, and challenges from award-winning online instructors. *Online Learning*, Volume 28(2), (1-27). DOI: 10.24059/olj.v28i2.3945

Note: Link to 667 page Packet of Course Handouts (either link):

<https://curtbonk.com/packets>

https://curtbonk.com/pdfs/R546-Instructional-Statgies-Fall_2024-Packet-of-Handouts-c.pdf

Incompleteness, Copyright, Plagiarism, and Original Work: I expect personally created, unique work on all assignments. Please do not try to cheat the system or this course. Please acquaint yourself with the “[IU Code of Student Rights, Responsibilities, and Conduct](#)” for the concept of plagiarism. If you are unsure of the rules and regulations regarding plagiarism, you can take a [self-paced course](#) on Understanding Plagiarism from Dr. Ted Frick from the IST department. This website is devoted to teaching people about plagiarism and it has tutorials and tests ([Certification Tests](#)). Any assignment containing plagiarized material will be awarded a grade of F. At the discretion of the instructor, any assignment turned in that is deemed incomplete, failing to address the task objectives, or seriously flawed in any way may be turned back to the student for revision or correction of the problem. No incompletes will be awarded unless there is an emergency or mutually agreed upon reason.

AI Use and Plagiarism Policy

In this course, you can actively use AI tools to support your research, learning, collaboration, and sharing; but only as an augmentative support tool, not as a replacement for your thinking or writing. These tools, including ChatGPT, ChatPDF, Microsoft Copilot, Groc, Perplexity, Claude, Gemini, and

others, can enhance your research process by assisting with tasks such as brainstorming, summarizing, refining ideas, and general experimentation. Given that this is a course on the foundations of instructional technology, you are encouraged to do so. However, it is crucial to use these tools responsibly and ethically. Below are the guidelines for AI usage in this course:

Permitted Uses of AI Tools

- Generating ideas or outlines for research topics and questions.
- Summarizing or synthesizing academic articles or other resources.
- Refining survey questions, interview protocols, or research methods.
- Exploring connections between research studies or generating bibliographies.
- Improving the clarity or structure in your drafts (e.g., sentence rephrasing, grammar checks, and similar activities).
- Providing appropriate APA citations for AI use as a research tool, multimedia generator, text generator, or something else.
- Experimentation, Experimentation, and Experimentation.
- Engaging in “**Brave people**” (AI) task options as explained in the syllabus.
- Collaborating with an AI tool or platform and noting it.
- When in pursuit of something new, unique, or impactful to help the human race.

Prohibited Uses of AI Tools

- Submitting AI-generated content as your own work without proper attribution.
- Using AI to generate complete assignments, proposals, or reflections or even sections or portions of an assignment.
- Being deliberately sneaky or unethical in your use of generative AI.
- Brainstorming with teammates how to use AI to avoid doing any portion of a task.
- Plagiarizing or misrepresenting information generated by AI tools as factual.
- Employing AI to bypass critical thinking or original contributions to discussions (except as noted in the AI augmented discussion forum in Canvas).
- Asking one or more friends in the field of computer science, engineering, info systems, etc. how to use generative AI tools or systems to complete their course activities for them.

Class Tasks: (I) Active Involvement; (II) Reflection and Personal Exploration Activities; and (III) Final Project

Note #1 on Readings: I want everyone to read or skim three books in this class (see books listed above). During Weeks 1-3, I want everyone to read a creativity book. I recommend Keith Sawyer’s *Zig Zag* book or Gary Davis’ *Creativity is Forever* book (buy used). During Weeks 4-7, students are to read two 2 additional books or one book and one special journal issue related to this class. I want you to read books on critical thinking, creativity, cooperative learning, motivation, or problem-solving. For doctoral students, at least one of these books or special journal issues should be research-based or research grounded. Some recommended books are listed below. I will bring these and many more to the optional synchronous sessions for display.

Note #2 on Collaboration and Teaming on Assignments: Students are allowed to work in teams on any

paper or project but the length of such papers or presentations are, in effect, longer.

Note #3 on Lateness Policy: Assignments have a 72-hour (i.e., 3 day) grace period with no penalty.

Task #I. Active Participation or Reflection Paper (60 points). Demonstrations of strategies, sharing resources and ideas, participation in optional and recorded synchronous Zoom sessions on Saturday mornings (**optional**), questions via email, etc.

Those attending most of 6 or more of the 8 synchronous Zoom sessions will automatically receive all 60 Active participation points. Those attending 5 zoom sessions must write a 2-page single spaced reflection paper on the recordings, class activities, handouts, etc. Those attending 4 zoom sessions must write a 3-page single spaced reflection paper on the recordings, class activities, handouts, etc. Those attending 3 zoom sessions must write a 4-page single spaced reflection paper on the recordings, class activities, handouts, etc. Those attending less than 3 zoom sessions must write a 5-page single spaced reflection paper on the recordings, class activities, handouts, etc.

Task #II. Reflection and Personal Exploration Activity Options (40 Points each--Pick any 3; see grading rubric in Dropbox):

Note: Two of these tasks are due September 19 (Week 4 meeting) and the other one is due October 17 (Week 8 meeting). Examples of these tasks can be found in [Dropbox](#). These tasks have been designed for you to go deeper into a theory, theorist, topic, concept, strategic approach, or issue. I want you to become a budding expert on some aspects of this course. Grace period (72 hours). **Note:** newer task ideas are in **red** below. If you try one or more of them, please give me feedback on improving, enhancing, expanding, or integrating them.

Option A. Curriculum Brainstorm (40 points)

In this option, I want you to spend 1-3 hours all alone brainstorming (perhaps in a closet with a flashlight) all the possible ways you could use critical and creative thinking and motivational techniques and cooperative learning in your job setting (page 1); or, how AI tools might generate pedagogy to help you teach utilizing those instructional strategies. After class, you will spend more time personally ranking these ideas and reconfiguring your original 3-4 lists. For example, you might sort your ideas into categories or prioritizations that are useful to you this coming year (page 2). Next, I want you to reflect and jot down notes on this list and how it changed (page 3—single-spaced). You can find examples in [Dropbox](#) of high-quality curriculum brainstorm tasks from prior years. I will give feedback on this 3-4-page assignment related to your (1) creative, originality, and insightful ideas, (2) coherent and complete reflection, (3) practical relevance to this class and your future, and (4) impact and related matters. **AI Note:** You can do this with or without generative AI support. If AI was involved, please acknowledge how it was used.

Option B. Super Thought Paper (40 points)

The exploratory thought paper allows you to summarize some of the thinking you have been doing as a result of this class or book that you have been reading related to this class. Your super thought piece or book review will be a 2-4 page (single-spaced) exploration and explanation of a thinking skill, motivational strategy, or cooperative learning technique or idea that you have been contemplating or reading about or perhaps how Generative AI can be used in any of these forms of teaching or in an innovative pedagogical way. This is not mindless idea doodling, but, instead, is a way to coherently explore something that "inspires" you at a deep level. Your Super Thought Paper will be assessed for: (1) insightfulness, originality, and creativity, (2) impact, (3) strong logic, flow, and coherence, and (4)

completeness and depth of thought.

Option B1. Brave People (AI) Task Option: Put the book into ChatPDF, ChatGPT, Gemini, Claude, or other generative AI tool or platform and have it do a critique or a book review. Next, write a 2-4 page single-spaced reflection paper, review, or critique of what generative AI produced. Note: You could also use two different AI platforms for this task and compare and contrast the results.

Option C. Education 3.0 Philosophy Paper (40 points)

In this option, you are to define what Education 3.0 means to you. Please back up your claims with 5-10 references. I also want you to describe your teaching or instructional philosophy. What instructional principles and guidelines do you view as vital? What does an effective learning environment look like in light of this class? Stated another way, what have you learned in this class that has altered or perhaps transformed your philosophy of teaching? Perhaps it entails an emphasis on flipping the classroom? Or perhaps it is allowing learners more time for exploration and creativity. Be sure to list at least ten guiding principles and describe how at least 4 of them would be operationalized. Be sure to turn in a 2-4 page single-spaced paper. These educational philosophy papers will be assessed for: (1) insightfulness, originality, and creativity, (2) relevance, practicality, and potential impact, (3) strong logic, flow, and coherence, and (4) completeness and depth of thought. **AI Note:** You can do this with or without generative AI support. If AI was involved, please acknowledge how it was used.

Option D. Expert or Scholar Review (40 points)

Sometimes an instructional approach or thinking program is synonymous with the inventor or creator of that program. In this option, I want you to review the work of a scholar in this field. For instance, you might read about the person who invented a popular instructional technique or series of techniques or who authored a famous book, such as Sir Ken Robinson, Edward De Bono, or David or Roger Johnson from the Cooperative Learning Center. You might send that person (or someone who has developed similar programs or strategies) a letter asking for additional information. For instance, you might want to see what else exists on a topic, find out how teachers are using a thinking skill program, write to competing researchers for research reports, or something similar. It is the exploratory, inquisitive nature of the task that is prized here, not what you actually do. In addition to orally reporting what you found out, you must turn in a 2-4 page single-spaced summary of the work of this person. Be sure to include what you did, why you chose this activity, what you gained from it, any resources received, and a copy of your letter(s). You might place an appendix in the paper outlining that person's life. Your expert review will be assessed for: (1) insightfulness, originality, exploration, and creativity, (2) relevance, practicality, and potential impact, (3) strong logic, flow, and coherence, and (4) completeness and depth of thought.

Option D1. Brave People (AI) Task Option: Have ChatPDF, ChatGPT, or other generative AI tool or platform generate a 2,000-2,500 word summary or essay of a scholar. Next, write a 2-page single-spaced reflection paper, review, or critique of that scholar and incorporate a couple of quotes and aspects of what generative AI produced. Note: You could also use two different AI platforms for this task and compare and contrast the results.

Option E. Award-Winning Teacher, Fulbright Teacher, Visiting Scholar Interview(s) (40 points)

In this option, I want you to interview one or more award-winning teachers, Fulbright teacher participants from previous years in R546 (if of interest, please ask Dr. Bonk for a list of names and emails of such award-winning teachers), or current visiting scholars in this class this year. Ask them how the ideas of this class are carried out in their country, region of the world, or classroom. Just how are they using or

planning to use creative thinking, critical thinking, cooperative learning, motivation, and/or technology integration (including generative AI like ChatGPT) when they return home or how have they incorporated them already? Ask the visiting scholar(s), expert teacher(s), or Fulbright visitor(s) some questions about what they are learning in this course. How can their use of these approaches be improved? How might they use the ideas of this class in their own classes? How do the respective ideas of this course link together? What is especially beneficial or intriguing about this course? In your 2-4 page single spaced paper, you are to summarize what you found out. You might also make some recommendations to the expert. Your interview review will be assessed for: (1) insightfulness, originality, and creativity, (2) relevance, practicality, and potential impact, (3) strong logic, flow, and coherence, and (4) completeness and depth of thought. You might include an appendix with the transcript of an interview that you conduct as well as your interview questions. You also might share your paper with the expert teacher. If you do, please include their response and feedback as an appendix for 2 bonus points.

Option F. Book or Special Journal Issue Review (40 points)

Review a book or special issue of a journal related to this class (including one of the books you decide to read). It can be a book or special issue that is practical, research-oriented, or theoretical. What are the key points or findings of the book or issue? What are the strengths and weaknesses? What are future trends? How will you apply some of the ideas from this book? You might decide to compare and contrast two books. An option of this would be to write a rebuttal to an existing review or critique as if you were the author. You should turn in a 2-4 page single-spaced review which will be assessed for: (1) insightfulness, originality, and creativity, (2) relevance, practicality, and potential impact, (3) strong logic, flow, and coherence, and (4) completeness and depth of thought. If you do a book review and publish it or post a piece of it to Amazon and share the link with me, you can gain 2 bonus points.

Option F1. Brave People (AI) Task Option: Put the book into ChatPDF, ChatGPT, Gemini, Claude, or other generative AI tool or platform and have it do a critique or a book review. Next, write a 2-page single-spaced reflection paper, review, or critique of what generative AI produced. Note: You could also use two different AI platforms for this task and compare and contrast the results.

Option G. R546 “Making Impact” Book Review (40 points)

Dr. Meina Zhu and I have an edited book published in 2022 with Routledge that has chapters written by previous students of the R546 class. This book was going to be called “Making Impact.” The publisher changed the title to: *Transformative Teaching Around the World: Stories of Cultural Impact, Technology Integration, and Innovative Pedagogy*. There are around 40-45 short stories (1,000 to 3,000 words) written by award-winning Fulbright teachers and former IU students around the globe who have enrolled in the R546 course on instructional strategies for critical and creative thinking, collaboration, motivation, and technology integration. Most of these students are now back in their countries. Readers of this book will hear stories from outstanding teachers in 22 countries such as Mexico, India, Morocco, mainland China and Taiwan, Bhutan, Papua New Guinea, Thailand, Cyprus, Singapore, Finland, Botswana, New Zealand, Yemen, Saudi Arabia, Yemen, Rwanda, Costa Rica, Kazakhstan, Israel, Uzbekistan, Korea, and the USA. These authors tell emotional, educationally powerful, and highly impactful stories of transformative changes in their classrooms, communities, and countries. Many of their stories relate to the use of innovative technology during the pandemic as well as global technologies for international exchanges and collaboration among K-12 students in different countries. What are the strengths and weaknesses? What are future trends? How will you apply some of the ideas from this book? In this option, you are to write a 2-4 page single-spaced summary of this book. If you do a book review and publish it or post a piece of it to Amazon and share the link with me, you can gain 2 bonus points. Be brave. Be bold. Be innovative! Your book review will be assessed for: (1) insightfulness, originality, and creativity, (2) relevance, practicality, and potential impact, (3) strong logic, flow, and coherence, and (4)

completeness and depth of thought. **AI Note:** You can do this with or without generative AI support. If AI was involved, please acknowledge how it was used.

Option H. One Super Summary Search (40 points)

In the Super Summary Search, you might conduct a library search (preferably online) on a topic within motivation, critical thinking, creative thinking, cooperative learning, or pedagogy related to technology integration (including generative AI) that you find important (this must include at least 10 articles (for doctoral students, at least half of these must be research-based articles). For instance, you might be interested in cooperative learning in K-12 classrooms; or, more specifically, cooperative learning in environmental science classrooms. If that is your topic, you would search through the research and practice literature on this topic (let's say for the past 3-5 years) and then create a personal bibliography on this topic for your later use. I would like you to categorize the articles somehow (e.g., according to research or practice, task, age-groups, domain, time required, etc.). In addition, I would like for you to write a one paragraph summary for about 3-5 of these articles, wherein you summarize the article and discuss its importance to the field and to yourself and your colleagues. You will turn in the following items to me: (1) bibliography of the articles found listed in important categories/topics and (2) 4-5 brief summary abstracts. I will look for the following in your work: 1. completeness and depth, 2. impactfulness of the project, (3) insight and relevancy to class and topic selected, and 4. coherent analysis and categorization. Unless I ask, I do not need copies of any of the articles you select though you might include the first pages of every article. **AI Note:** You can do this with or without generative AI support. If AI was involved, please acknowledge how it was used.

Option I. Research Dig (40 points)

Unlike the Super Summary Search which also includes practical articles, in this option, you are to canvass the research literature on a topic related to this class. Perhaps this will lead to a dissertation, master's theses, or research project. You must find at least 15 articles on a topic and read at least half of them. In your paper, you should describe how you found your articles and essentially describe the state of the research? What are the general findings? What are the strengths and weaknesses or limitations? Where are the open issues, questions, or gaps on this topic and how might you research this area? What are future trends? Also, how will you apply some of the ideas from this work? You should turn in a 2-4 page single-spaced review. This will be evaluated for (1) logic and organization, (2) completeness/depth, (3) originality and insight, and (4) relevance and practicality. **AI Note:** You can do this with or without generative AI support. If AI was involved, please acknowledge how it was used.

Option J. Program or Strategy Review (40 points)

Find a method for teaching thinking skills, cooperative learning, or motivation, or a problem-solving program or other heavily researched methods (e.g., reciprocal teaching, cooperative scripts, etc.) and review or synthesize that approach and its applicability to learners who you currently or someday might teach. What flaws or limitations are apparent? What are the strengths or potential uses of the program? You might ask a teacher how he or she would actually use it in the classroom. You also might investigate the literature related to generative AI related to one or two of these topics. You are to turn in a 2-4 page single-spaced review of this program or approach. These papers will be graded for (1) relevance, logic, and organization, (2) completeness and depth, (3) originality and insight, and (4) impact and practicality. **AI Note:** You can do this with or without generative AI support. If AI was involved, please acknowledge how it was used.

Option K. Job Application Paper (40 Points)

Write a 3 page single-spaced paper where you evaluate one or more perspectives, strategies, or approaches from the perspective of an educational setting, issue, or problem of importance to you (preferably your current or past job). For example, the paper might be titled, "My life as a cooperative

learning teacher in a competitive classroom.” Or... “How generative AI might augment teacher pedagogical skills and experimentations. Of course, it should have a descriptive title, some kind of thesis statement, and a conclusion. Since this is not a library research paper, you do not necessarily need to use any reference resources other than the text and class discussion. These papers will be graded for (1) demonstration of understanding of the idea or strategy, (2) relevant application of it to some educational setting or context and impact, (3) insights and creativity, (4) coherence, organization, and completeness.

AI Note: You can do this with or without generative AI support. If AI was involved, please acknowledge how it was used.

Option L Case Situations or Problems (40 Points)

Write 3 case situations or vignettes related to your current or most recent job setting (each will be about one page long single-spaced). In these cases, you will point out the situation or problem in 1-2 paragraphs as well as the key questions or issues. Next, you will detail the concepts that relate to this class. Finally, you will provide a resolution based on your course readings. If anyone shares their cases with co-workers or peers and gets feedback on them, you will get 2 bonus points provided you attach this to your work. Your paper will be graded for: (1) sound solution and overall demonstration of understanding of idea, strategy, perspective, or approach, (2) case richness/detail, (3) coherence and organization of the paper, and (4) relevance, practicality, and potential impact.

Option L1. Brave People (AI) Task Option: Adventurous students might ask ChatGPT to solve 3 cases situations that they write up or read about. If you do this, please reflect on the solution(s) that ChatGPT or some other platform provided as well as the course related concepts in the case or the solution. You will get 2 bonus points for asking a generative platform or system for their solution. And you could ask two or three different platforms (e.g., ChatGPT, Claude, Microsoft Copilot, Gemini, etc.) and compare them.

Option M. Action Plan to Make Impact (40 Points)

I want you to operationalize your thinking and learning in this class so that you can make an impact in your teaching, training, or in society at large. What are your plans and next steps? What are you going to commit to? Will you create special activities, courses, programs, and curricula or a whole new type of school or university? Just where and how do you hope to make an impact with the R546 content. If possible, think big. Be bold. Be creative. Please share this with at least one colleague, friend, or family member and include their response or feedback in an appendix (worth 2 bonus points). You should turn in a 2-4 page single-spaced review. This is evaluated for (1) logic and organization, (2) completeness/depth, (3) originality and insight, and (4) relevance and practicality. **AI Note:** You can do this with or without generative AI support. If AI was involved, please acknowledge how it was used.

Option N. Instructional Strategy Comparison to Make Impact (40 Points)

You might compare yourself to the ideas, stories, or teaching philosophies from 3-4 of the authors in my edited book from 2022: *Transformative Teaching Around the World: Stories of Cultural Impact, Technology Integration, and Innovative Pedagogy* published by Routledge. In what ways is your approach similar and different to any of these stories? Have you attempted similar instructional strategies in your classroom? Please share this with at least one colleague, friend, or family member and include their response or feedback in an appendix (worth 2 bonus points). You should turn in a 2-4 page single-spaced review. This will be evaluated for (1) logic and organization, (2) completeness/depth, (3) originality and insight, and (4) relevance and practicality. **AI Note:** You can do this with or without generative AI support. If AI was involved, please acknowledge how it was used.

Option O. Technology Integration Pedagogies Action Plan (including AI in Education) (40 Points)

In this option, I want you to create a Technology Integration Pedagogies Action Plan (TIPAN) for integrating technology in instruction (including AI tools, resources, and ideas) for the next 1-2 years. In your TIPAN, you could briefly detail each instructional strategy, the intended content area, the most applicable grade(s) or age level(s), and the context or setting of use. With your 2-4 page paper and list of strategies and you might create a visual overview such as a timeline for implementation or overriding model or framework that guided your ideas. This plan could be designed for yourself or for others in your current or intended workplace. Please be specific where possible. Your paper will be assessed for: (1) insightfulness, originality, and creativity, (2) relevance, practicality, and potential impact, (3) strong logic, flow, and coherence, and (4) completeness and depth of thought. **AI Note:** You can do this with or without generative AI support. If AI was involved, please acknowledge how it was used.

Option P. Biographies of Creative People (40 Points)

In this option, you are to read or listen to a substantive (i.e., long) biography of someone in history known to be highly creative or innovative. For example, you might select Leonardo da Vinci, Paul McCartney, Mark Twain, Georgia O'Keeffe, Toni Morrison, Ada Lovelace, Albert Einstein, Thomas Edison, J.K. Rowling, Steven Spielberg, Salvador Dalí, Yayoi Kusama, Ruth Asawa, Madonna, Carole King, John Lennon, Jim Henson, George Lucas, Edgar Allan Poe, J.R.R. Tolkien, Steve Jobs, Marie Curie, Benjamin Franklin, Malala Yousafzai, etc. You might decide to read more than one book about the person that you selected. Based on your reading of this book, what skills and abilities, personality attributes, motivational factors, and environmental and societal conditions enabled that person to be highly creative? In effect, I want you to reflect on how he or she creative and what it means to be considered a highly creative human being. What are some of the gems or golden nuggets you read in that book? How would you now define creativity or the creative process, or a creative product as a result of reading this book? You should turn in a 2-3 page single-spaced reflection. Your book or special journal issue review will be assessed for: (1) insightfulness, originality, and creativity, (2) relevance, practicality, and potential impact, (3) strong logic, flow, and coherence, and (4) completeness and depth of thought. **AI Note:** You can do this with or without generative AI support. If AI was involved, please acknowledge how it was used.

Option Q. Silver Lining for Learning Podcast Pedagogy (40 Points)

I have a weekly podcast show called Silver Lining for Learning (SLL) which I co-host with four other international known scholars. If you select this option, you are to listen to at least 5 episodes and briefly summarize them in one page maximum. On page 2 and 3 you are to generate 20 or more possible pedagogical uses of the SLL podcast show and other educational podcasts. Page 4 with a table or appendix is optional. Some relevant Web links are below. **AI Note:** You can do this with or without generative AI support. If AI was involved, please acknowledge how it was used.

Six Years of SLL: My podcast partner Punya Mishra reflected on it 6 years of SLL.

1. Silver Lining for Learning Homepage: <https://silverliningforlearning.org/>
2. Sample Shows: <https://silverliningforlearning.org/episodes/>
3. [Six Year Reflection](#): March 21, 2026, Six Years, 266 Episodes, and One Persistent Question by [Punya Mishra](#); and [Analyzing Silver Lining for Learning: Conversations on the Future of Learning](#)
4. March 21, 2026, Silver Lining for Learning, Episode 266 | Celebrating 6 Years <https://silverliningforlearning.org/episode-266-celebrating-6-years/>
5. March 21, 2026, Six Years, 266 Episodes, and One Persistent Question by [Punya Mishra](#) <https://punyamishra.com/2026/03/21/six-years-264-episodes-and-one-persistent-question/>
6. March 21, 2026, Analyzing Silver Lining for Learning: Conversations on the Future of Learning by [Punya Mishra](#); <https://punyamishra.com/sll/>

Option R. Combination or Extension of Above Options (Note: needs approval) (40 Points)

In this option, you can combine 2 or more of the above options (e.g., a book review and author/expert interview). Please run your combination idea by the instructor first. You might also suggest extending one of the options in a new direction (e.g., a book review or expert interview that you attempt to publish).

Option S. Creating an artifact related to R546 content while using AI. The way(s) in which AI was used must be documented or acknowledged. How can that artifact or product be used to enhance learning? At what age level or in what subject matter areas can it be effectively used? Write a short 1-2 page paper related to artifact use and include a list of pedagogical strategies.

Task #III. Final Project Options (Pick one—Due October 17):

Master's students I recommend Option A, E, or F below (red = a new task option).

Option A. Presentation/Description of Curriculum Unit or Idea (60 points: this can be team taught)

For master's students, the key class assignment here is the development of a curriculum idea or unit on critical or creative thinking, motivation, or cooperative learning for a content area that you teach or would like to teach someday. Here, I want you to specify the materials to be learned/studied, targeted age group, learning objectives, instructional plan, time length, method(s) used and procedures, and anticipated assessment procedures (about 4-5 single spaced pages total). Note that the topic of this unit or lesson is up to you. I would ask that you present your curriculum ideas to the class with at least one class handout so that we all benefit from your efforts; the normal time allotment is 8-10 minutes for individuals and 15-20 minutes for teams. During your presentation, you can be as creative as you want to be.

Grading criteria for your curriculum unit presentation and paper include:

1. Organization of the ideas and presentation (logic, flow, length, practiced).
2. Topic stimulation (active engagement of audience).
3. Usefulness of materials (clear, practical, handy, relevant, informative, handout(s) provided).
4. Knowledge of the topic (expertise, good ideas, insights).
5. Scope of plans & curriculum impact (goals clear, important, appropriate, significant, doable).
6. Uniqueness (creative spark, catches attention, has chance to explode, something different).

Typically, presenters are provided with immediate feedback from other students as well as from me. I have collected tons of examples from previous years to share with you--see [Dropbox](#) site for some of these previous units. For many students, this assignment is typically the highlight of the course.

Option B. Research Proposal on Instructional Strategies or R546 Content (60 points)

Doctoral students might focus more on research ideas and select Option B. For instance, you might conduct a pilot test of an instructional approach. Alternatively, you might observe and code the teaching techniques used by one instructor or a series of instructors. Or, you might observe a student "think aloud" as he uses a learning strategy or technique. Instead of that, you might perform action research in a course that you are teaching. For instance, you might try out cooperative learning, or, more specifically, a cooperative reading technique like reciprocal teaching or cooperative scripts. Alternatively, you might investigate how AI-based pedagogical activities are being implemented in your organization or institution. Please turn in a maximum research proposal of 10 single-spaced pages, exclusive of references, appendices, charts, and tables. The research proposal should include a title page, introduction, review of the literature, hypotheses, method section, and references. The results, discussion session, and implications and future directions are optional.

Option C. Grant Proposal Related to R546 Content (60 points)

Perhaps you are working for a center that needs grant money. Here is a chance to help out. After thoroughly reading a topic area related to R546 in some way, draft a proposal for a grant to a government

agency or a foundation. You (and your boss) choose the funding agency, title, and monies needed. Include the purpose and goals, ideas, timeline for the project, ramifications or implications, budget, and other items required in the grant. An extensive literature review with associated research questions should ground your proposal. Please turn in a maximum of 10 single-spaced pages, exclusive of references, appendices, charts, and tables.

Option D. Teaching and Learning Center (or similar) Creation Proposal (60 points)

Write a proposal to create a teaching and learning center with a focus in an area wherein you are interested. This proposal must be related to R546 content where possible and should include strategies and ideas for critical or creative thinking, cooperative/collaborative learning, motivation, or technology integration or AI in education pedagogy. Start with a rationale for the center. Names and ideas related to specific R546 instructional strategies must be highlighted. These proposals can be internally written such as to a university or school district or externally written such as to a government agency or foundation. Include a rationale and purpose for center in your proposal as well as goals or targeted plans, strategies that you hope to implement (very important) and how you might train for them, a timeline, a budget, stakeholders, space needed, resource needs, etc. Please turn in a maximum of 10 single-spaced pages, exclusive of references, appendices, charts, figures, and tables. Be specific, practical, unique, and inspiring in your design. This is a particularly hard option to provide specifics. Be careful. A general overview will **not** suffice. If you select it, please be creative!

Option E. Make Your Own “Making Impact” Book (60 points)

Dr. Meina Zhu from Wayne State University and I edited a book in 2022 published by Routledge based on this class with around 40 former R546 students with 1,000 to 3,000 word stories. This book of personal stories of teaching is intended to show how these former students are making an impact in their countries based on ideas that they learned in this course. The book title is: *Transformative Teaching Around the World: Stories of Cultural Impact, Technology Integration, and Innovative Pedagogy*. In this option, you are to create your own edited book or personally authored book based on instructional strategies for critical and creative thinking, collaboration, motivation, and technology integration or AI pedagogy. I prefer it to be an open access book. You might want to use Pressbooks since that tool is free and open at IU. Note that you can also put your Pressbook link in your resume. For this assignment, you should have at least three chapters. In total, it should be a minimum of 5,000 words (not counting references and appendices). Include a 1-page single-spaced reflection paper on what you learned from this Pressbook or open textbook activity. Describe what you learned from the task including specific course concepts and ideas mentioned in your book. Feel free to collaborate on this task. Note: It is hard for me to anticipate the word count on this task. In effect, the 5,000 word minimum is a guide or suggestion; not a hard and fast rule.

Grading Scale from Options B, C, D, or E (Note 1 (low) to 10 (high) for each of the following criteria):

1. Review of the Problem, Issue, & Literature (interesting, relevant, current, organized, thorough)
2. Relevancy (linked to content of the course, connections to course, fulfills task expectations)
3. Implications/Future Directions (important, generalizability, options available, research focus)
4. Overall Richness of Ideas (richness of information, elaboration, originality, uniqueness)
5. Overall Coherence (clarity, unity, organization, logical sequence, synthesis, style)
6. Overall Completeness (adequate info presented, fulfills task, no gaps/holes, precise, valid pts)

Option F. Other: Student Determined Equivalent Related to R546 Content (Note: needs approval)

Note: In this task, you can do whatever you want related to this class. For instance, you might create a new course website, design an interactive online glossary, produce a super summary video of R546 course-related content, record a series of podcast shows, design a guidebook or series of tutorials of how to embed Generative AI into one's instruction (i.e., instructional strategies for critical and creative

thinking and collaborative learning for AI in education), or craft some other useful product for this class. You might also interview experts, students, educators or others to get feedback on a book (or book chapters) that you wrote as a student in another class and revise that book based on the feedback and then attempt to publish the book as an ebook or similar. Please share any relevant Weblinks and source information.

When done with any of these options, you are to write a 1-2 page single spaced reflection paper about your project and what you learned from it. Grading criteria will depend on the project selected. I look forward to seeing your creative efforts. The sky is the limit!