



Chasing After the Silver Bullet

For well over seventy-five years, American education has spent billions of dollars chasing after one program, scheme, or fad. To see this list, go to the **Going Beyond** folder for Chapter 5 or scan the QR Code in the book.

The research is overwhelming in that it is the teacher who is the most important factor in student learning. The more effective the teacher, the more effective will be student learning. However, instead of investing money in continuous teacher development, for well over seventy-five years, American education has continuously spent billions of dollars chasing after one program, scheme, or fad.

Here are some, and only some, of the programs fads we have repeatedly tried.

Programs and Fads

21st Century curriculum	Embodied learning	Personalized, blended learning
4-day school week	Emotional intelligence	Phenomenon-based learning
Academy-based learning	Evidence-based education	Place-based learning
Accomplished-based learning	Experiential education	Picting
Achievement-based assessment	Flipped classroom	Play-based learning
Adaptive assessment	Four-day schools	Portfolio assessment
Adaptive learning	Game-based learning	Practice-focused curriculum
Adaptive technology	Games-based curriculum	Principle-based education
After-school programs	Garden-based learning	Problem-based learning
Alignment of assessment	Goals 2000	Proficiency-based learning
Alternative assessment	Hemisphericity	Project-based learning
Argument Driven Inquiry	High-leveraged content	Reality therapy
Art-centered learning	High-stakes testing	Reciprocal accountability
Assessment-based achievement	Hybrid learning	Reggio Emilia approach
Assertive discipline	Inquiry-based learning	Relationship-centered approach
Audio Lingual Method	Interdisciplinary teaching	Renaissance science
Blended learning	Land-based learning	Restorative justice
Block scheduling	Learning ecosystems	Revolutionary learning
Brain compatibility	Learning to learn	School choice
Care-based practices	Linked learning	Self-directed learning
Case-based learning	Longer school day/year	Self-esteem
Challenge-based learning	Looping	Self-regulated education
Clerestory learning	Magnet schools	Service-based learning
Community-based learning	Maker movement	Shared decision making
Computer-based reading	Mass customized learning	Single-gender classes
Concerns-based improvement	Micro-schools	Small class/school size
Constructivism	Modular scheduling	Social-emotional learning
Culturally responsive teaching	Multi-classroom teachers	Start school day later
Curriculum-based measurements	Multicultural education	Strength-based learning
Customized instruction	Multi-dimensional assessment	Student-led learning
Data driven instruction	Multiage classrooms	Studio-based learning
Deficit/abundance Model	Multiple intelligence	Systems thinking skills
Design-based learning	Nature-based learning	Teaching for social justice
Detracking	Needs-based education	Team-based learning
Differentiated instruction	Open classroom	Technology-based learning
Digital-based learning	Open source learning	Thematic-integrated instruction
Discovery method	Outcomes-based education	Theme-based learning
Diversity-based curriculum	Paradigm shift	Total Quality Management (TQM)
Dual-enrollment program	Passion-based learning	Virtual learning
Earth-bound education	PBIS	Whole language
	Performance assessment	Work-based learning
	Personal learning environment	Year-around schools
	Personalized instruction	Zero tolerance
		Zombie-based learning