



## Learning from the Best or Chasing Silver Bullets

To learn from the best school systems in the world and to see the shocking list of ineffective programs that have been chased in the United States throughout the decades, go to the **Going Beyond** folder for Chapter 23 or scan the QR Code in the book.

In the January 2000 issue of *Kappan*, Wade Carpenter wrote an article where he analyzed the number of ideas that had been promoted to enhance education in the pages of *Kappan* during a ten-year period between 1987 to 1997. He counted a total of 361 ideas.

In *Fighting for Change in Your School: How to Avoid Fads and Focus on Substance*, (ASCD 2017) by Harvey Alvy—a must read—he has a list of 240 practices and trends from the past thirty-plus years.

Absolutely no educational system in the world, except the United States, is run on the endless chasing of silver bullets—one program or fad after another.

### Fads and Programs

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|--------------------------------|----------------------------|
| 21st Century curriculum        | Design-based learning      |
| 4-day school week              | Detracking                 |
| Academy-based learning         | Differentiated instruction |
| Accomplished-based learning    | Digital-based learning     |
| Achievement-based assessment   | Discovery method           |
| Adaptive assessment            | Diversity-based curriculum |
| Adaptive learning              | Dual-enrollment program    |
| Adaptive technology            | Earth-bound education      |
| After-school programs          | Embodied learning          |
| Alignment of assessment        | Emotional intelligence     |
| Alternative assessment         | Essential schools          |
| Argument Driven Inquiry        | Evidence-based education   |
| Art-centered learning          | Experiential education     |
| Assessment-based achievement   | Flipped classroom          |
| Assertive discipline           | Four-day schools           |
| Audio Lingual Method           | Game-based learning        |
| Blended learning               | Games-based curriculum     |
| Block scheduling               | Garden-based learning      |
| Brain compatibility            | Goals 2000                 |
| Care-based practices           | Hemisphericity             |
| Case-based learning            | High-leveraged content     |
| Challenge-based learning       | High-stakes testing        |
| Clerestory learning            | Hybrid learning            |
| Community-based learning       | Inquiry-based learning     |
| Computer-based reading         | Interdisciplinary teaching |
| Concerns-based improvement     | Land-based learning        |
| Constructivism                 | Learning ecosystems        |
| Culturally responsive teaching | Learning to learn          |
| Curriculum-based measurements  | Linked learning            |
| Customized instruction         | Longer school day/year     |
| Data driven instruction        | Looping                    |
| Deficit/abundance Model        | Magnet schools             |

## ***Learning from the Best or Chasing Silver Bullets*** (continued)

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Maker movement	Reggio Emilia approach
Mass customized learning	Relationship-centered approach
Micro-schools	Renaissance science
Modular scheduling	Restorative justice
Multi-classroom teachers	Revolutionary learning
Multicultural education	School choice
Multi-dimensional assessment	Self-directed learning
Multiage classrooms	Self-esteem
Multiple intelligence	Self-regulated education
Nature-based learning	Service-based learning
Needs-based education	Shared decision making
Open classroom	Single-gender classes
Open source learning	Small class/school size
Outcomes-based education	Social-emotional learning
Paradigm shift	Start school day later
Passion-based learning	Strength-based learning
PBIS	Student-led learning
Performance assessment	Studio-based learning
Personal learning environment	Systems thinking skills
Personalized instruction	Teaching for social justice
Personalized, blended learning	Team-based learning
Phenomenon-based learning	Technology-based learning
Place-based learning	Thematic-integrated instruction
Picting	Theme-based learning
Play-based learning	Total Quality Management (TQM)
Portfolio assessment	Transmittal model
Practice-focused curriculum	Virtual learning
Principle-based education	Whole language
Problem-based learning	Work-based learning
Proficiency-based learning	Year-around schools
Project-based learning	Zero tolerance
Reality therapy	Zombie-based learning
Reciprocal accountability	

There are examples after examples of people, schools, and districts in ***THE Classroom Instruction Book*** (2022) that illustrate pedagogy at its best. Learn from these examples. Modify these examples for our own use. Please share what you do with us so that we can all learn from the best.