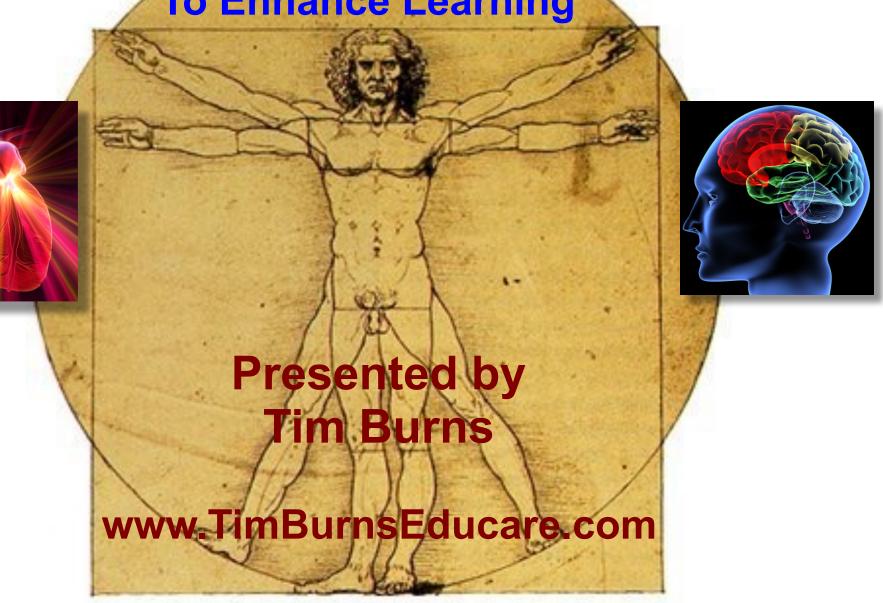
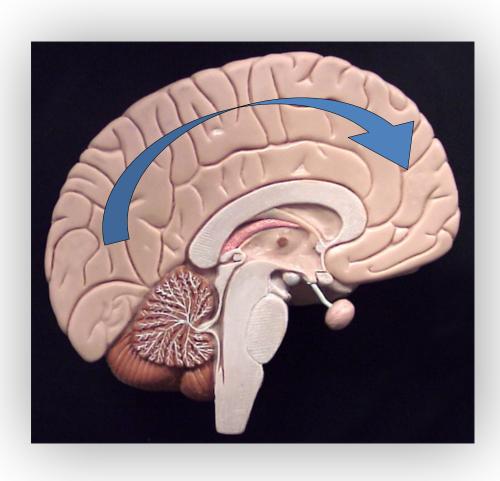
# STRATEGIES FOR ENGAGED LEARNING

Using Movement, Rhythm, and Creative Play
To Enhance Learning



### **BRAIN MATURATION**



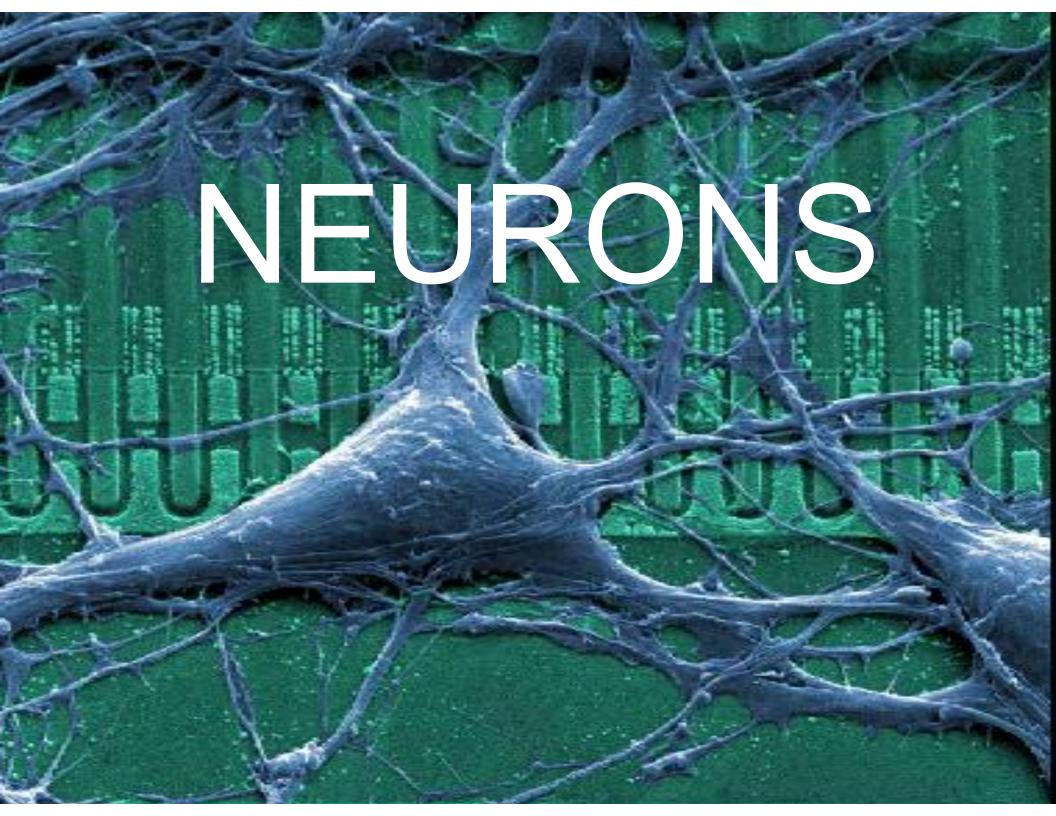
- Bottom to top
- Inside to outside

Side to side

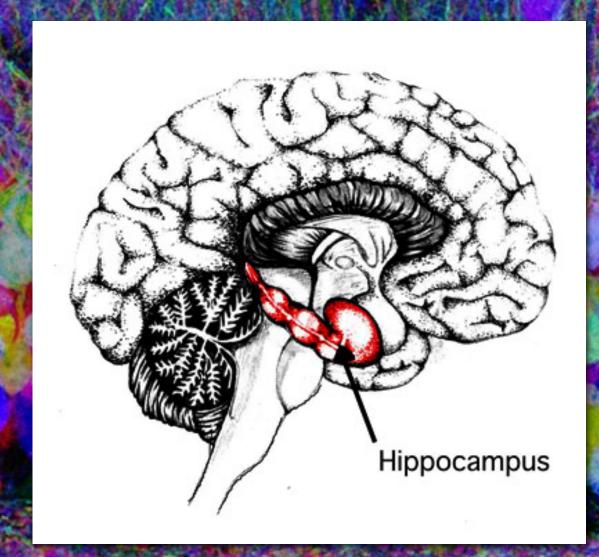
Back to front

### Developmental Stages and the Brain

4	Brain Stage	Intelligence Domain	<b>Piaget</b> Cognitive	<b>Erickson</b> Virtues	<b>Maslow</b> Needs	<b>Kohlberg</b> Moral	<b>Steiner</b> Spiritual
Mature Adult	Brain-Heart Integration	<i>Heart:</i> Wisdom and Compassion	Post-formal operations	Care/Wisdom: Generativity vs.Stagnation/ Integrity vs. despair	Self- actualization: morality, creativity, acceptance	Post- conventional: principled conscience universal ethic	<i>Spiritual</i> orientation
Teen - Adult	Neo- mammalian: Frontal cortex Teen to Adult	Thought: Abstraction & Meaning- making	Formal operations	Fidelity: Identity vs. Role confusion Love: Intimacy vs. Isolation	Esteem orientation: confidence, achievement, respect for & by others	Conventional: social-contract to Post- conventional	Soul orientation
6/7 - Puberty	Neo- mammalian: Posterior cortex Ages 6- 11/12	Thought:  Concrete &  Problem- solving	Concrete operations	Purpose: Initiative vs. Guilt Competence: Industry vs. Inferiority	Belonging orientation  Esteem orientation	Conventional: conformity authority social-order maintenance	Truth orientation
2 - 6/7	Paleo- mammalian: Limbic system Ages 2 - 6	Social- Emotional: Relationship	Pre- operational "The dreaming child"	Will: Autonomy vs. Shame & Doubt	Love and affection orientation	Pre- conventional: punishment & obedience	Beauty orientation
Birth - 2	Reptilian: Brain stem/ Cerebellum Birth - 2	Body: Self- preservation	Sensory- motor	Hope: Trust vs. Mistrust	Survival and Safety orientation	N.A.	Goodness orientation

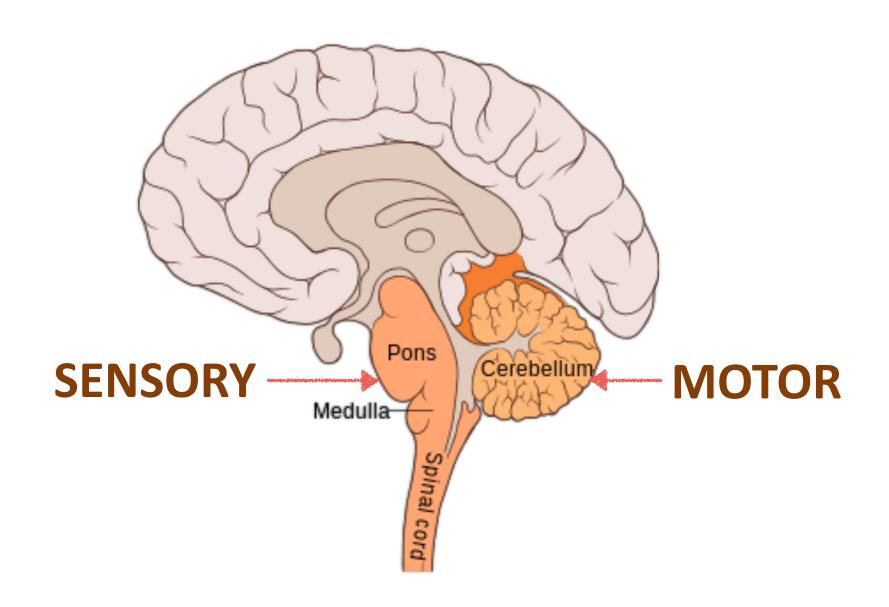


# NEUROGENESIS

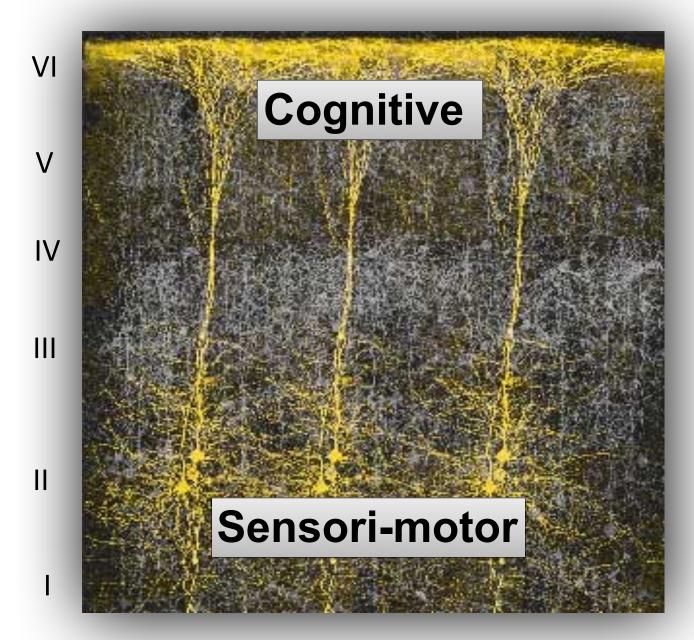


Processes, labels and stores information as memories

### **SENSORY-MOTOR DEVELOPMENT**



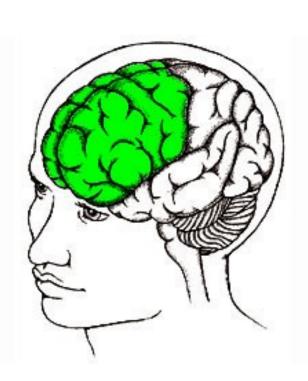
## **NEUROGENESIS**



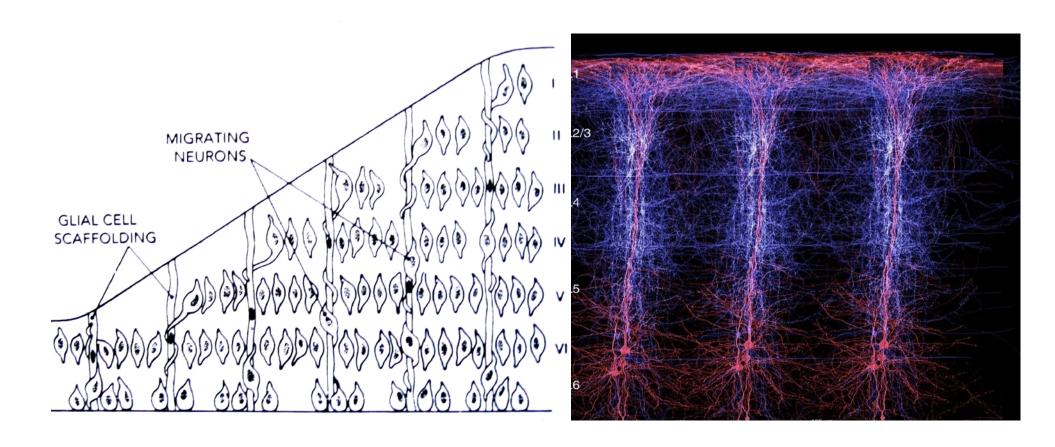
Brown, J. Cooper-Kuhn, C. Kempermann, G, Van Praag, H. Winkler, J, Gage, F. & Kuhn, H. "Enriched environment and physical activity stimulate hippocampal but not olfactory bulb neurogenesis. *European J. of Neuroscience*, 17 (10), 2042-2046.

# **Mature Frontal Lobe Functions**

- Envision the future
- Dream big dreams
- Set goals
- Make plans
- Detect problems
- Solve problems
- Manage emotions
- Control impulses
- Consider consequences
- Learn from mistakes



# CEREBRAL CORTEX Six Cell-Layers



Diamond, Marion and Hopson, J. *Magic Trees of the Mind. New York: Dutton, 1998.* 

### MOVEMENT and the BRAIN

# Movement: Active and Stimulating



#### Exercise:

Movements you already know how to do

#### Benefits:

- Brings oxygen rich blood to the brain
- Elevates serotonin for balanced moods
- Improves mental clarity
- Reduces stress
- Improves cardio-vascular health
- Stimulates neurogenesis

### MOVEMENT and the BRAIN



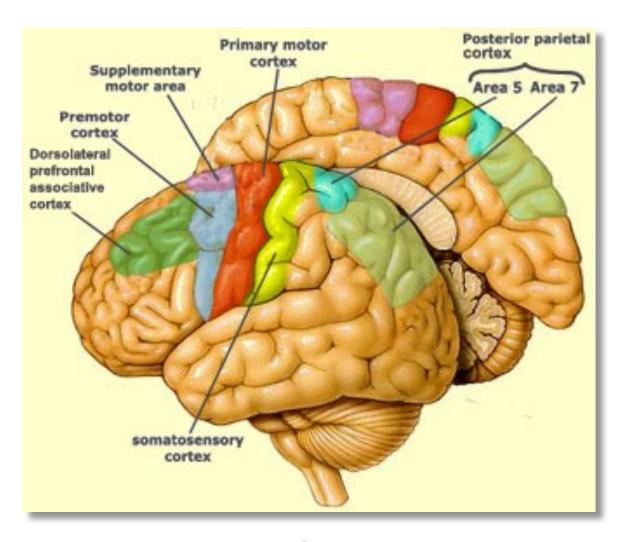
# Movement: Active and Stimulating

**Stimulation:** Movements that are new to you

#### Benefits:

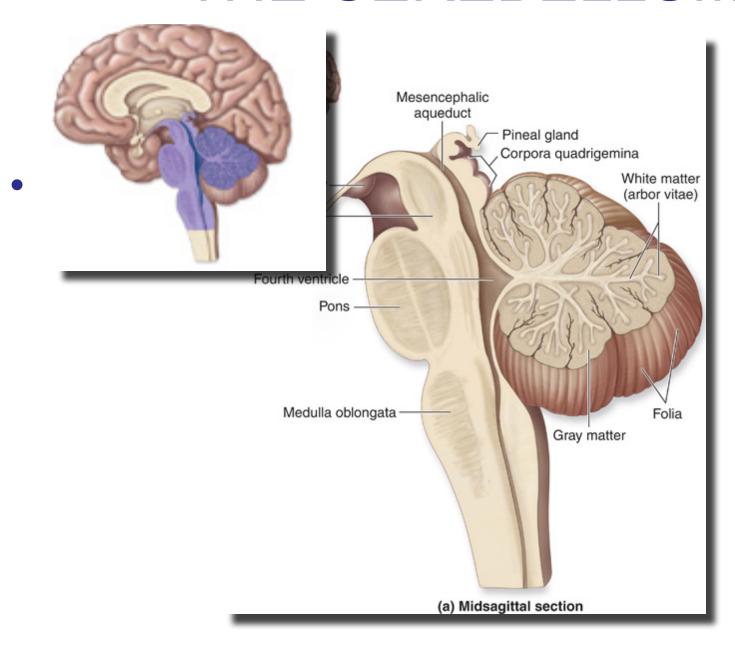
- Provides neural growth
- Builds neural capacity
- New movements are accompanied by novelty, challenge, and feedback
- Builds foundation for higher learning

## MOVEMENT and the BRAIN



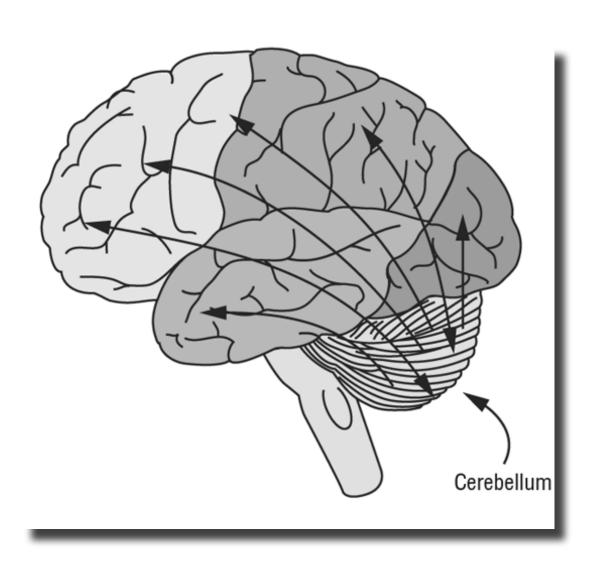
Areas of the Brain Involved in Movement

# THE CEREBELLUM

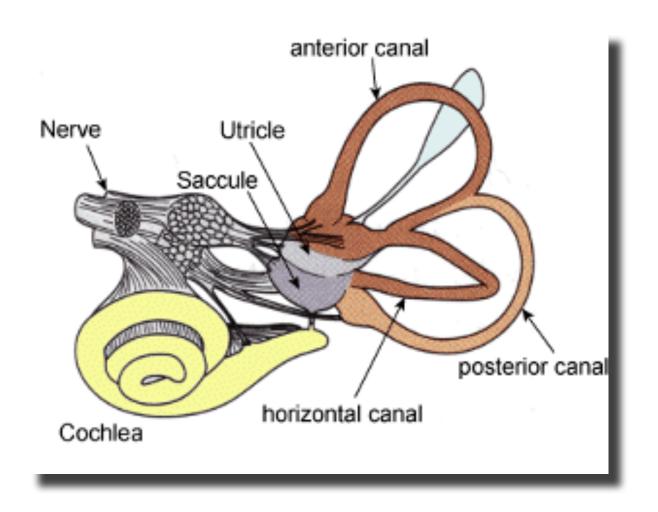


Movement, Posture, Coordination

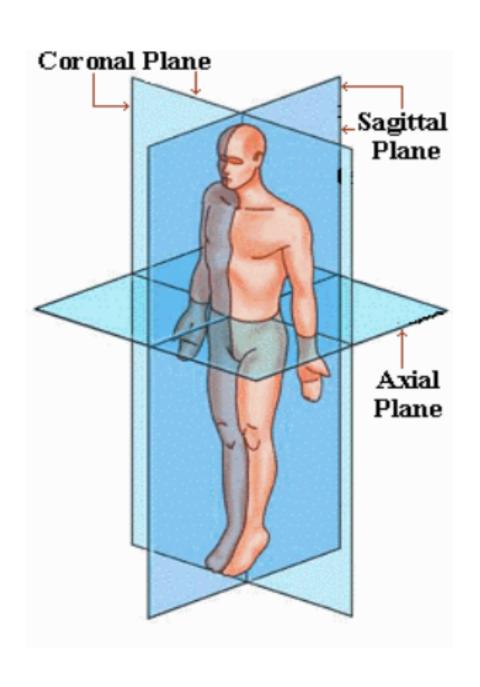
# THE CEREBELLUM



# THE VESTIBULAR SYSTEM



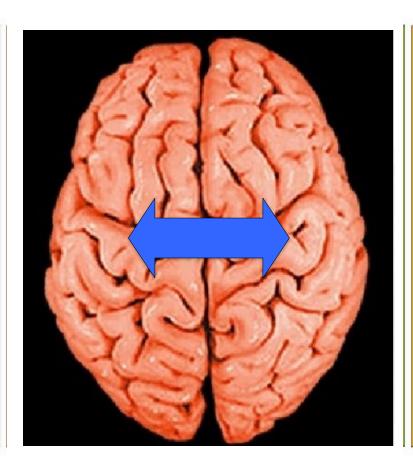
# THE MIDLINE PLANES



# **Right-Left Hemisphere Functions**

#### **LEFT BRAIN FUNCTIONS**

Small Picture
Verbal Communication
Small Muscle Control
Intelligence Quotient
Word Reading
Math Calculations
Processing Information
Conscious Actions
Positive Emotions
Receiving Auditory Input
Linear and Logical Thinking
Curious and Impulsive Actions
Like Routine/Sameness
Activates Immunity

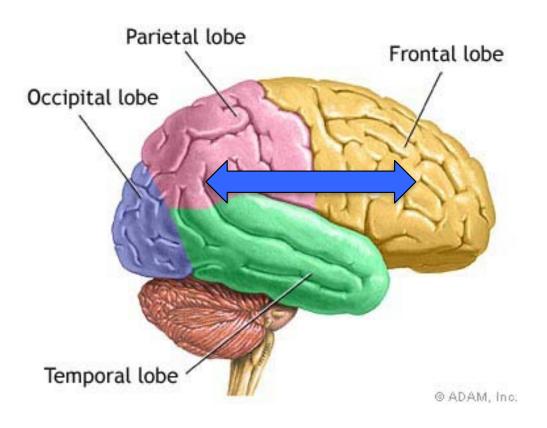


#### **RIGHT BRAIN FUNCTIONS**

Big Picture
Nonverbal Communication
Large Muscle Control
Emotional Quotient
Comprehension
Math Reasoning
Interpreting Information
Unconscious Actions
Negative Emotions
Interpreting Auditory Input
Gets Abstract Concepts
Cautious and Safe Actions
Likes Newness, Novelty
Suppresses Immunity

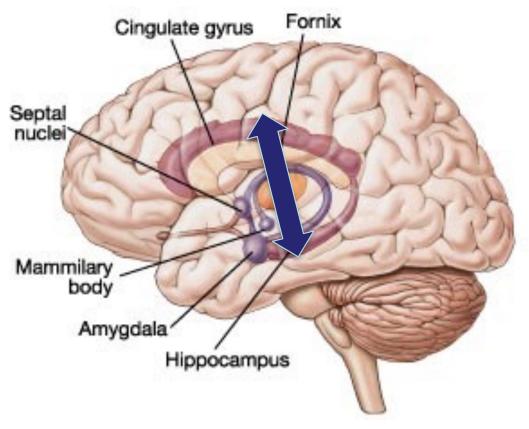
# THE MIDLINE PLANES

#### **Concentration Dimension**



# THE MIDLINE PLANES

## **Centering Dimension**



## **MOVEMENT, RHYTHM and LEARNING**

"In the inferior olive and cerebellum, two brain regions that are involved in movement coordination, the system oscillates at 10 Hz.

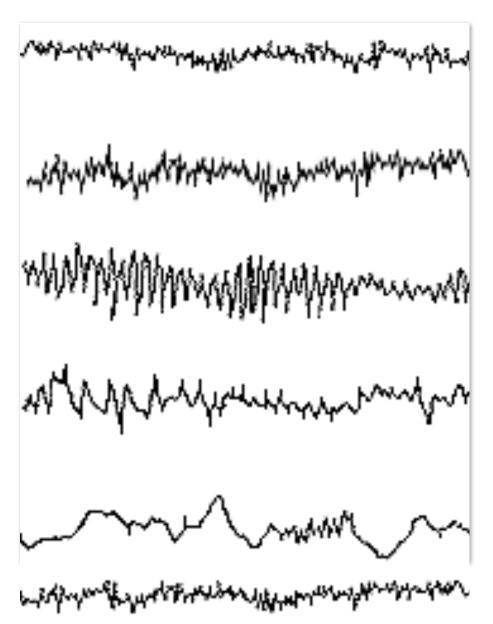
Those particular cells trigger timing throughout the nervous system."

Rodolfo Llinas, M.D., neuroscientist, New York University

Kat McGowan, "Brainsong,"
The Brain, Discover Magazine Special, June 2012

### **BRAIN-MIND STATES**

### **EEG** Brainwave Activity



**Gamma** - 25-100 Hz (40hz typical). Binds conscious perception

**Beta** – 13-30 Hz. Active, alert, concentration

**Alpha** – 9-13 Hz. Relaxed focus, light trance, enhanced serotonin production

**Theta** – 4-8 Hz. Trance-like state; enhanced catecholamine aids retention of learning

**Delta** – 1-3 Hz. Dreamless sleep; HGH produced

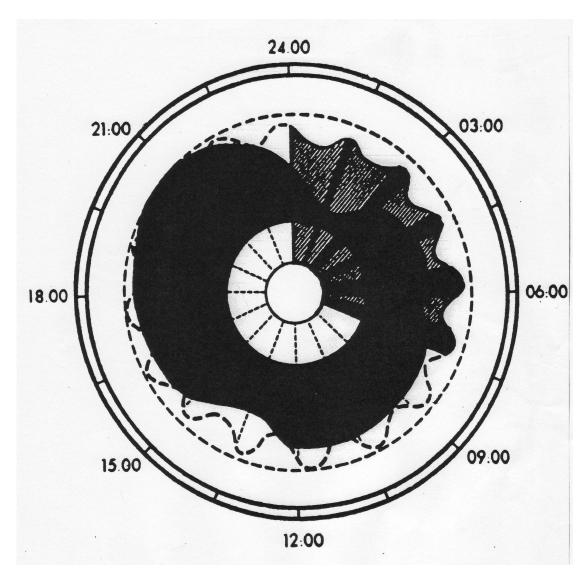
**REM** – Rapid Eye Movement; dreaming

# CHRONOBIOLOGY



Infradian
Circadian
Diurnal / Nocturnal
Ultradian

# BIORHYTHMIC VARIATIONS in the Circadian Cycle



Source: R. Broughton. "Biorhythmic Variations in Consciousness and Psychological Functions." Canadian Psychological Review, 1975; 16: 217-239.

# ULTRADIAN RHYTHMS MODULATED MIND-BODY ACTIVITIES

MIND BODY

Right-left brain dominance Left-right nasal dominance

Attention Autonomic nervous system

Concentration Gene-cell metabolism

Learning Endocrine system

Memory Immune system

Sensations Breast-feeding

Perceptions Hunger and sex

Emotions Digestion

Dreaming Work and sports

Fantasy Stress response

Imagination Psychosomatic response

Creativity Cellular metabolism

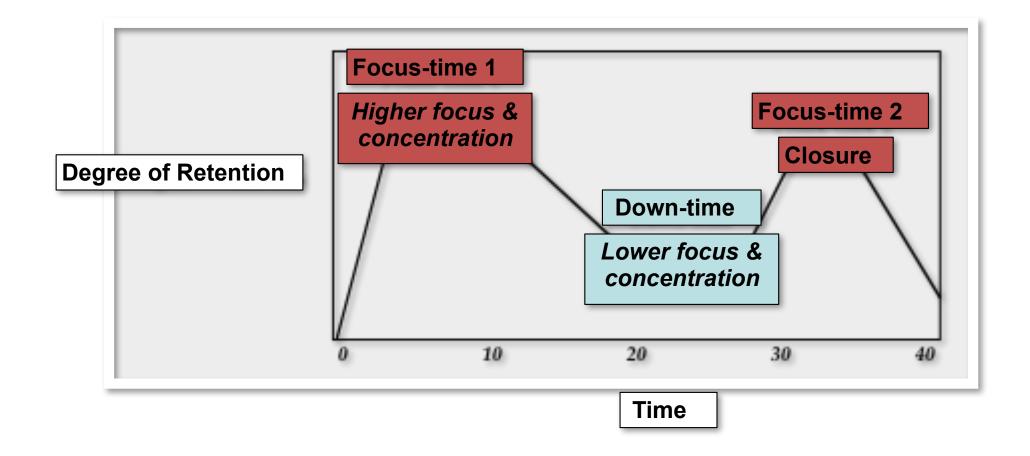
Trans-personal sense Drug sensitivity

Source: E. Rossi, The 20 Minute Break: Using the New Science of Ultradian Rhythms

# Findings on Daydreaming

- About one-third of our time is spent daydreaming
- The brain activates several areas associated with complex problem solving
- Recent brain scans reveal that the brain may be most actively engaged when wandering
- During daydreaming the brain makes new associations and forges new neural connections

# Primary-Recency Effect



**Retention: 40-Minute Learning Episode** 

# **BENEFITS of PLAY**

- Greater self-regulation
- Problem solving abilities
- Emotional mastery and behavioral control
- Impulse regulation
- Reduction in drop-out rate, violence and crime
- Higher IQ scores

Adele Diamond, Ph.D.

Developmental cognitive neuroscientist
University of British Columbia
Interviewed on NPR, Mar 4, 2006

## **ELEMENTS of PLAY**

- Pleasure and enjoyment
- Goals not imposed from the outside.
- Motivation is spontaneous, voluntary, and intrinsic.
- Active engagement on the part of the player.
- Attention to the means over the end product of the action or activity.

# STAGES of PLAY

#### SOCIAL STAGES

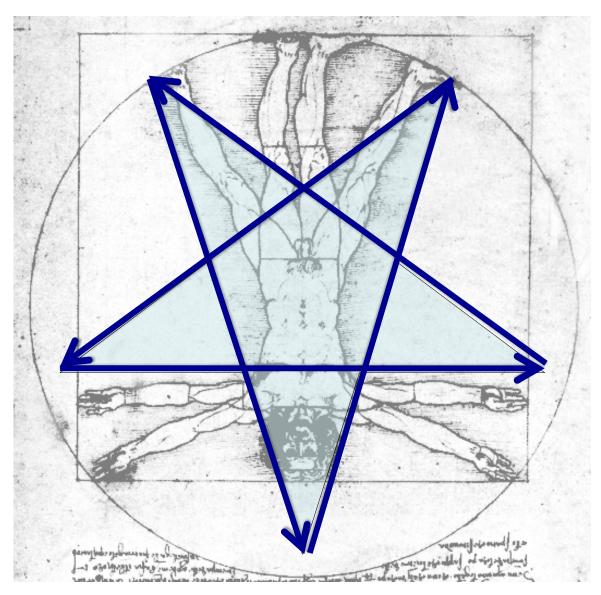
- Solitary
- II. Parallel
- III. Associative
- IV. Cooperative (also called peer play, sociodramatic play)

#### **COGNITIVE STAGES**

- I. Object play
   (also called practice, exploratory, manipulative play)
- II. Functional (use of an object for its intended use)
- III. Pretend/symbolic
- IV. Games with rules.

"Harnessing the Power of Play." Sonia Mastrangelo. *Teaching Exceptional Children*, Vol. 42, no 1, 2009

### Star Walk



www.TimBurnsEducare.com