No Boring Lessons

Designing Learning That Sparks Curiosity and

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Think of the most boring lessons you have taught. What made it boring to teach? To learn?

Write your lesson on a notecard to share with others.



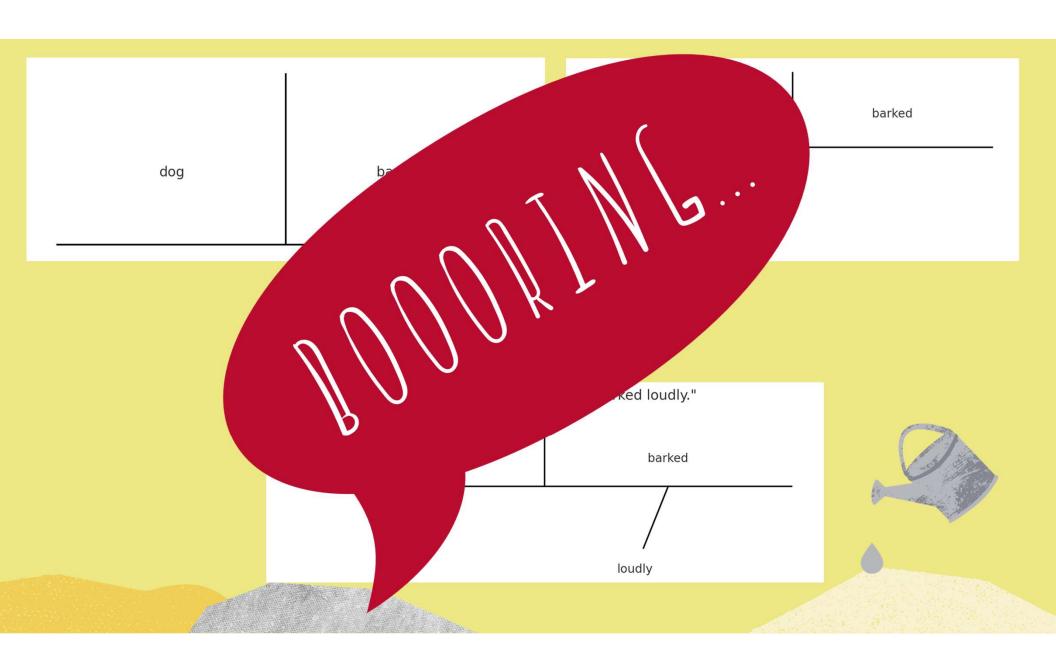
A Boring Lesson

Original Prompt Given to ChatGPT:

Give me an example of a traditionally boring lesson a teacher might teach to a 4th grader.

Response:

"Class, today we are learning about the eight parts of speech: noun, verb, adjective, adverb, pronoun, preposition, conjunction, and interjection. Please copy these definitions from the board."



Updated Prompt Given to ChatGPT:

Now take that same lesson and make it interactive and engaging. I have notecards, pom poms, pipe cleaners and markers.



Part 1: Build It! – Parts of Speech Creatures (15 min.)

Assign a Part of Speech to each student.

Using pipe cleaners and pom poms, students create a small creature that "represents" their part of speech (e.g., a verb creature might have running legs or lightning bolts).

Students write the name of the part of speech on a notecard and attach it to their creature.

On the back of the card, they write a few examples (e.g., Verb: run, jump, dance).

Part 2: Move It! – Human Sentence Shuffle (10–15 min.)

Supplies: notecards

Write individual words on notecards—mix of nouns, verbs, adjectives, etc.

Hand out the cards randomly and have students stand in a line to form silly sentences.

Example: "The fuzzy unicorn danced."

After forming a sentence, have each student hold up their word and identify its part of speech.

Do a few rounds—switching cards and letting others form new sentences.



When we engage students through relevance, choice, and creativity, learning sticks.

Let's stop planning for compliance—and start planning for connection.



Relevance

Anchor lessons in students' real lives, cultures, and current events.
When learning connects to what matters to students, it becomes meaningful.



Student Choice

Give students voice in how they explore and demonstrate learning. Choice fuels motivation, ownership, and creative expression.



Creativity

Design for imagination, problem-solving, and openended thinking. Creativity makes space for joy, innovation, and unexpected insights.



Standards

Start with the standard—but don't stop there.
Let it be a launchpad, not a box. Standards provide the "what," not always the "how."

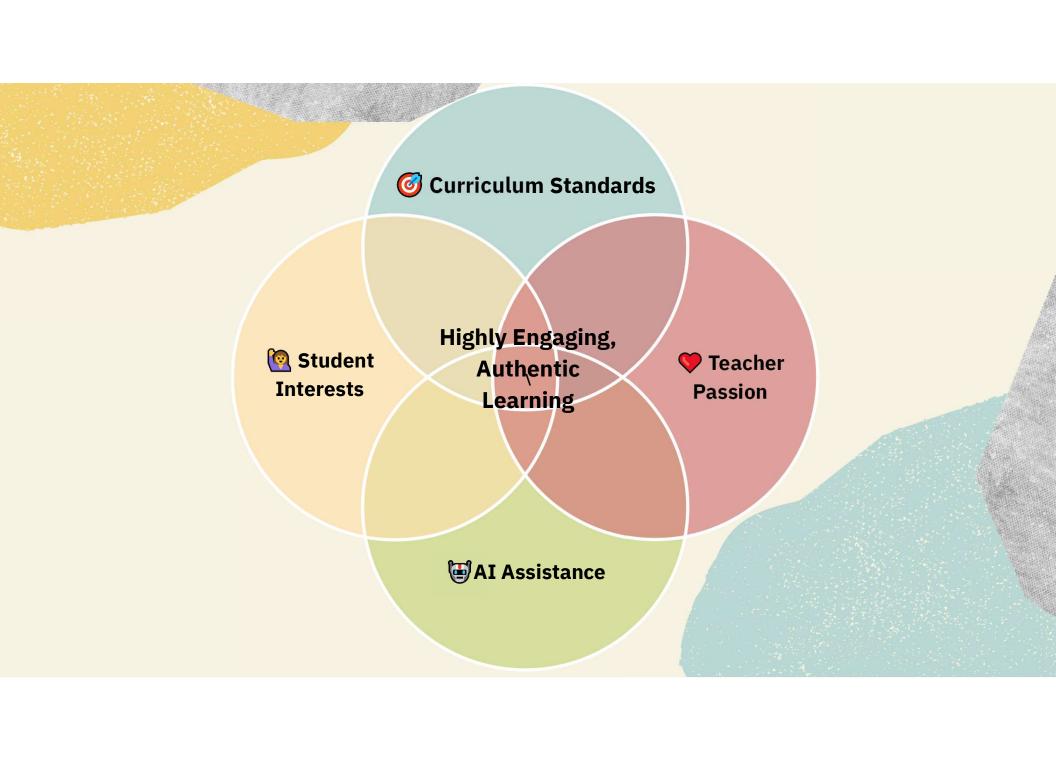


When you're excited, your students feel it too.
Bring your interests, expertise, and curiosity into the room—it's contagious.



AI Assistance

Use tools like MagicSchoolAI and GPT to save time and spark ideas.
AI can remix stale materials, suggest new angles, and personalize learning quickly.





Reimagine your example of a dry lesson by asking:

- What if students created the product?
- What if it solved a real-world issue?
- What if it included movement, art, voice, or tech?



Grab a standard from the floor!

Ask yourself "What if..." questions to shift your perspective:

- What if students chose the topic or text?
- What if they had to teach it to younger students?
- What if it solved a real-world problem?
- What if the product was a podcast/skit/song/comic?
- What if we did it outside? Upside down? Backwards?
- What if AI helped design the materials?



Remix it!

Based on your favorite "what if," reimagine how you could teach that concept in a way that invites curiosity or deeper connection.





Self Check



Would you want to sit through this?



Is it rooted in joy, connection, and curiosity?



Are your students doing the thinking?

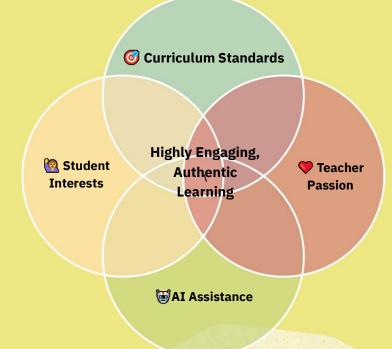


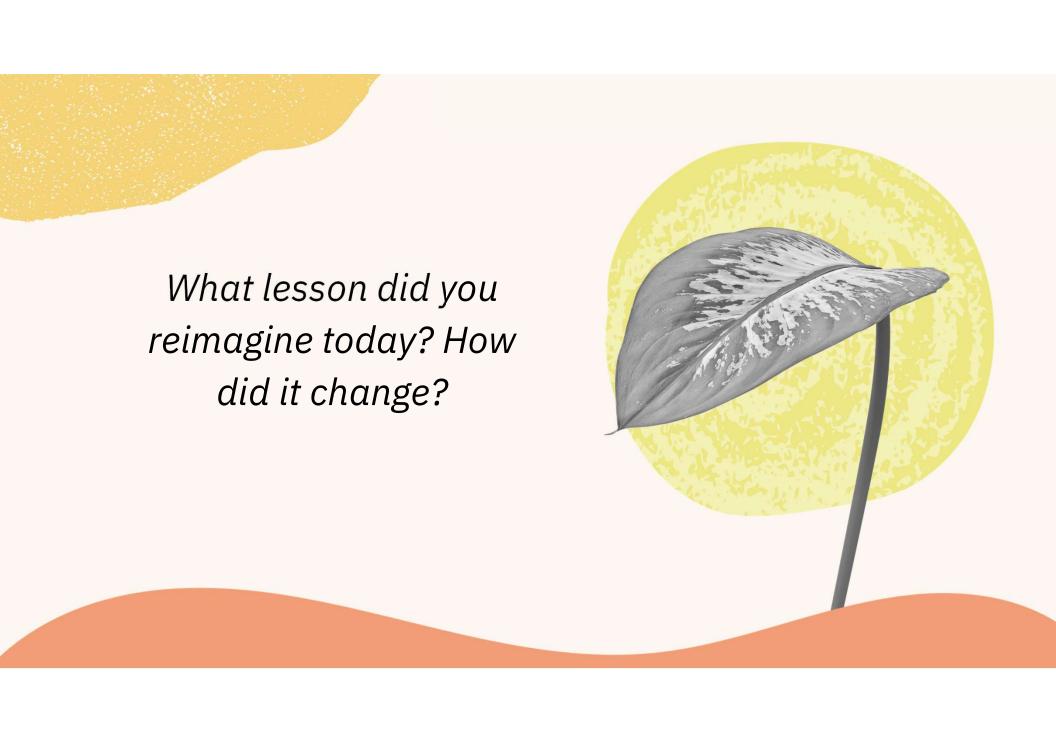
③ Option 1: AI Remix Lab

Bring a topic. Walk away with a fresh version, AI-assisted.

Option 2: DIY Spark Station

Use our "Engagement Triangle" + brainstorm protocol to plan something from scratch.





"Curiosity is the wick in the candle of learning."

— William Arthur Ward



XX Keep the spark alive, and take something with you today.

