



An Effective Framework for Problem Solving in the Classroom

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A little bit about Dee

- ❑ Educational Technologist and Equity Enthusiast
- ❑ Award Winning TEDx Speaker, Google Trainer, Innovator, & Coach
- ❑ Transformation Agent with [LINC](#)
- ❑ Founding member of [The Liberated Educator](#)

"We all experience problems and challenges. Build the muscle from complainers to problem solvers." Dee Lanier

Why Problem Solving?

- Classroom management is problem solving
- Build relevancy with the content you are teaching
- Is there a way to build a systematic approach to problem solving?
 - All students face challenges
 - Project-Based Learning VS Problem-Based Learning
 - Problems are our challenges to endure in life

Is a problem a "real problem" or a puzzle?

- A problem affects people

- Identify real problems
- Build the
- Borrow from Frameworks that already exist
 - Design Process
 - Scientific Process
 - Engineering Process

Solve in Time

- Started as a Passion Project
- Setting up a problem solving session is key (keep it small)
- Small group encourages collaboration and engagement
- SOS Card is a **game changer**. Using it wisely is key!

Step 1: The Problem

- Identify and summarize a relevant problem
 - Solve one problem at a time
 - Pick a problem by topic, content, or social
 - Introducing problem solving: Give lots of practice to students or adults to learn the process

Step 2: Research

- Use personal knowledge and research skills to answer the question
 - Each card has six different prompts to address
 - Research helps to combat the bias that some may come to the table with
 - Your opinion matters, but is secondary to the reality of the situation
 - Opinion VS Evidence (Teachers can supply students with the data set)

Step 3: Understand

- Why does the problem matter to you?
 - Soft Skills reinforced here
 - Empathy and compassion to answer questions
 - This deals with the heart more than the head
 - Students need an opportunity to think beyond themselves

Step 4: Solve

- Use imagination and critical thinking to solve
 - This is the first time you are attempting to solve the problem
 - Pushing the thinking of the group to find more resources before they solve it
 - This is a community learning procedure

Step 5: Share

- Use communication and creativity to share your solution
 - Extended time to create a sharable solution to your problem
 - How can you creatively share your solutions
 - The diversity of the group is highlighted during this time
 - Are there alternative methods to share?

Related posts on the Ditch That Textbook blog:

- [Google Slides](#)
- [Creating Mosaic Art with Google Drawings](#)
- [Creating Eye-Popping Infographics with Google Drawings](#)
- [Using Google Draw to create Blackout Poetry in the Classroom](#)
- [10 Image Creation Tools for Students](#)

Resources:

- [Solve In Time Website](#)
- [How to Play Solve In Time](#)
- [Expansion Cards Empathy, Equity, Expanded Set](#)
- [Racial Equity Resources](#)