



Register by April 10: complete the form below and return to your branch library, or visit library.loudoun.gov/Events/HappySOLE.

Happy SOLE is a program developed by Nextide Academy and sponsored by Loudoun County Public Library in collaboration with Nextide Academy.



REGISTRATION FORM

Please return to your branch library by April 10, 2015.

Participation in the Peerwise discussion platform requires email access; the Library will not share this information for any other purpose.

Name: _____

Email: _____

Grade: _____



IF YOU ARE:

a middle school or high school student passionate about learning

like to ask "big questions" about the world around us

enjoy exploring ideas with other people...

JOIN US FOR HAPPY SOLE!

Mondays, April 13 & 20
6:00-7:00 pm

Loudoun County Public Library
Gum Spring Library
Teen Center

24600 Millstream Drive
Stone Ridge, VA 20105

library.loudoun.gov/Events/HappySOLE



SOLE:

Self-Organized Learning Environment

WHAT IS A SOLE?

A SOLE is designed to spark creativity, curiosity and wonder in students, inspiring you to take control of your own learning.



Sugata Mitra and his colleagues have carried out research for over 13 years on the nature of self-organized learning. His innovative and bold efforts towards advancing learning for students all over the world earned him the first-ever \$1 million dollar TED Prize. At the 2013 TED conference, Sugata invited thinkers and doers worldwide to create their own self-organized learning environments (SOLEs) and share their discoveries.

At TED2014, the School in the Cloud digital platform was launched which ensures that anyone, anywhere around the world, can experiment with self-organized learning.

“Education is a self-organizing system, where learning is an emergent phenomenon.”

–Sugata Mitra



SUGATA MITRA

The weeklong program includes two one-hour sessions at the Gum Spring Library.

In Session I: you'll be assigned a “big question” and meet the people in your discussion group. Then you'll be free to investigate online and using the library, working with your group to develop an answer.

A moderator facilitates the discussion and helps your group.

At the end of the session, participants can access the Peerwise online discussion system, so they can continue working online throughout the week.

In Session II, each group presents their discoveries. This is one of the most important elements of the program, as you'll have a chance to think more deeply about what you've discovered, and how you discovered it.

Discussions on Peerwise will remain open for participation by current and future students. Participants with the highest reputation score on Peerwise will be added to the Happy SOLE Hall of Fame every quarter.



EXPLORE YOUR CREATIVITY

Work with people on a project.
Learn more about research and problem-solving.



ASK QUESTIONS LIKE:

How do we remember and why do we forget?

What are numbers?

What is the cure to world poverty?

How does an iPad know where it is?

Why can't we feel the earth move?

Are humans really related to bananas?

