

# participatory-teaching media-making

gamefying-success-of-others

socio-emotional-context-for-learning

classroom-asymmetry

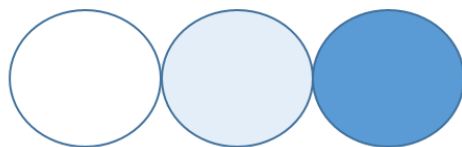
flow

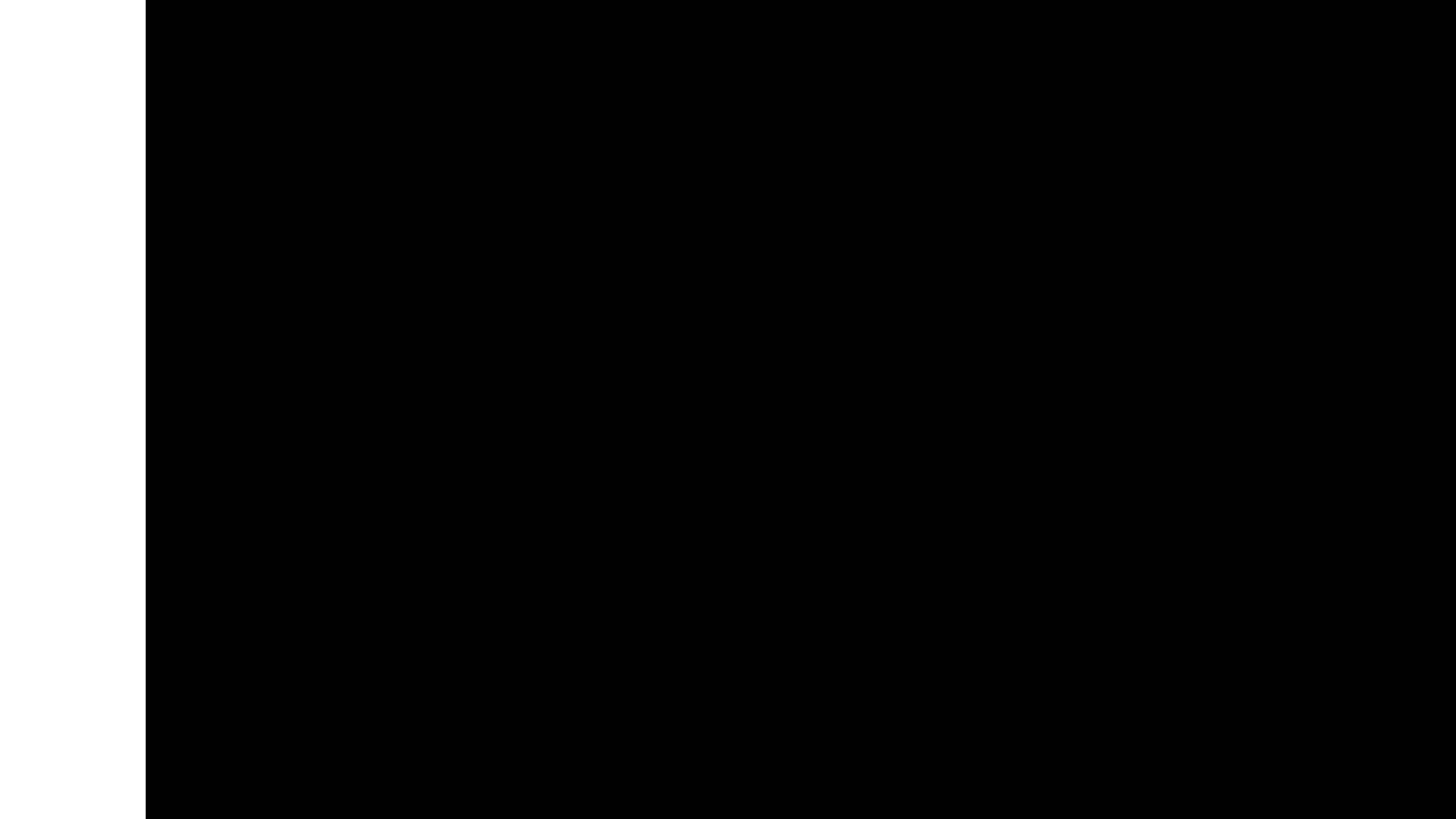
who-succeeds

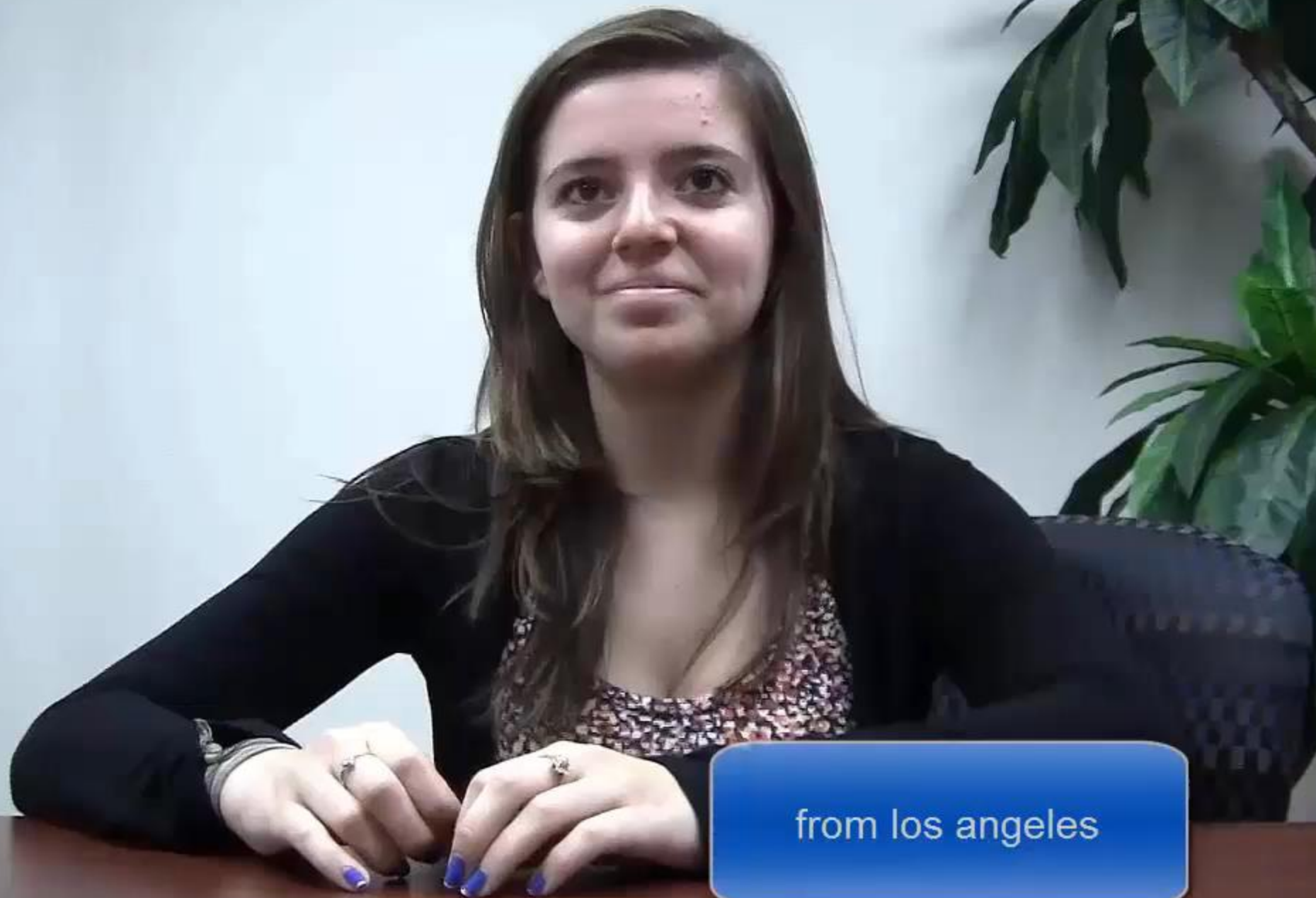
new-economics

immersion

neural-activation-ensembles







from los angeles

**TeachersCreate and StudentsCreate**  
**July 12, 2012**  
**Afternoon**  
**Video: Finding Slope from a Graph**