Reaching Out
Connecting Globally

GROWING FOR SUCCESS

November 2019 PG Village/National Distance Learning Week



"We like to think of our champions and idols as superheroes who were born different from us. We don't like to think of them as relatively ordinary people who made themselves extraordinary."

~ Carol Dweck

Mindsets

GROWTH MINDSET

The belief that we are in control of our skills, that they can be developed and improved, that we have the capacity to learn and grow.

FIXED MINDSET

The belief that our skills are set, that we have what we have and we do not have the capacity to change and learn.

Source: Carol Dweck as interpreted by TheLearningLab.com





GROWTH MINDSET

SKILLS ARE BORN YOU CAN'T LEARN & GROW **BELIEFS**

SKILLS ARE BUILT YOU CAN LEARN & GROW

PERFORMANCE & OUTCOMES
NOT LOOKING BAD

FOCUS

THE PROCESS
GETTING BETTER

KEYS TO GROWTH

NOT NECESSARY
NOT USEFUL



USEFUL WILL LEAD TO GROWTH

EFFORT

BACK DOWN & AVOID FRAME AS A THREAT



EMBRACE & PERSEVERE FRAME AS AN OPPORTUNITY

CHALLENGES

HATE THEM & GET DISCOURAGED TRY TO AVOID MAKING THEM



USE THEM TO LEARN
TREAT THEM AS OPPORTUNITIES

MISTAKES

NOT HELPFUL GET DEFENSIVE & TAKE PERSONALLY

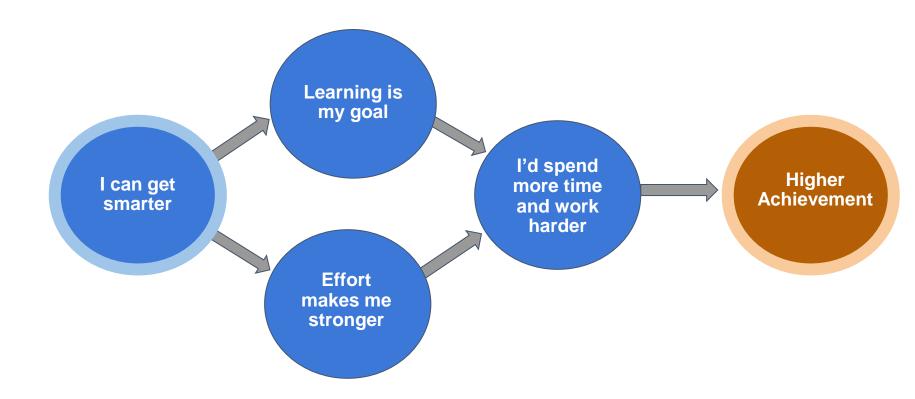


USEFUL INFORMATION
APPRECIATE IT & USE IT TO GROW

FEEDBACK

Source: www.trainugly.com (2016)

A Growth Mindset Drives Motivation and Achievement



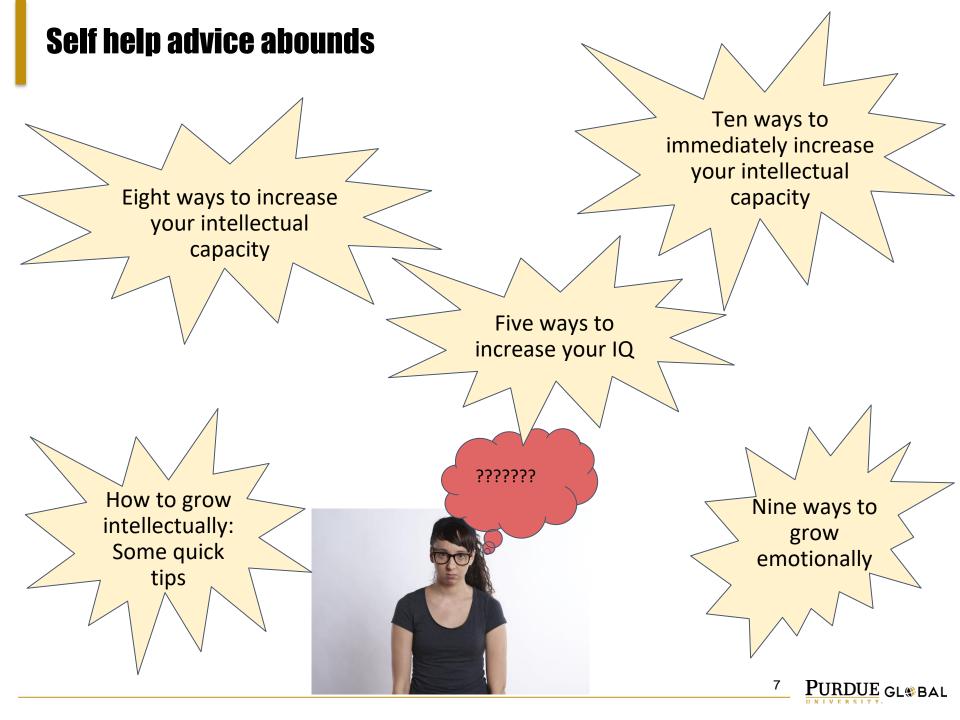
Source: Blackwell, Trzesniewski and Dweck (2007)

Research Pipeline Studies

Control: Students in this condition read and wrote about how the brain works. This condition was intended to control for time on task, engagement, and thinking about the brain in general.

Growth Mindset 1.0: Students in this condition did a reading and writing activity that led them to hold the belief that intelligence and ability are malleable.

Growth Mindset 2.0: Students in this condition also did a reading and writing activity that led them to hold the belief that intelligence and ability are malleable, but it emphasized the importance of effort for growing the brain, and contained multimedia elements that were expected to increase engagement with the message.



Sleep more, up to a point





Exercise more, up to a point

Eat more vegetables: probably no limit here





Learn a language, an instrument, a new activity

Go against the grain





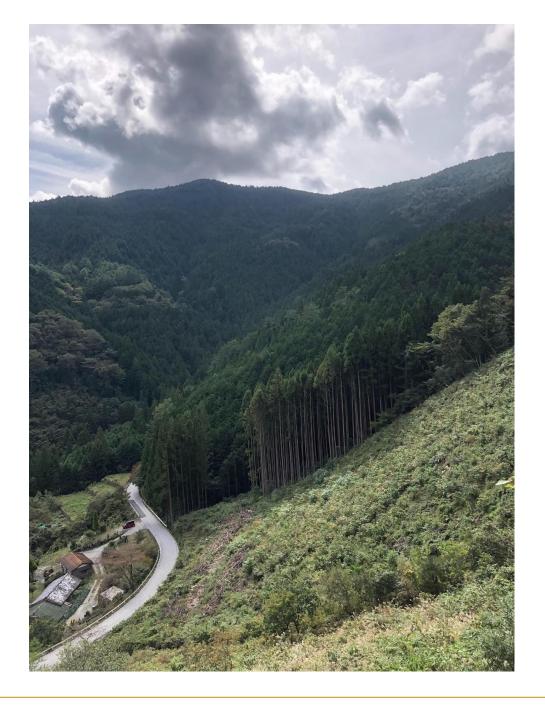
Always, always, think of another way

Do things the hard way



Interact with people who aren't like us













Questions

