THINKING WITH THINGS:
Remaking Learning in College and Beyond

- Engages students
- Supports embodied cognition
- Makes thinking visible & changeable
- Uses multisensory and active learning
- Supports remembering

WHAT IT TAKES:
To support better pedagogy, locking CABINETS in at least one-third of all classrooms.
Teaching with “low” technology can be just as effective as—and sometimes more effective than—teaching with electronic resources. But YOU CAN'T TEACH WITH WHAT YOU DON'T HAVE. Cabinets are low cost facilitators of low tech, engaging teaching and learning.

APPLICATION and EXTENSIONS
Using physical materials, manipulatives, and “making” challenges in class helps all learners, especially novices, to grasp new ideas. This approach can be used in every class.

“[A]ll skills, even the most abstract, begin as bodily practices.” Richard Sennett, The Craftsman, p. 10

Sensory Homunculus: “This model shows what a man’s body would look like if each part grew in proportion to the area of the [sensory] cortex of the brain concerned with its sensory perception.”
(Courtesy London Natural History Museum)

“[The mind is inherently embodied…]human rationality is not at all what the Western philosophical tradition has held it to be.”
George Lakoff and Mark Johnson, Philosophy in the Flesh

Resources
Coburn B7 (above) is available for all faculty to reserve
“Thinking With Things” is a signature pedagogy of the Technology, Society, and Human Values inter-disciplinary program
Dewey, John (1938) Experience and Education.