

David Dockterman

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EDUCATION

Ed.D. Harvard Graduate School of Education, 1988
Teaching, Curriculum, and Learning Environments. Doctoral thesis examined historical efforts to integrate technology into the classroom

B.A. Yale University, 1979
History major; provisional teaching certificate in history/social studies grades 6-12

PROFESSIONAL EXPERIENCE

- 2015- Harvard Graduate School of Education, Lecturer on Education
Leadership Team, Reach Every Reader
Core Faculty in the Learning Design, Innovation, & Technology program
- 2001-2015 Adjunct Lecturer on Education, Harvard Graduate School of Education
- 1991,'92,'95 Taught courses in formative evaluation, instructional software design, and adaptive learning.
Current courses: **T522** Impact by Design: Projects in Educational Technology teaches students how to leverage research to inform learning design and how to design to generate evidence of targeted impact; In **T408** Designing for Equity, Evidence, and Ecosystem students examine several case examples through the 3 lenses in the course title to develop a framework for evaluating impact design at scale; **T522M** Scaling Impact Across Learner & Context Variability guides students through a process of considering and designing for construct-relevant variability across and within an impact ecosystem; **T523M** Sustaining Impact Over Time introduces students to an Impact Sustainability Canvas to support the iterative process of operationalizing the conditions for impact across variable settings and users.
- 2017- Dockterman Learning LLC, Principal
Consults with educational organizations, school districts, publishers, and others on translating evidence into scalable practice, programs, and products.
- 1983-2017 Tom Snyder Productions/Scholastic/Houghton Mifflin Harcourt
Joined Tom Snyder as an intern in 1982 and helped found the company as a leading producer of educational software for home and the classroom. Served many roles, including research and usability testing, writing and designing, professional development, curriculum development, product development and executive management. Company was acquired by Scholastic in 2002. Scholastic division was acquired by Houghton Mifflin Harcourt in 2015. Most recently held the position of Chief Architect, Learning Sciences.
- 1979-1982 Daniel Hand High School, Teacher

History and social studies teacher at a public high school in Madison, CT.
Advised student groups in arts and student government.

SELECT PRINT & WEB PUBLICATIONS

- “Game Design Considerations for Screening, Interim, and Diagnostic Educational Assessments” with others (*Practical Assessment, Research, and Evaluation*, 2021)
- “Supporting Early Language Development for Diverse Learners” with B. Gatlin-Nash (*ASCD Express*, 2020)
- “Research Culture: Framework for advancing rigorous research” with others (*eLife*, 2020)
- “Growth Mindset: Essential, But There’s More to Learning” (HMH Shaped, 2020)
- Media Literacy OpEd: “I’m Worried by Hopeful” (HMH Shaped, 2019)
- “El entendimiento matemático” (Ruta Maestra, 2019)
- “Conectar las emociones para el aprendizaje de matemática: El poder de una buena historia” (Ruta Maestra, 2019)
- “Insights from 200+ Years of Personalized Learning” (*npj Science of Learning*, 2018)
- *Head of the Class*. Featured on Trailblazers podcast with Walter Isaacson (2018)
- Contributions to Harvard's *Usable Knowledge* blog (2017-present)
- “Does stressing performance goals lead to too much, well, stress?” with C. Weber (*Phi Delta Kappan*, 2017)
- “A Model for Evidence Based Innovation in Education” (*npj Science of Learning Community*, 2016)
- Frequent guest blogs (*Spark*, *EduBlog*, *On Our Minds*, *frizzle*, 2012-2017)
- “Growth Mindset in Context” with Lisa Blackwell (ICLE, 2014)
- “5 Ways Teachers Can Evaluate Educational Games” (*Mashable*, 2012)
- “Games Help Kids Turn Failure into Learning” (*Education Nation*, 2012)
- Personal blog site (*The Dock Spot*, 2006-09)
- *Easy Ways to Make Technology Work for You* (Scholastic, 2003)
- “Designing Placemark,” in *Educational Technology* (2002)
- *Weaving Technology into Your Teaching* (Tom Snyder Productions, 2002)
- Cooperative Learning and Technology: Using Interactive Group Software” in *Library Talk* (1998)
- *Great Teaching in the One Computer Classroom* (Tom Snyder Productions, 1998)
- *Cooperative Learning and Technology* (Tom Snyder Production, 1998)
- “Interactive Learning: It’s Pushing the Right Buttons” in *Educational Leadership* (1995)
- “What can you do with one computer?” in *Learning* (1995)
- “Social studies in the one computer classroom” in *Computing Teacher* (1992)
- “A teacher’s tools: 1891-1991” in *Instructor* (1991)
- “The computer: a solution in search of a problem” in *Principal* (1989)
- *Bringing the Computer into Your Classroom* (Tom Snyder Productions, 1987)
- *How to Incorporate the Computer into the Social Studies Classroom* (Tom Snyder Production, 1986)
- “Getting to ‘Aha!’” with Tom Snyder in *Electronic Learning* (1984)

SELECT EDUCATIONAL PRODUCTS AND MEDIA

(Many of these programs were updated over the years; only the original publication date is included.)

Academic Advisor/Translational Scientist

Magnetic Reading (Curriculum Associates, 2022)
Into Reading (HMH, 2020)

Into Math (HMH, 2020)
We Maths (Santillana, 2019)
READ 180 Universal (Scholastic, 2015)
MATH 180 (Scholastic, 2014)
iRead (Scholastic, 2010)

Lead Design/Author

Placemark (iTeach.com, a division of Tom Snyder Productions, 2001)
Science Seekers: Safe Water (Tom Snyder Productions, 2000) in partnership with the American Museum of Natural History
Science Seekers: Endangered Species (Tom Snyder Productions, 2000) in partnership with the American Museum of Natural History
Science Seekers: Hidden in Rocks (Tom Snyder Productions, 2000) in partnership with the American Museum of Natural History
Science Court Explorations: Pendulums (Tom Snyder Productions, 1999)
Science Court Explorations: Friction (Tom Snyder Productions, 1999)
Science Court Explorations: Heat Absorption (Tom Snyder Productions, 1999)
Science Court Explorations: Rockets (Tom Snyder Productions, 1999)
Science Court Explorations: Magnets (Tom Snyder Productions, 1999)
Science Court Explorations: Flight (Tom Snyder Productions, 1999)
Science Court: Soil (Tom Snyder Productions, 1998)
Science Court: Statistics (Tom Snyder Productions, 1998)
Science Court: Seasons (Tom Snyder Productions, 1998)
Science Court: Electric Current (Tom Snyder Productions, 1998)
Science Court: Fossils (Tom Snyder Productions, 1998)
Science Court: Living Things (Tom Snyder Productions, 1998)
Science Court: Particles in Motion (Tom Snyder Productions, 1997)
Science Court: Sound (Tom Snyder Productions, 1997)
Science Court: Inertia (Tom Snyder Productions, 1997)
Science Court: Gravity (Tom Snyder Productions, 1997)
Science Court: Work & Simple Machines (Tom Snyder Productions, 1997)
Science Court: Water Cycle (Tom Snyder Productions, 1997)
The Great Ocean Rescue (Tom Snyder Productions, 1994)
The Great Solar System Rescue (Tom Snyder Productions, 1993)
Choices, Choices: Kids & the Environment (Tom Snyder Productions, 1989)
Choices, Choices: On the Playground (Tom Snyder Productions, 1988)
Choices, Choices: Taking Responsibility (Tom Snyder Productions, 1988)
Decisions, Decisions: Violence in the Media (Tom Snyder Productions, 1986)
Decisions, Decisions: Colonization (Tom Snyder Productions, 1986)
Decisions, Decisions: Revolutionary Wars (Tom Snyder Productions, 1986)
Decisions, Decisions: Immigration (Tom Snyder Productions, 1986)
Decisions, Decisions: Urbanization (Tom Snyder Productions, 1986)
Decisions, Decisions: The Environment (Tom Snyder Productions, 1986)
Decisions, Decisions: The Budget Process (Tom Snyder Productions, 1986)
Decisions, Decisions: On the Campaign Trail (Tom Snyder Productions, 1986)
Decisions, Decisions: Foreign Policy (Tom Snyder Productions, 1986)

Co-Creator; Co-Writer

Science Court TV Series (ABC-TV, 1997-2000) with Tom Snyder and Bill Braudis

Instructional Design; Content/Editorial Development

Fraction Nation (Tom Snyder Productions, 2010)
GO Solve Word Problems: Addition and Subtraction (Tom Snyder Productions, 2008)

GO Solve Word Problems: Multiplication and Division (Tom Snyder Productions, 2008)
GO Solve Word Problems: Advanced Multiplication and Division (Tom Snyder Productions, 2008)
FASTT Math (Tom Snyder Productions, 2005)
Thinking Reader (9 titles, Tom Snyder Productions, 2004)
Math Mysteries: Advanced Fractions (Tom Snyder Productions, 2000)
Math Mysteries: Advanced Whole Numbers (Tom Snyder Productions, 2000)
Math Mysteries: Fractions (Tom Snyder Productions, 2000)
Math Mysteries: Measurement (Tom Snyder Productions, 2000)
Math Mysteries: Whole Numbers (Tom Snyder Productions, 2000)
Mapmaker's Toolkit (Tom Snyder Productions, 1999)
Rainforest Researchers (Tom Snyder Productions, 1997) in partnership with Harvard's Arnold Arboretum
PrimeTime Math: Fire (Tom Snyder Productions, 1997)
PrimeTime Math: Emergency (Tom Snyder Productions, 1997)
PrimeTime Math: Cliffbound (Tom Snyder Productions, 1997)
Geography Search (Tom Snyder Productions, 1996)
Decisions, Decisions: Building a Nation (Tom Snyder Productions, 1995)
Decisions, Decisions: The Constitution (Tom Snyder Productions, 1995)
Decisions, Decisions: Ancient Empires (Tom Snyder Productions, 1995)
Decisions, Decisions: Feudalism (Tom Snyder Productions, 1995)
Decisions, Decisions: The Cold War (Tom Snyder Productions, 1995)
Decisions, Decisions: Substance Abuse (Tom Snyder Productions, 1994)
Decisions, Decisions: Town Government (Tom Snyder Productions, 1994)
Decisions, Decisions: Lying, Cheating, Stealing (Tom Snyder Productions, 1993)
Decisions, Decisions: Prejudice (Tom Snyder Productions, 1992)
InnerBodyWorks (Tom Snyder Productions, 1993)
International Inspirer (Tom Snyder Productions, 1989)
National Inspirer (Tom Snyder Productions, 1988)
The Ripple the Changed American History (Tom Snyder Productions, 1987)
TimeLiner (Tom Snyder Productions, 1986)
GeoWorld (Tom Snyder Productions, 1986)
The Other Side (Tom Snyder Productions, 1985)
Spelldiver (Scholastic, 1984)
Swiss Family Robinson (Windham Classics, 1984)

Playtesting/Learning Experience Design

Snooper Troops: The Granite Point Ghost (Spinnaker, 1982)
Snooper Troops: The Case of the Disappearing Dolphin (Spinnaker, 1982)
Fraction Fever (Spinnaker, 1983)
In Search of the Most Amazing Thing (Spinnaker, 1983)
Run for the Money (Scarborough Systems, 1984)
Bannercatch (Scholastic, 1984)
Agent USA (Scholastic, 1984)
The Halley Project: A Mission in Our Solar System (Mindscape, 1985)
The American Challenge: A Sailing Simulation (Mindscape, 1986)
Puppy Love (Addison-Wesley/Tom Snyder Productions, 1986)
Reading Magic Library: Jack and the Beanstalk (Tom Snyder Productions, 1988)
Reading Magic Library: Flodd, the Bad Guy (Tom Snyder Productions, 1988)

SELECT PRODUCT AWARDS

- *MATH 180*: AAP Innovation Award
- *FASTT Math*: Software & Information Industry Codie Award Winner

- *Thinking Reader*: Software & Information Industry Association Codie Award Winner; Ed Press Distinguished Achievement Award; CompuEd Gazette's Best Educational Software Award
- *Decisions, Decisions*: Teachers' Choice Award; Technology & Learning Award of Excellence; Media & Methods Awards Portfolio; Computer Classroom Learning Award of Excellence; Software Publishers Association Codie Award Winner
- *Science Court*: Technology & Learning Award of Excellence; Software Publishers Association Codie Award Finalist; Curriculum Administrator's Districts' Choice Award; Children's Software Revue All Star Software Award
- *Science Court Explorations*: Technology & Learning Award of Excellence; Software & Information Industry Association Codie Award Winner
- *Science Seekers*: Software & Information Industry Association Codie Award Winner
- *The Great Solar System Rescue*: Technology & Learning Award of Excellence; New York Film Festival (top award in multimedia science for middle schools)

SELECT RECENT PRESENTATIONS

- Take Care panel moderator, care x design conference, Harvard Graduate School of Design (2023)
- Establishing Purpose and Intention for Accelerating Literacy Instruction, New York City Department of Education (2022 and 2023)
- The Expert as Teacher, Pedagogy Arts Collective, Berklee School of Music (2022)
- Keynote, grand opening of the new Helsinki Education Hub (2021)
- Host, Shaping the Future podcast: Future Career Skills and Preparing Students for the Workplace, 2019
- Host, Shaping the Future podcast: Preparing Future Voters and the Influence of Educators, 2019
- Host, Shaping the Future podcast: Future Skills for Fact-Checking Online Fakes, 2019
- Connectando Emociones al Aprendizaje de las Matemáticas: El Poder de una Buena Historia, Congreso Internacional de Enseñanza de la Matemática, Peru, 2019
- Uso del story para motivar el aprendizaje matemático, Primer encuentro Internacional Somos Matemáticas, Colombia, 2019
- Neuroscience and Educational Leadership, Rebrand NC Education, 2019
- Panelist, A Visionary Resource for Instilling Fundamental Principles of Rigorous Neuroscience Research, NINDS 2018
- Learners Vary: Anticipate, Notice, Respond, Fayette County Public Schools 2018
- Developing Mindsets for Productive Struggles, Tufts University-wide Teacher Conference 2018
- Adaptive Math Teacher, NCSM 2018
- Expert Panel on English Learners & Digital Learning, U.S. Department of Education 2018
- Developing Learning Mindsets for Academic Tenacity, Association of California School Administrators 2017
- Feeding the Brain's Subcommittees for Mathematics Learning, NCSM 2017
- Developing Mindsets & Behaviors for All 21st Century Learners, Archdiocese of St. Louis 2017
- Developing Academic Mindsets in All Students, National Federation of Urban Suburban School Districts 2016
- From Mindset to Performance, Model Schools 2016
- Optimizing Ed: UDL, Tech and Personalized Learning, SXSWedu 2016
- Early Math Intervention: Catching Up Sooner is Better, NCSM 2016
- Developing Academic Mindsets for Literacy, ILA 2015
- Next Generation Formative Assessment; Developing Mindsets for Academic Success,

Model Schools 2015

- Blended Learning, Blended Pedagogies, Blended Content, NCTM 2015
- Assessing Beliefs and Behaviors for Math, NCSM 2015
- Developing Mindsets for Academic Success, NSBA, 2015
- Innovations in Education, Harvard Social Enterprise Conference, 2015
- Applying Behavioural Insights to Learning, BIT London 2014
- Failing to Learn: Building Resilient Mindsets, SXSWedu 2014
- Fostering Growth Mindset, National Charter Schools 2014
- Developing Academic Mindsets, Model Schools 2014
- Painting a Portrait of Math Progress, NCSM 2014
- Supporting Productive Failure, National Title I 2014

OTHER

- 2019 – EF+Math Program, Expert Contributor
Part of team evaluating proposals and actively supporting development of breakthroughs for facilitating Executive Function-related skills and behaviors in service of deep math learning.
- 2017-19 Global Learning XPRIZE Lead Judge
One of 11 international judges for a \$15 million prize related to providing a path to literacy and numeracy for children without access to formal education.
- 1996-2005 Carlisle, MA School Committee
Elected three times to 3-year terms for volunteer position in high-performing school district. Served as chair 4 times. Negotiated three teacher contracts.

- Fellow of the International Society for Design and Development in Education
- Former Editorial Board Member for *npj Science of Learning*
- Has twice served on NIH SBIR review panels for education-related proposals.