



# Martha Rush

speaker, author, teacher

## BECAUSE **LEARNING** SHOULD NEVER BE **BORING**

### How often are American teenagers bored at school?

Research says: Most of the time. Boredom is a major barrier to learning, a contributing factor to the achievement gap, and the #1 reason our high school students drop out. **Why aren't we taking it more seriously?**

Martha has confronted the problem of boredom both as a high school student — notorious for sleeping through class — and as a teacher desperate to capture her own adolescent students' attention. She recognized early in her teaching career that her students focus better, gain deeper understanding and retain more knowledge when instruction is interactive, and she has committed herself to creating a highly engaging classroom.

Her students have benefited from this approach, and many credit her teaching methods with sparking their interest in journalism, entrepreneurship, economics, politics and law.

After 25 years in the classroom, Martha is passionate about sharing her journey and inspiring other educators to move away from traditional lecture and rote memorization and embrace interactive teaching strategies like simulation, problem-based learning and discussion.

She is the author of *Beat Boredom: Engaging Tuned-Out Teenagers* (2018) and founder of NeverBore.org, and she has developed popular curriculum for high school social studies, journalism, psychology, economics, health, language arts and business classrooms. She offers hands-on professional development workshops and breakout sessions as well as keynote addresses.

Book Martha to deliver her signature message — **We Can Beat Boredom Together** — and learn how schools and communities can transform teenagers' lives by changing the way we teach.

"MARTHA IS MASTERFUL AT CREATING RICH, HANDS-ON LEARNING EXPERIENCES FOR YOUTH AND ADULTS, ALIKE."

- Maggie Knutson, PhD

### Discover **6 High Engagement Strategies**

- ⇒ **Storytelling** - Make learning meaningful with powerful emotional hooks.
- ⇒ **Discussion/Debate** - Build student understanding through deep conversation.
- ⇒ **Problem-Based Learning** - Challenge students with complex, real-world problems.
- ⇒ **Simulation** - Let students learn by experience in thoughtful role-plays.
- ⇒ **Competition** - Involve students in collaborative, challenging contests.
- ⇒ **Authentic Tasks** - Take learning outside the classroom with real-world assignments.

