Let's Play: Faculty Teaching Development through Board Games

subtitle: the long boring slide

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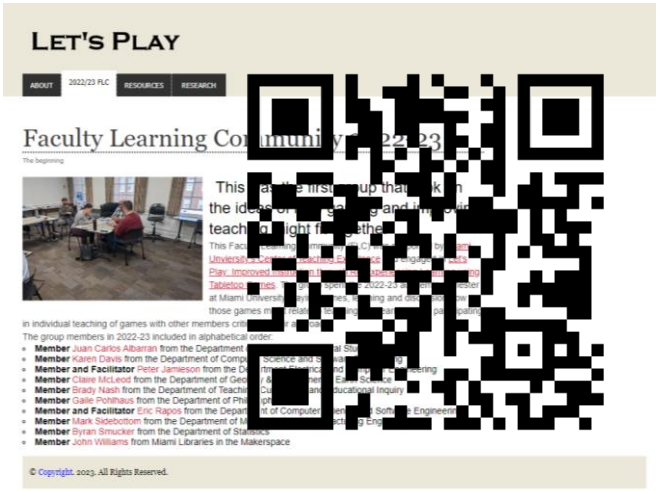
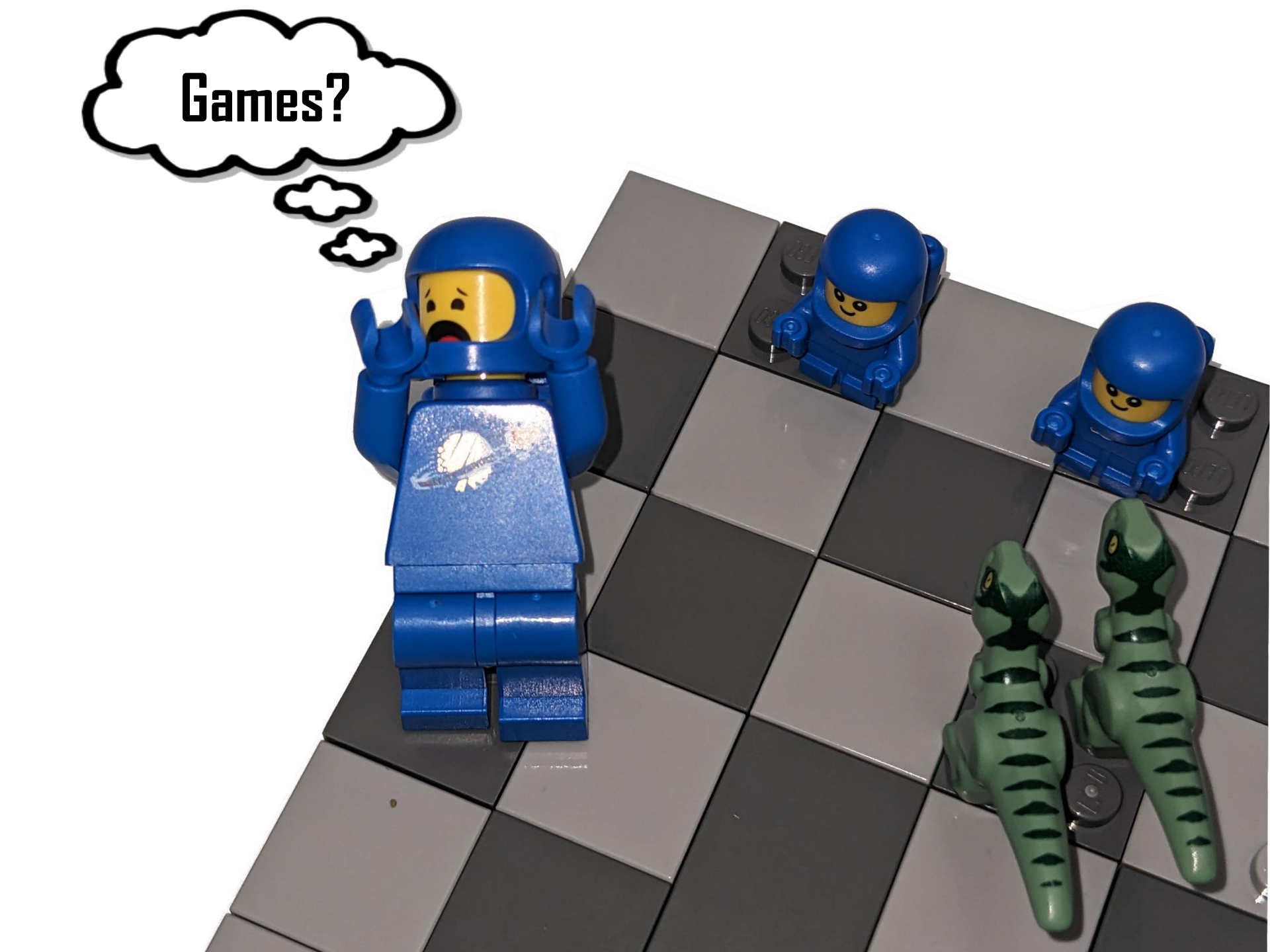
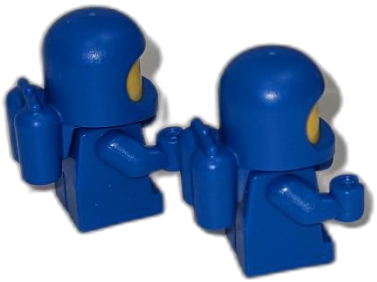
KEEN CARD



How can we help teachers improve their teaching?


Games?

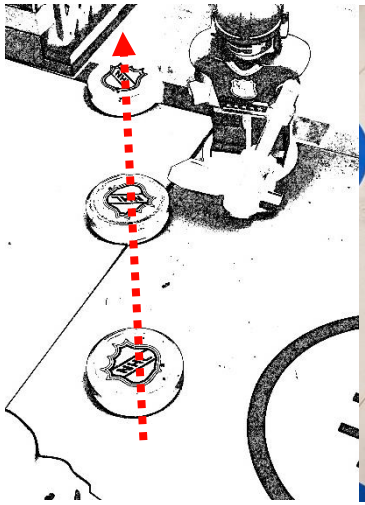
Improve Teaching with Games!



NOT! Games in the Classroom

Role-reversal

Learning Objective



Practice

Assessment

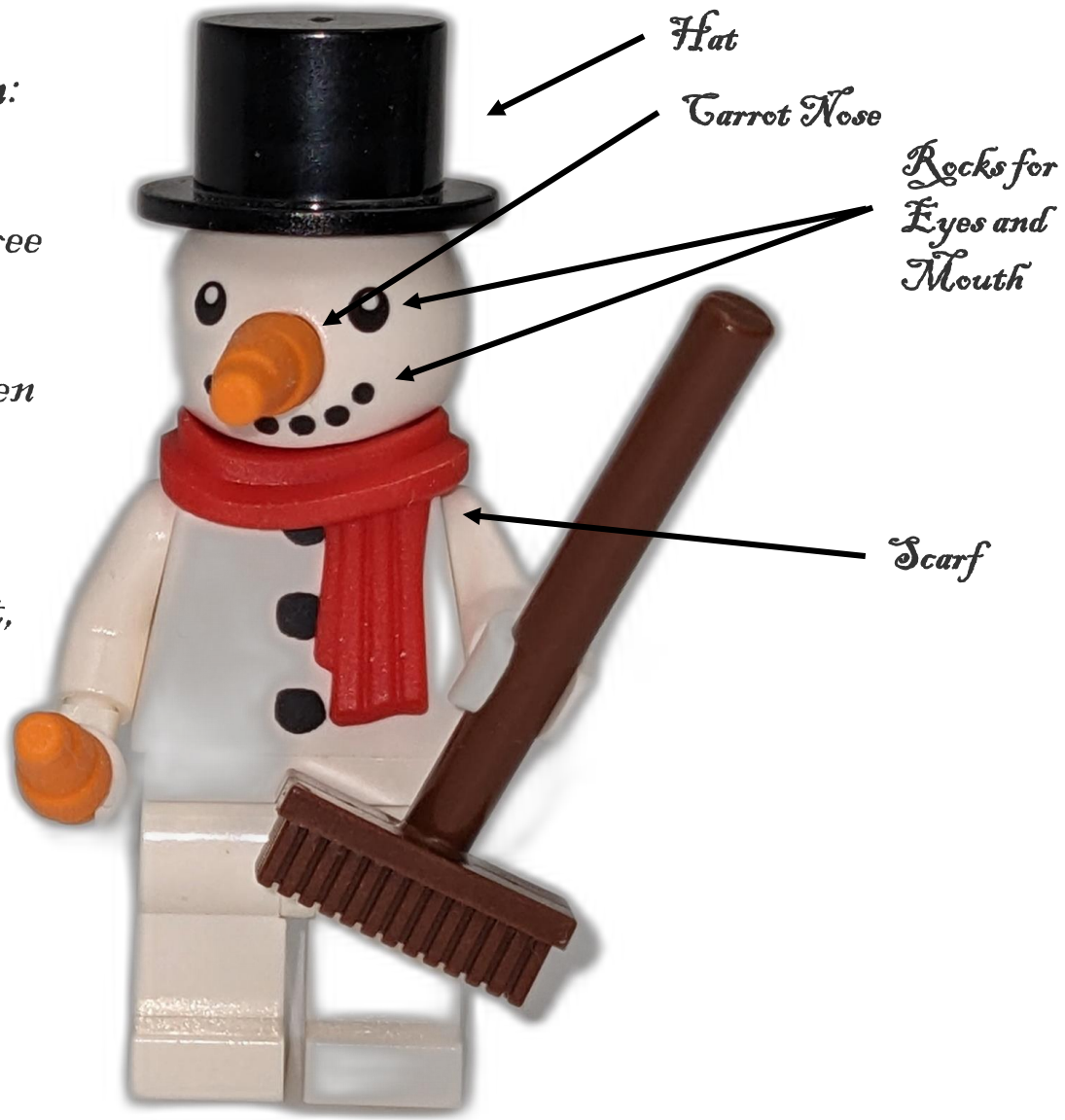
Structured Learning Activities

Technical Vocabulary - Game 1

Knockout Whist

Snowman/Snowperson:

is a snow sculpture typically made up of three large snowballs of different sizes. Snowmen can have various accessories, like a carrot for a nose, a stovetop hat, rock eyes/mouth and a scarf to make them look more like a person.

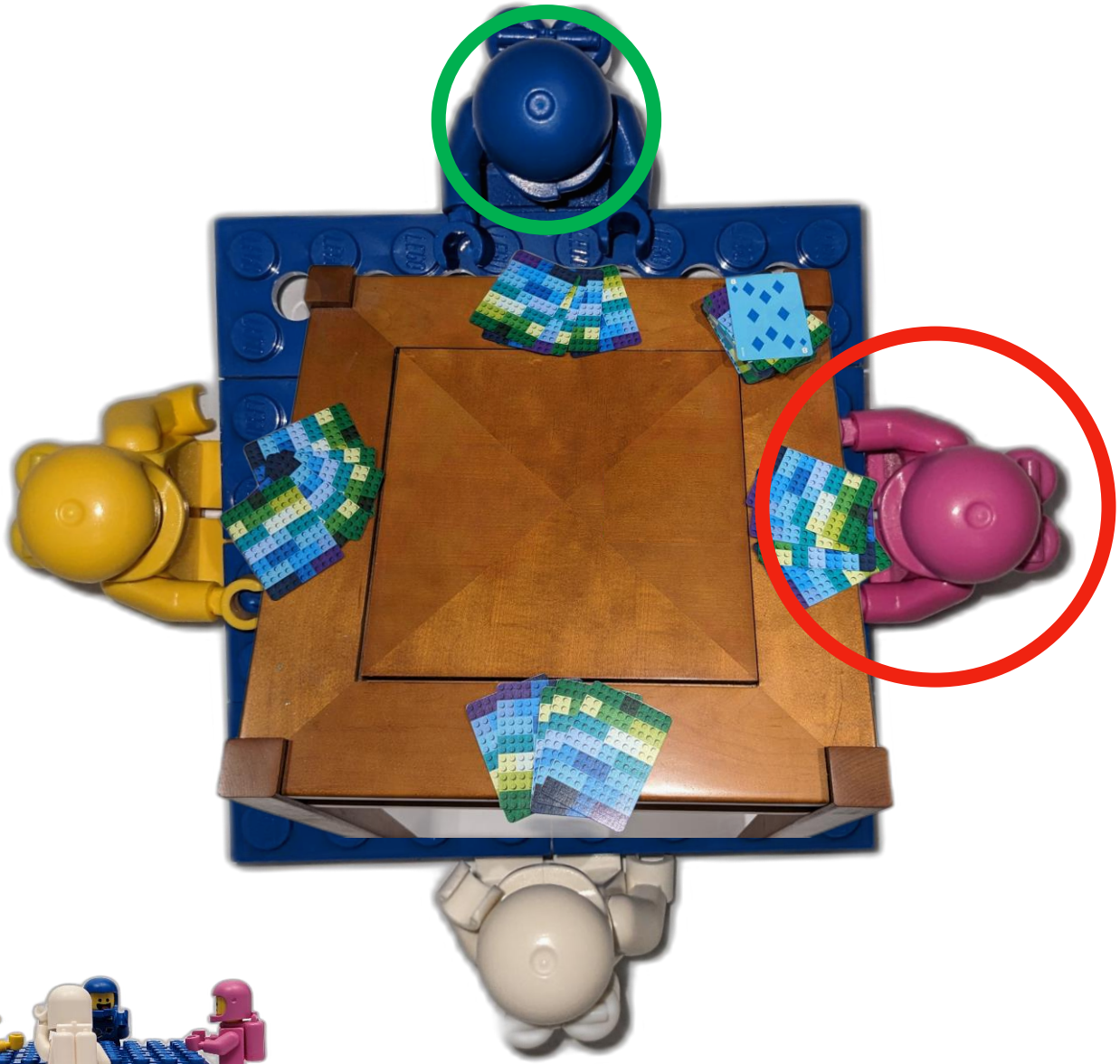


Determine Dealer and Deal out X cards

1st Black Jack

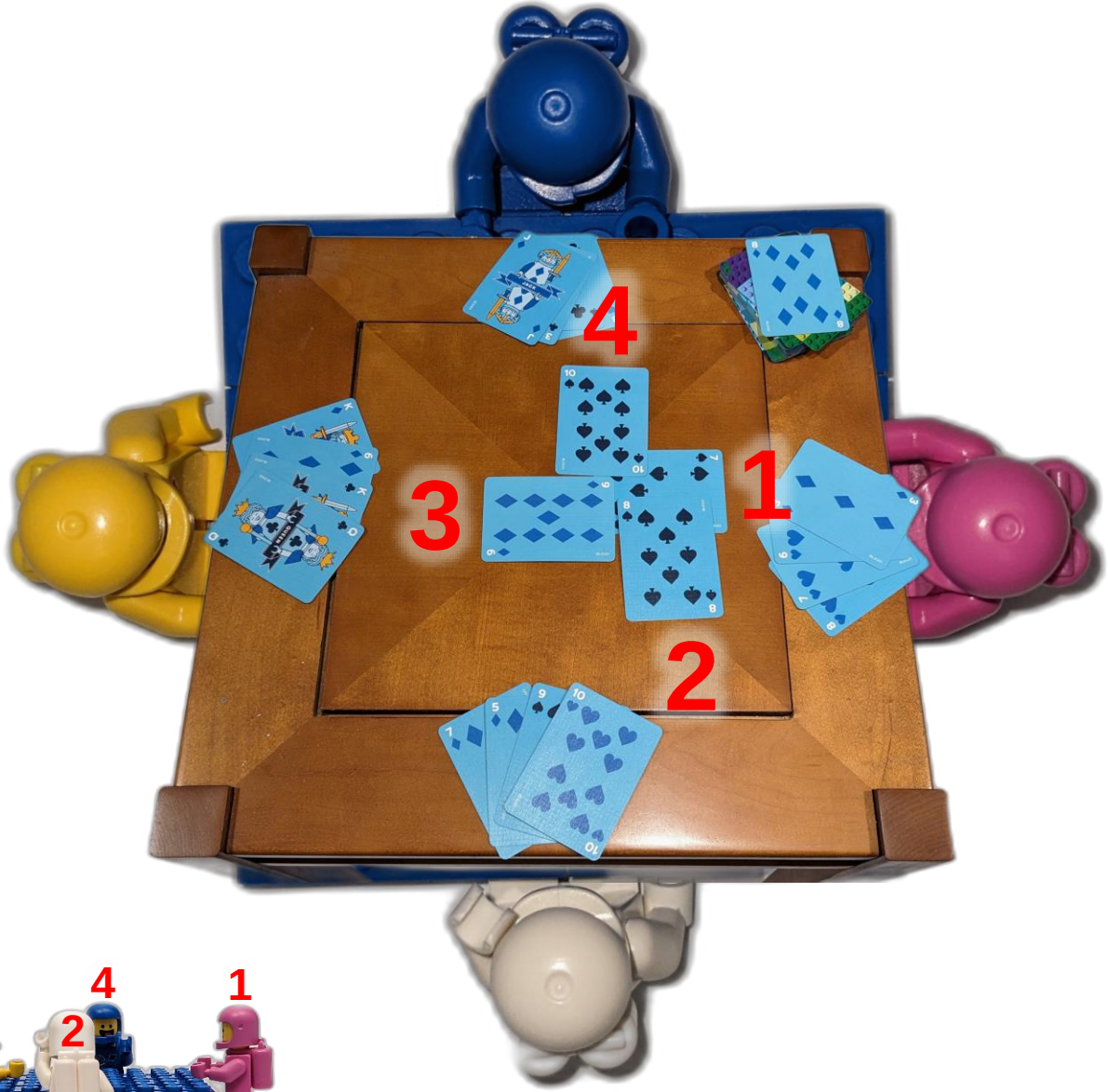
Trump –
flip top card
OR
won most tricks on previous hand

Lead of 1st trick to left of dealer



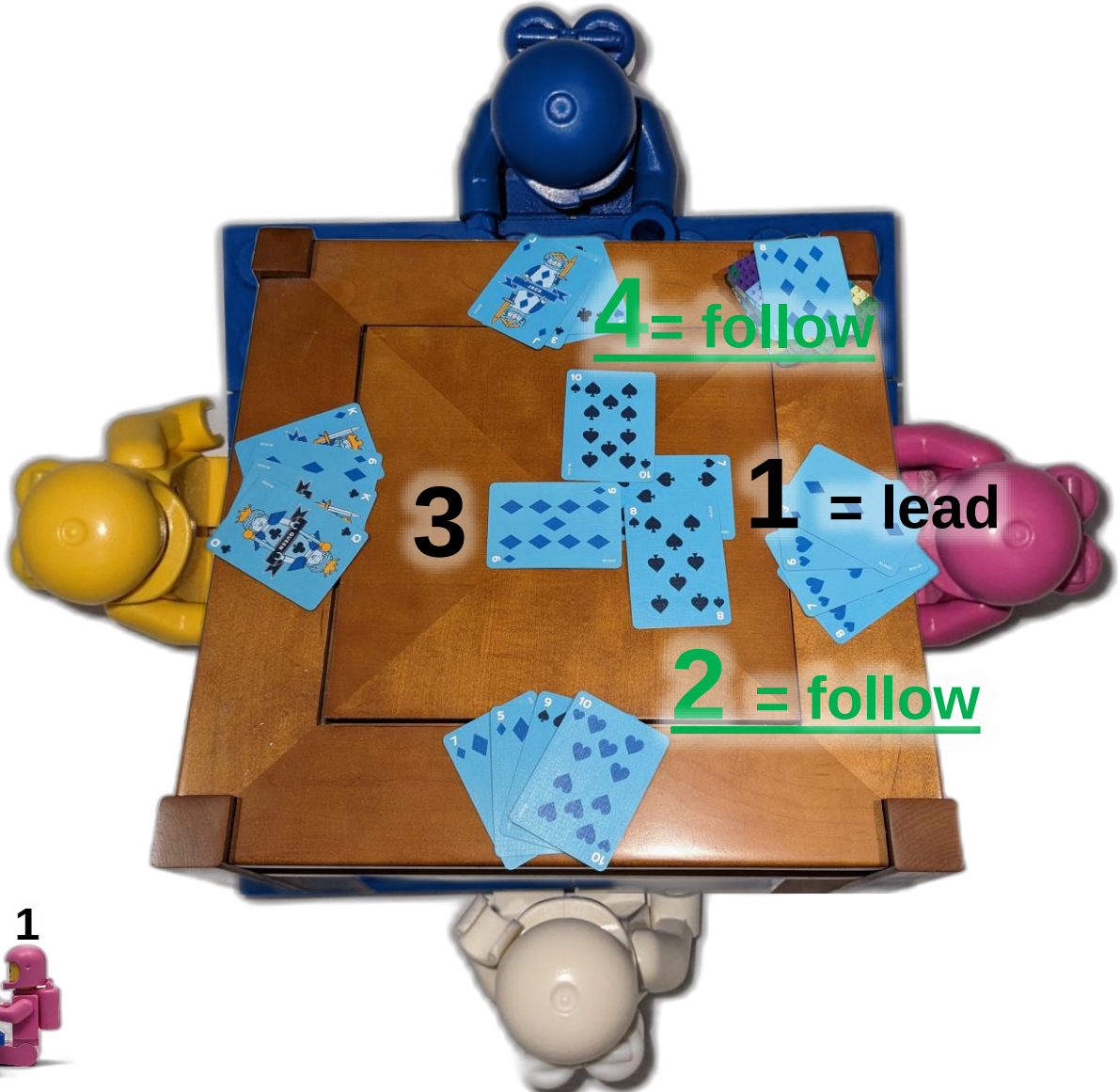
Lead picks and plays a card

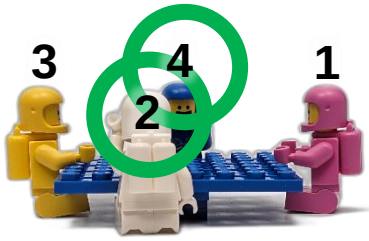
Everyone in clockwise order plays a card



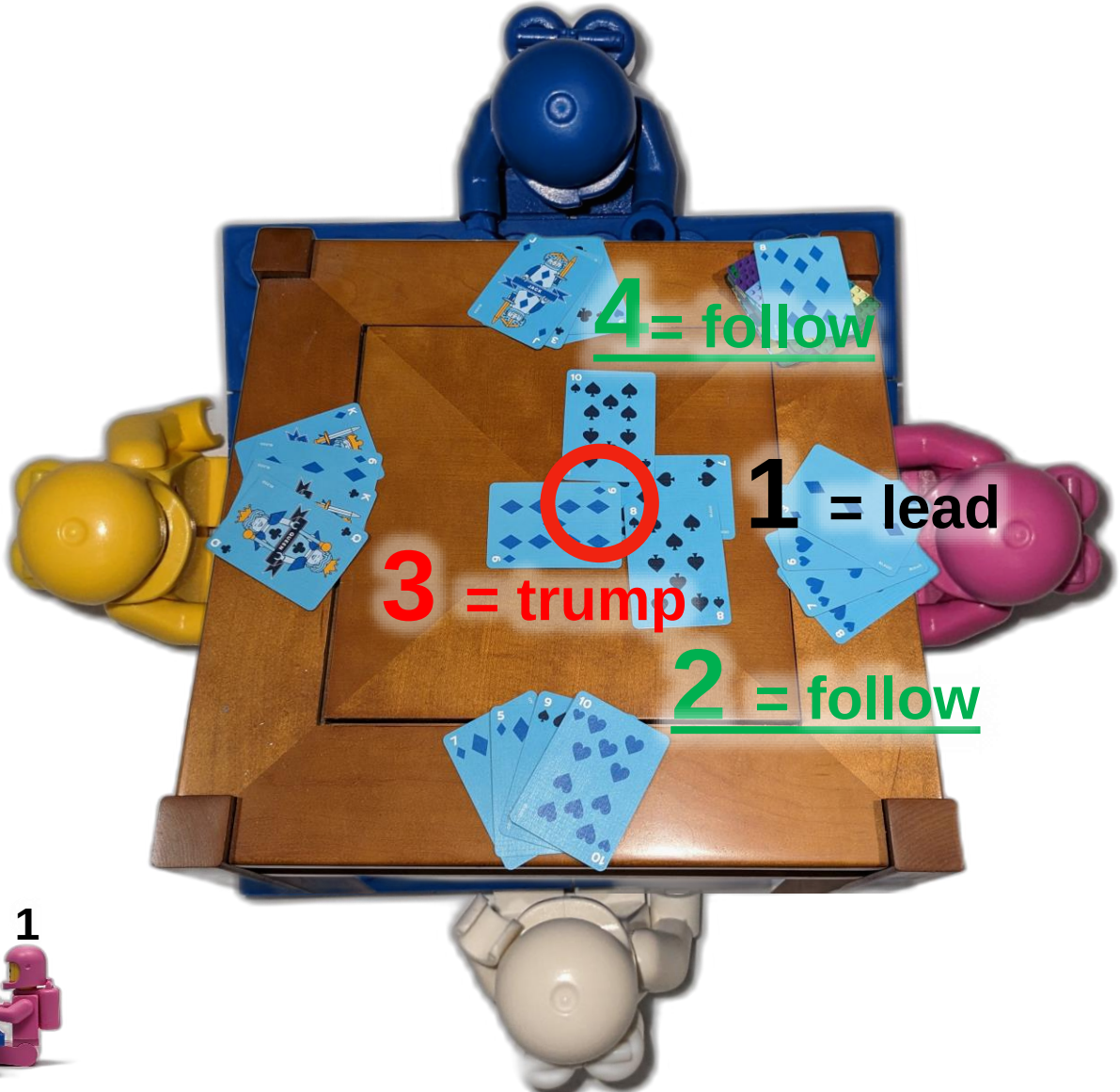
Following suit:

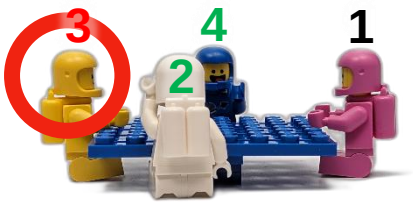
play a card from led suit if can





If can't follow suit play another card

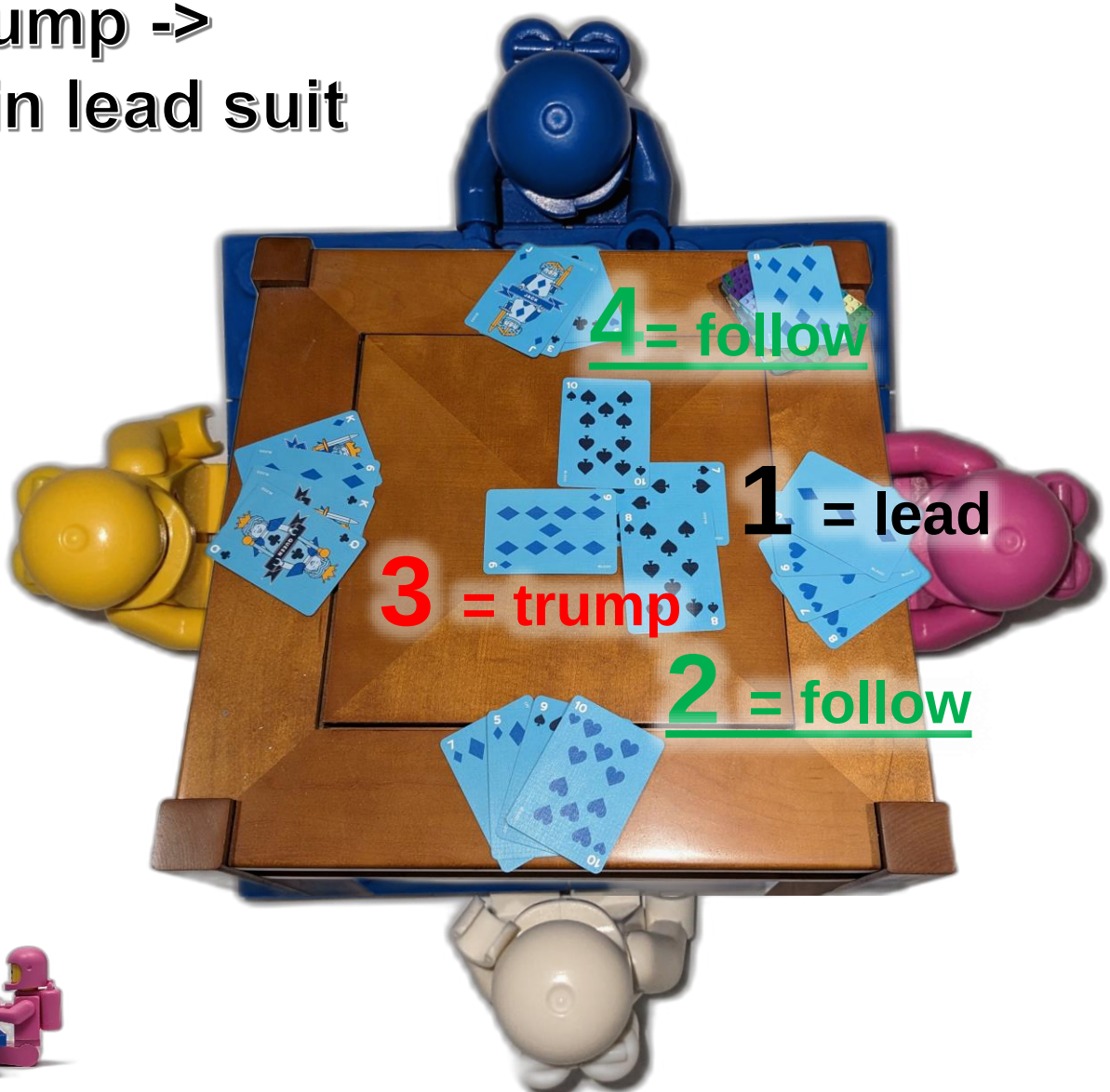




Winner of trick is highest card =

1. Highest Trump suit
2. No trump ->

Highest in lead suit



Collects trick or book and leads

Create Value

Connections

Curiosity

How does technical vocabulary impact the value of our teaching and learning?

Scaffolding - Game 2

Knockout Whist - Variant

Learn a variant

Knockout Whist

Trick Taking Games

Create Value

Connections

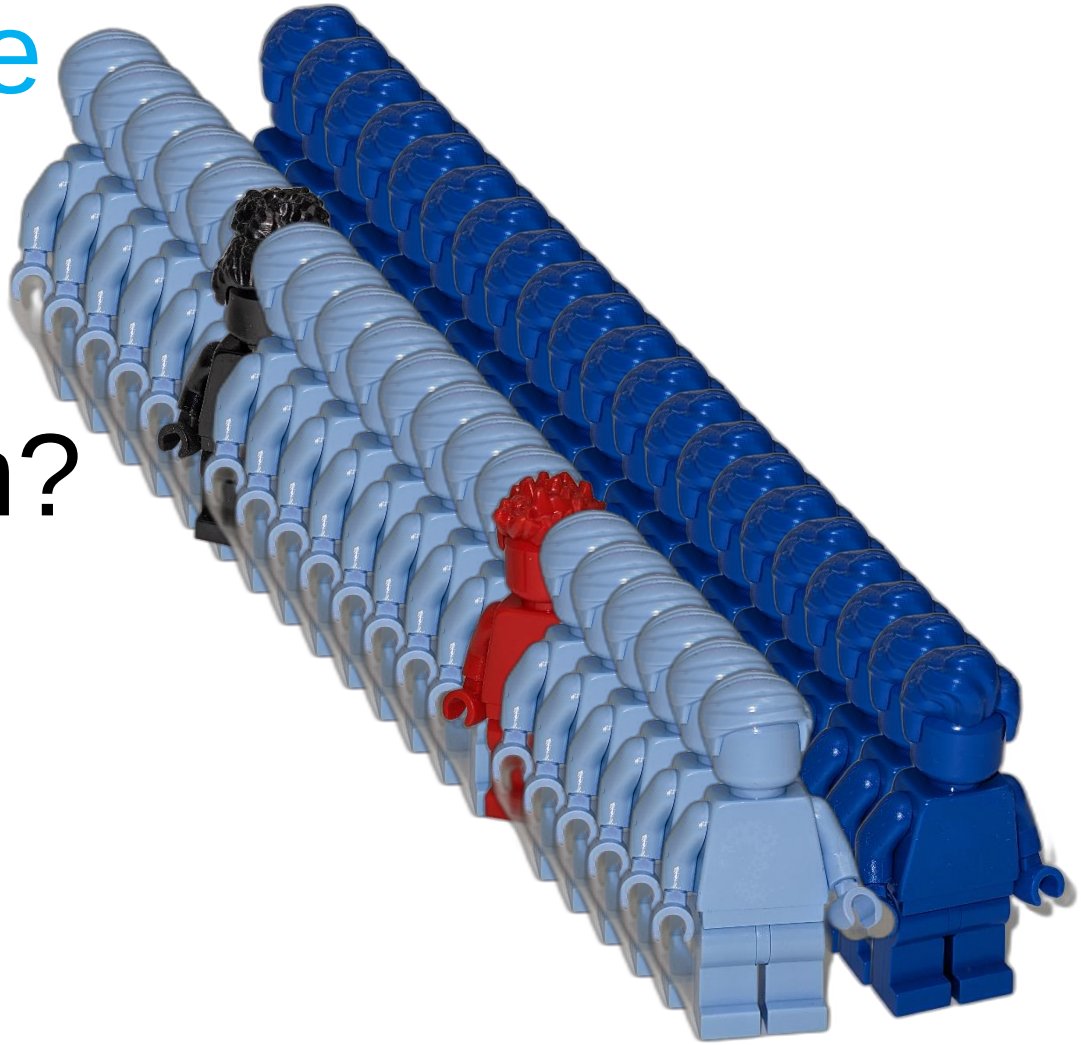
Curiosity

How does scaffolding add connection between ideas to allow more complexity?

Classroom Culture - Game 3

Knockout Whist – Variant for Some - BARNGA

What is the Culture of the Classroom?



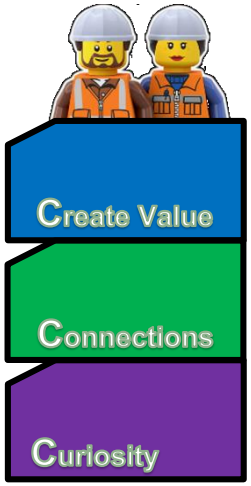
Create Value

Connections

Curiosity

How does this simulation relate to the class? and to my teaching?

1. Faculty



2. Improve Teaching

3. With Games!!!