

# Let's Play: Improving our Teaching in the Medium of Board Games - Workshop

subtitle: the long boring slide

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The screenshot shows the 'LET'S PLAY' website. At the top, there are navigation tabs for 'ABOUT', '2022/23 PLC', 'RESOURCES', and 'RESEARCH'. Below the navigation is the title 'Faculty Learning Community 22-23' and the subtitle 'The Beginning'. A large QR code is prominently displayed in the center. To the left of the QR code is a small image of a classroom setting. Below the QR code, there is a list of members in alphabetical order:

- **Member** Juan Carlos Albanan from the Department of...
- **Member** Karen Davis from the Department of Comp...
- **Member and Facilitator** Peter Jamieson from the D...
- **Member** Claire McLeod from the Department of Ge...
- **Member** Brady Nash from the Department of Teache...
- **Member** Galie Ponihaus from the Department of Phi...
- **Member and Facilitator** Eric Rappas from the Depar...
- **Member** Mark Sidebottom from the Department of M...
- **Member** Bryan Smucker from the Department of Statist...
- **Member** John Williams from Miami Libraries in the Makerspace.

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How **PLAY** can help **US** improve our **TEACHING!**

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Games?



Improve Teaching with Games!



**NOT!** Games in the Classroom



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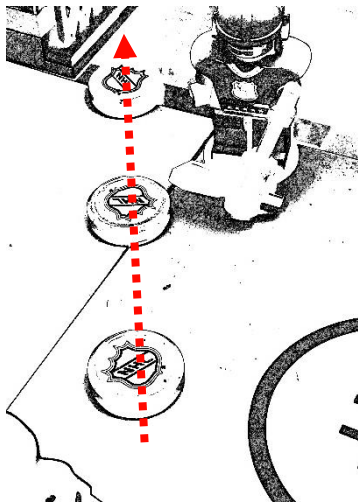
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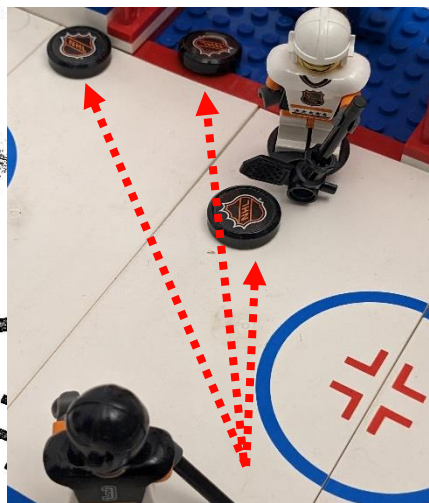


## Role-reversal

Learning Objective



Practice



Assessment



Games are:  
Structured, Short  
Active Learning



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## Technical Vocabulary - Game 1

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# Knockout Whist

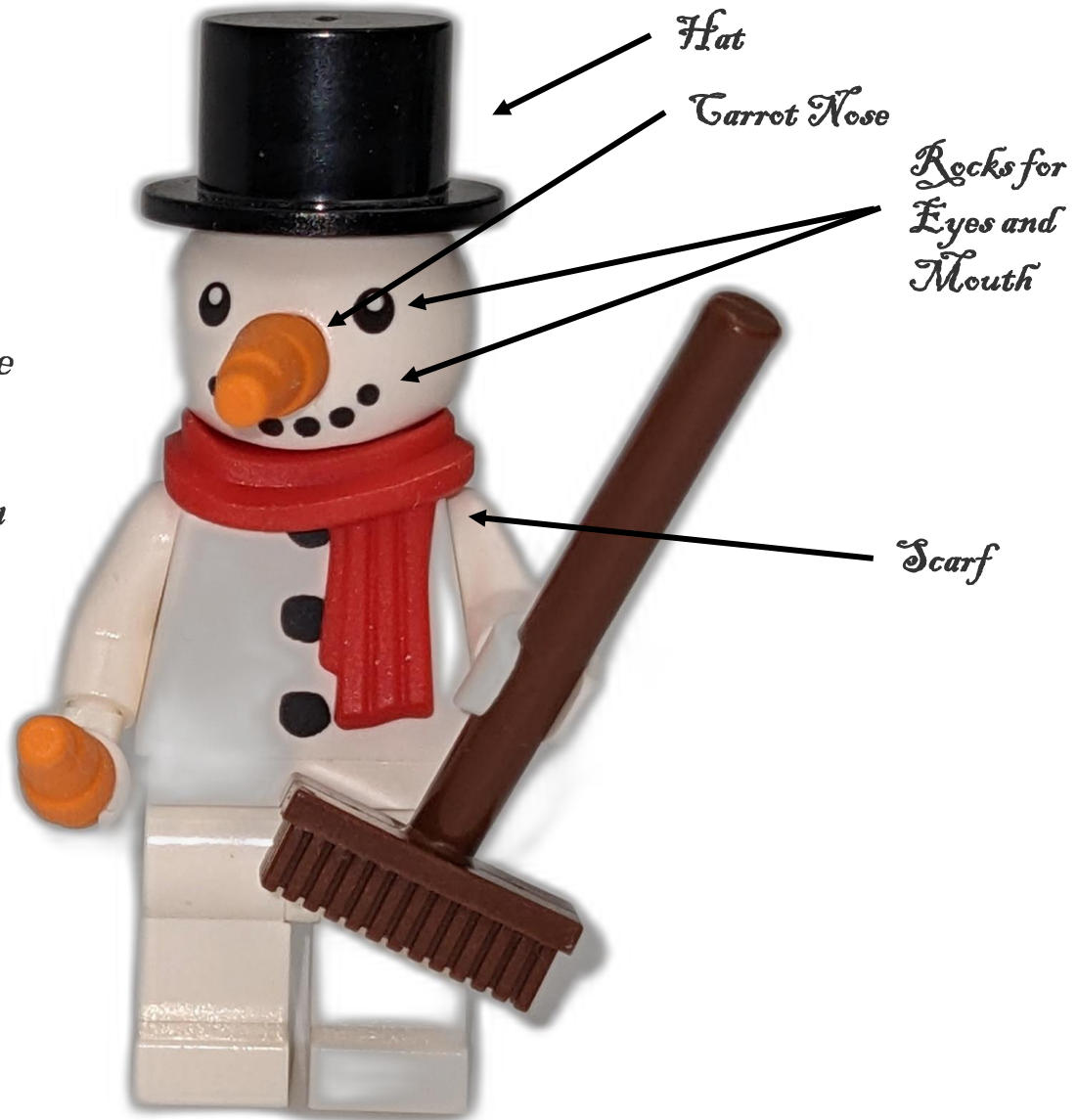


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*Snowman/Snowperson:*  
is a snow sculpture  
typically made up of three  
large snowballs of  
different sizes. Snowmen  
can have various  
accessories, like a carrot  
for a nose, a stovetop hat,  
rock eyes/mouth and a  
scarf to make them look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



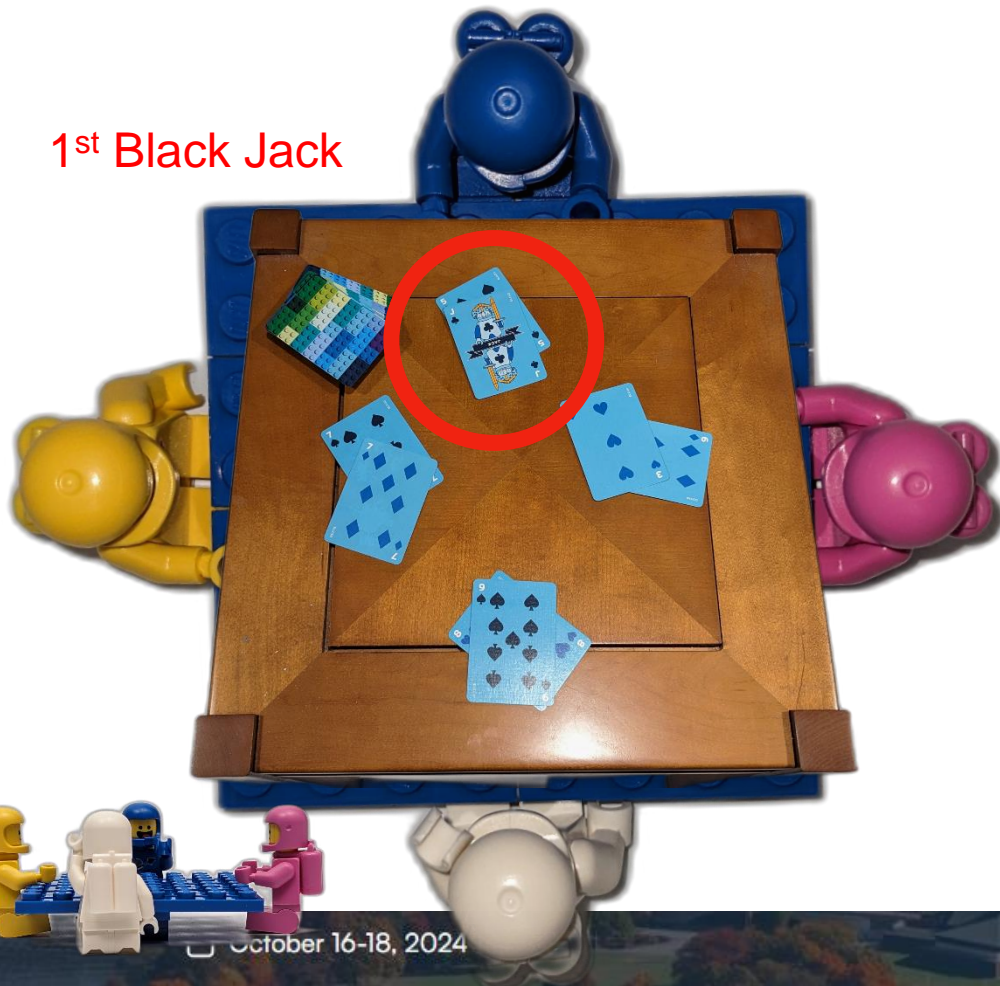
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# Determine Dealer and Deal out X cards

1<sup>st</sup> Black Jack



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



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# Lead of 1<sup>st</sup> trick to left of dealer



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# Lead picks and plays a card



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# Everyone in clockwise order plays a card



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# Following suit:

play a card from led suit if can

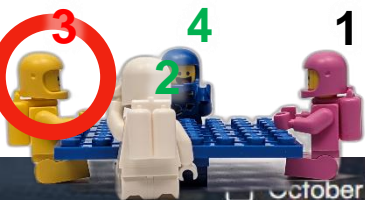
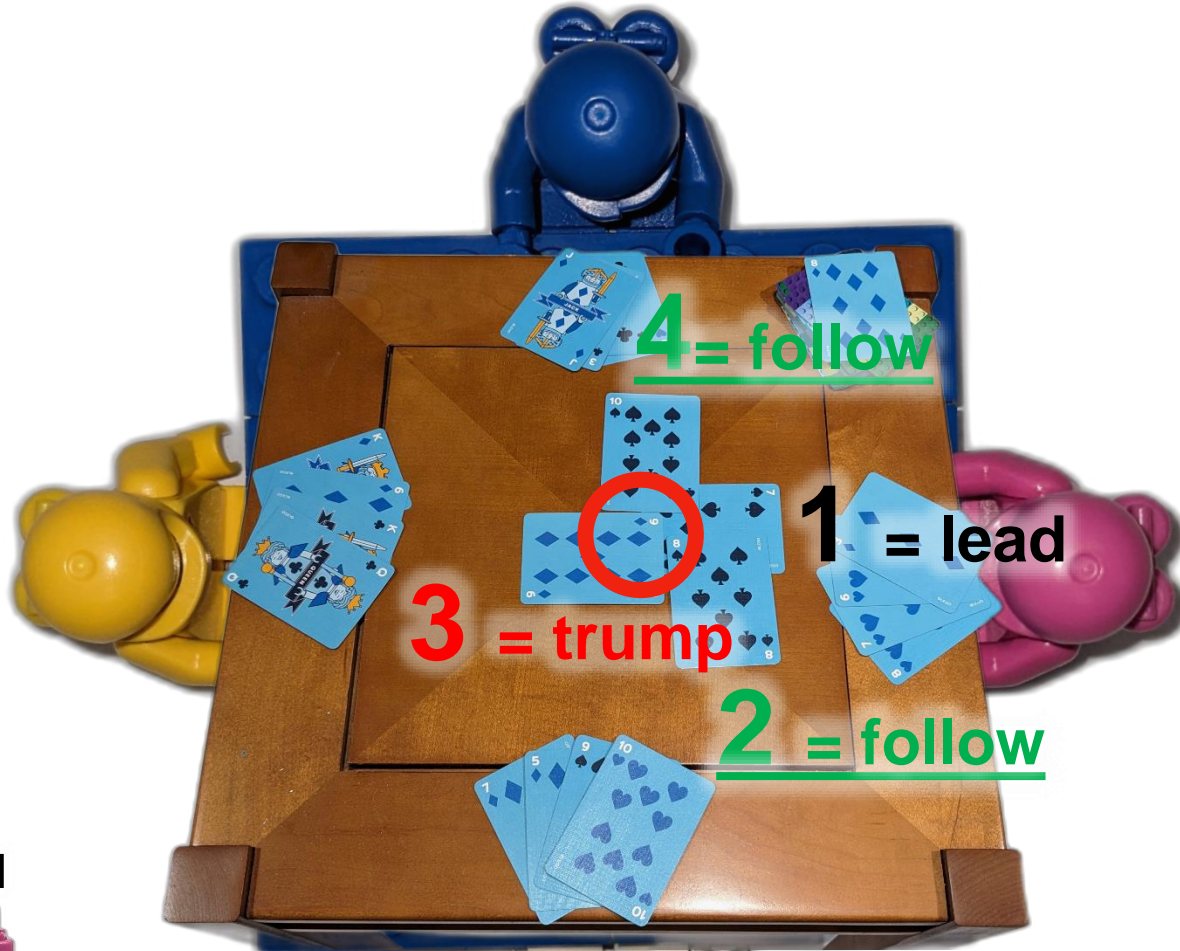


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# If you **can't follow suit** play another card



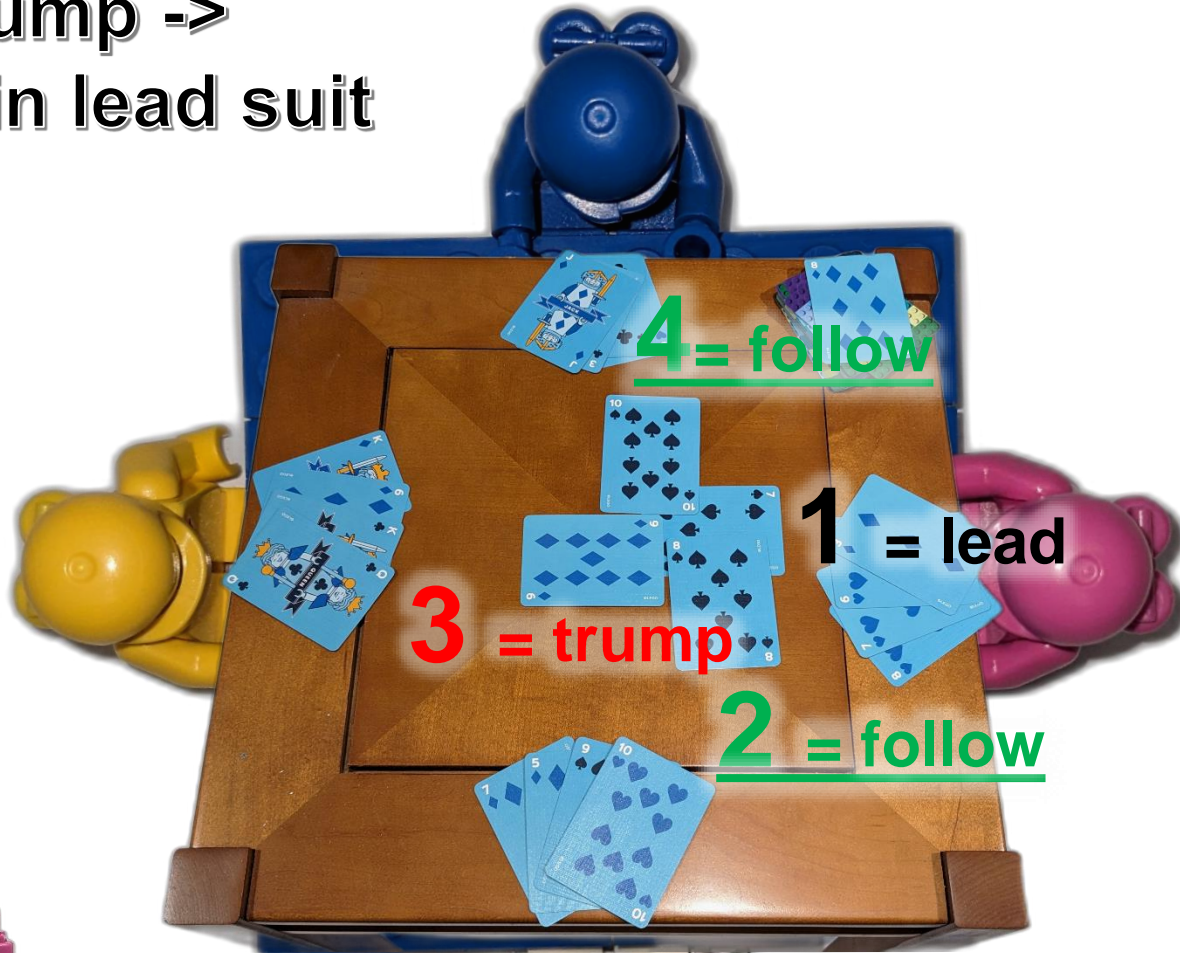
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# Winner of trick is highest card =

1. Highest Trump suit
2. No trump -> Highest in lead suit



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# Collects trick or book and leads



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**Technical  
Vocabulary**

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

**Scaffold**

**Culture  
classroom**



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## Scaffolding - Game 2

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# Knockout Whist - Variant



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# Learn a variant

## Knockout Whist

### Trick Taking Games

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**Technical  
Vocabulary**

**Scaffold**

**Culture  
classroom**

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



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## Classroom Culture - Game 3

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# Knockout Whist – Variant for Some - BARNGA

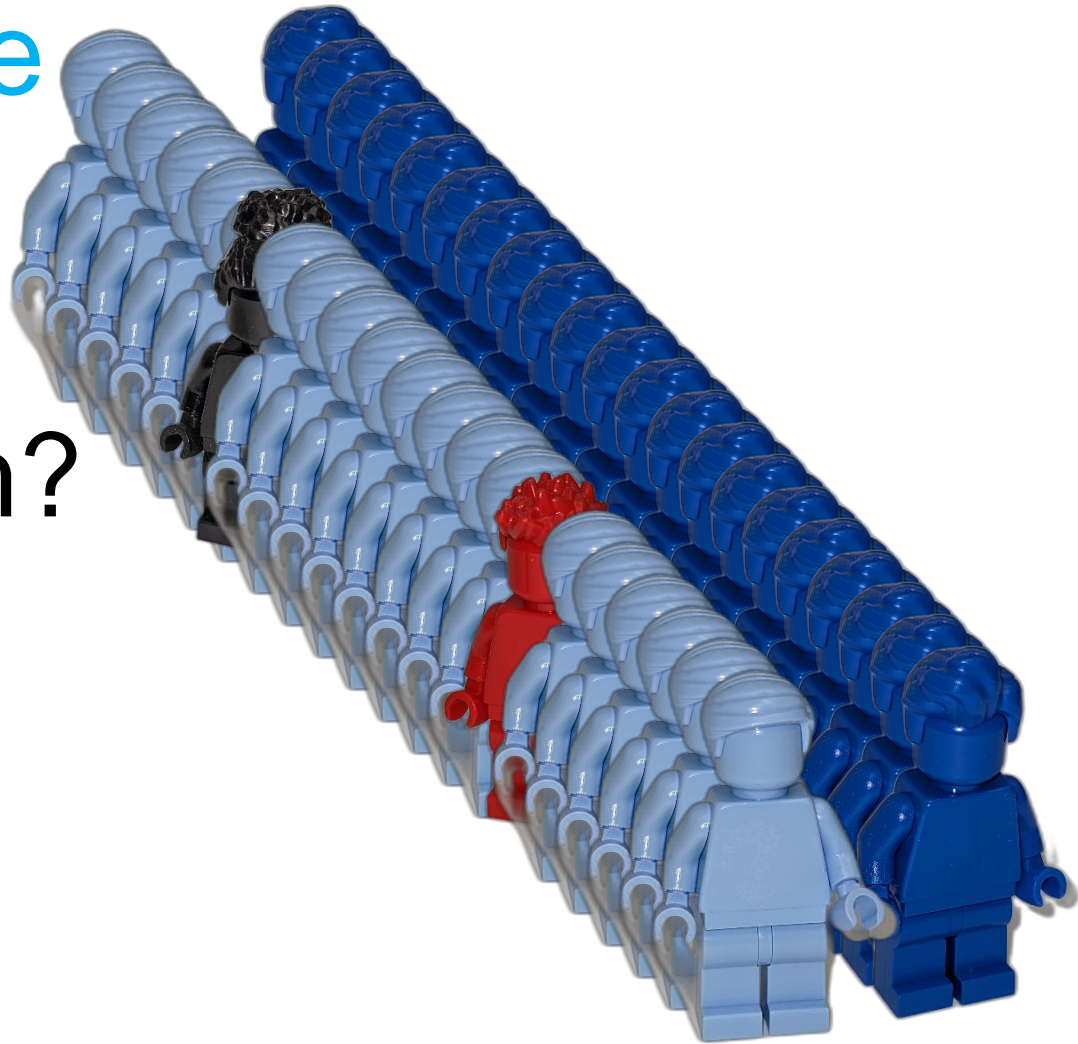


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# What is the Culture of the Classroom?



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**Technical  
Vocabulary**

**Scaffold**

**Culture  
classroom**

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



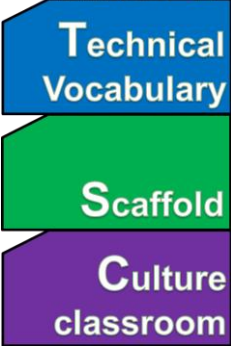
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# 1. US



# 2. Improve our Teaching

**LET'S PLAY**

ABOUT 2022/23 FLC RESOURCES RESEARCH

Faculty Learning Community 2022-23

The beginning

This was the first step that led to the idea of forming a program to help teaching faculty find the time to do this. This Faculty Learning Community (FLC) was created to help faculty find the time to do this. The FLC was created to help faculty find the time to do this. The FLC was created to help faculty find the time to do this.

The group members in 2022-23 included in alphabetical order:

- Member Juan Carlos Abarrin from the Department of Computer Science
- Member Karen Davis from the Department of Computer Science
- Member and Facilitator Peter Jameson from the Department of Computer Science
- Member Claire Kline from the Department of Geology
- Member Brady Nash from the Department of Teaching and Learning
- Member Gabe Polnhuss from the Department of Philosophy
- Member and Facilitator Eric Raposo from the Department of Computer Science
- Member Mark Sidorowicz from the Department of Mathematics
- Member Bryan Simulaker from the Department of Statistics
- Member John Williams from Miami Libraries in the Makerspace

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# 3. With Games!!!



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