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Critical Framework the Gathering: Adding New Instructional Practices to your Library

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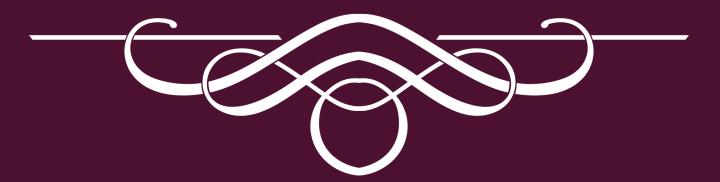
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CRITICAL FRAMEWORK: THE GATHERING



Social Contract

- Patience
- Generous listening
- Vulnerability
- Words matter



Photo by Rebecca Prest on Unsplash

Social Contract (cont.)

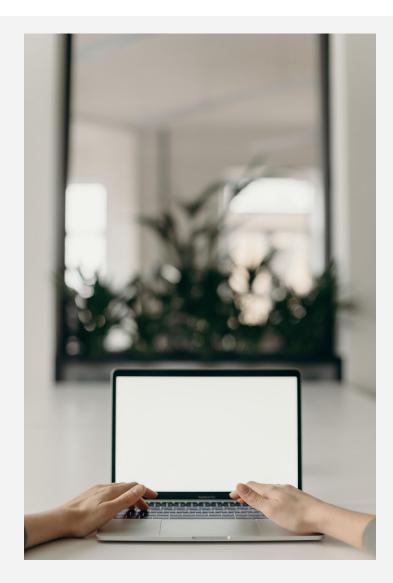
- Teams: pool knowledge and create shared space
- Learning a new game is like stretching a new muscle
- There is no one universal way to teach
- Regardless of expertise, we are all here to try new things

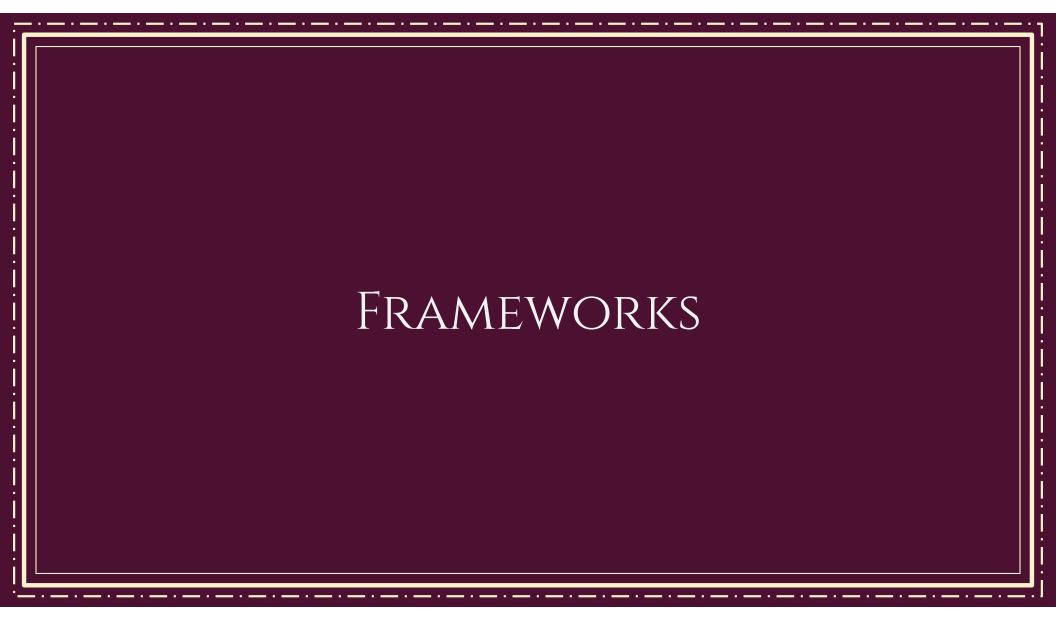


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Social Contract (cont.)

- This game has been adapted for an online environment; there may be unexpected issues.
- Practice Zoom Etiquette
 - Mute your mic if you're not speaking





Frameworks and pedagogical theories

- Universal Design for Learning
- Backward Design
- Constructivism
- Trauma-Informed

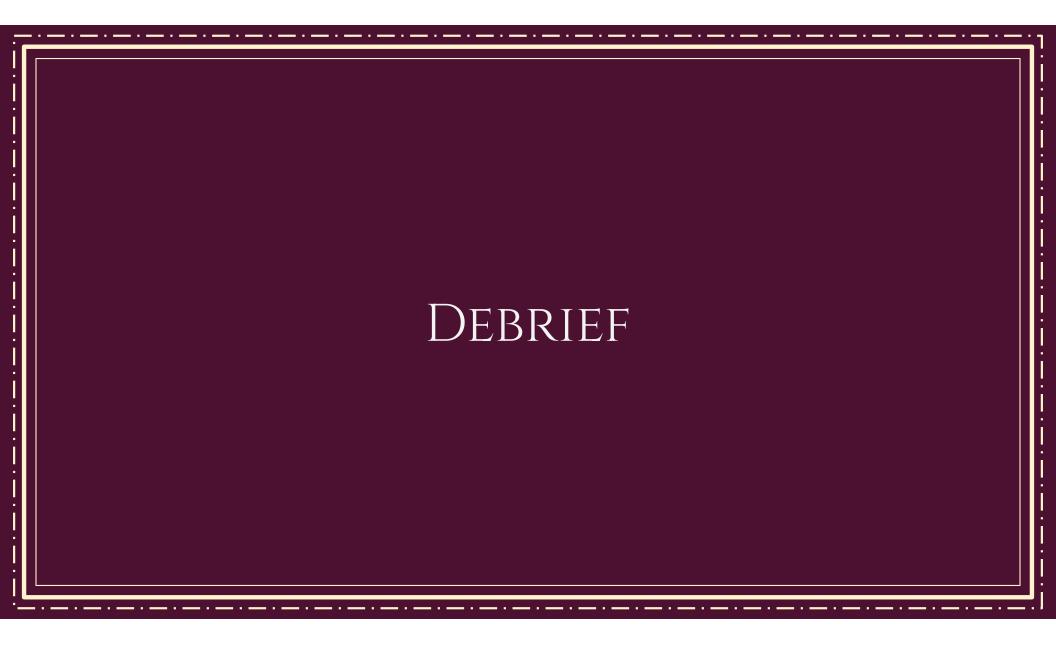
Frameworks and pedagogical theories (cont.)

- Feminist
- Metacognitive
- Social Emotional Learning
- Motivational Theories
- Differentiated Instruction



In Your Teams...

- Introduce yourself!
- Choose a scribe to record your instruction adventures
- Choose a bard to recount your adventures
- Choose a timekeeper
- Read through the game instructions
- Select a player to initiate the first round
- Raise your hand for help from (moderator)



Debrief Guidelines

Bards should be prepared to tell the tale of their team's adventures using the microphone

Teams will share one at a time

We will include time for open discussion between teams

Please use raise hand option to speak

Game Resources

http://gvsu.edu/s/1i6

