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

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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



Photo by [Justin Kauffman](#) on [Unsplash](#)

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

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

GAMEPLAY

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

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>

THANK YOU!!!