



EXPERIENCE IS THE BEST TEACHER

SIMULATION WORKSHOP



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Experience Design Process



Designing Experience: The Challenge

Exercising Good Judgment

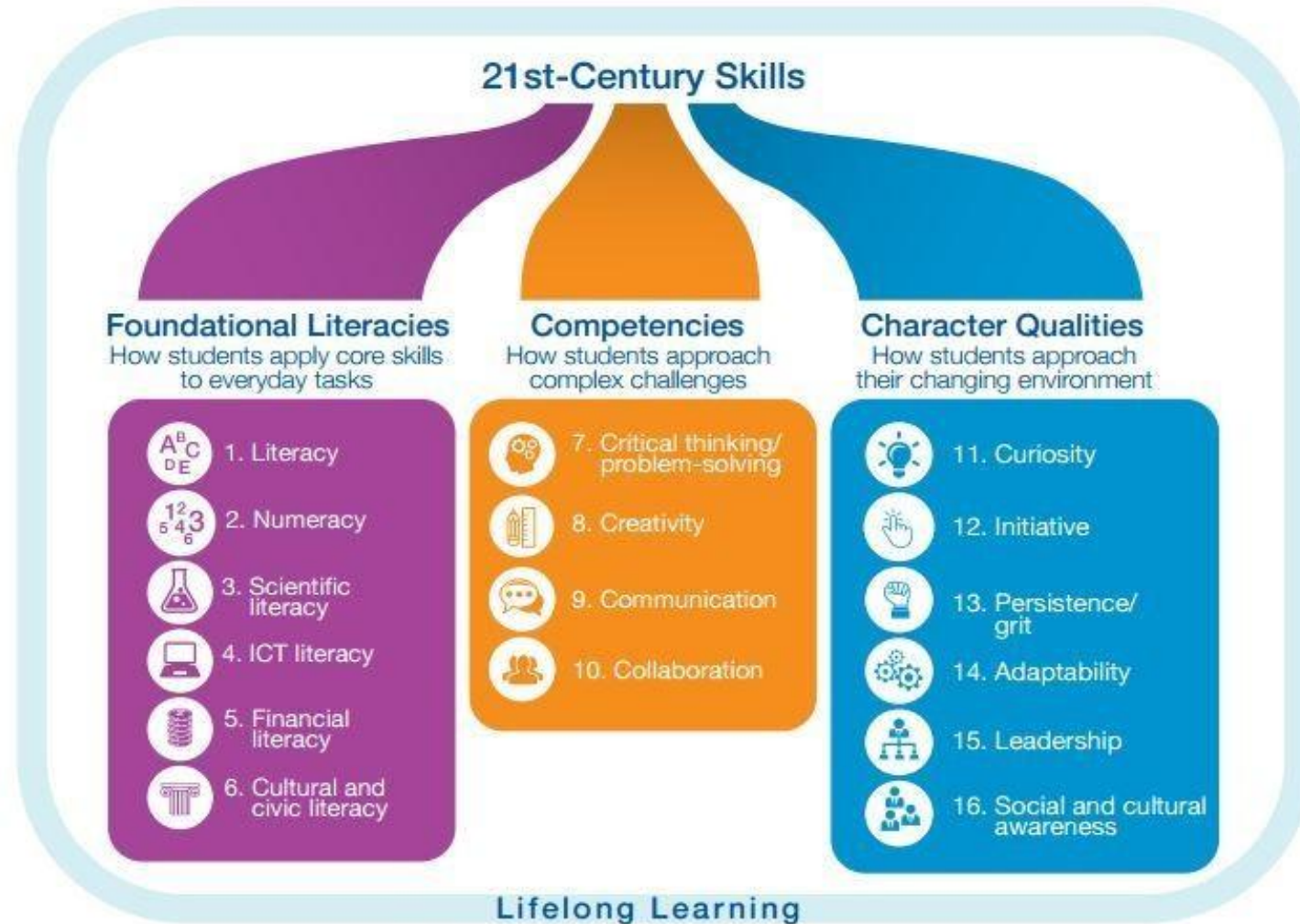
"Knowledge is being aware of what you can do. Wisdom is knowing when not to do it."

Being Resilient

"Success is all about going from failure to failure without losing enthusiasm."

(Winston Churchill)

Exhibit 1: Students require 16 skills for the 21st century



Note: ICT stands for information and communications technology.

Implementation of a School Wide Decision and Learning Loss

SchoolSims Simulation Topics & Titles

LeaderSims

- Synergistic Leadership
- Uncovering Hidden Inequity
- Navigating the Politics of Equity Based Budgeting
- Cultural Competency
- Middle School Turnaround (Implementing Change)
- Value-Based Leadership
- Emerging Challenges of Distributed Leadership
- Managing Diversity in a Growing Community
- Middle School Budget Challenge
- Administrator: First Week On The Job

TeacherSims

- Building Inclusive Classrooms: Affirming Diverse Families
- Building Inclusive Classrooms: Positive Learning Environment
- Facilitating Alignment (IEP)
- Special Education: Annual Case Review
- Disruptive Teacher
- New Teacher Evaluation
- Academic Goal Setting
- Difficult Conversation: Race

CounselorSims

- Comprehensive Role of School Counselors
- Virtually Leading a School Counseling Program
- Data Driven Counseling
- School Safety
- Planning for Student Achievement (Fall 2022)
- Student Support (Transgender)
- Student in Crisis

Including many more!

Experience Design: Authoring Simulations

1. Identify the specific problem or issue that needs to be addressed.
2. Articulate the Context where this is taking place: District, School, Classroom, Demographics, relationships, Stakeholders and any other element which might feed into Situational Awareness around our Contextual Problem. We will also need to determine the timeline in which this experience takes place. is it during the course of an hour-long class? a day-in-the-life? a week-in- the-life? a year-in-the-life? this will provide some necessary context for the narrative and determine its scope.

Experience Design: Authoring Simulations

3. Define success. How is success going to be measured in the experience? What are the learning objectives? Who are the stakeholders and how are they affected by a successful or unsuccessful learning outcome? is there financial impact or only interpersonal? By truly understanding the scorecard, we can identify root challenges and how to successfully overcome them.
4. Envision the desired experience. What do you want people to experience when they go through the narrative? is it a change in behavior? is it the application of a new skill? do you want to reinforce something they have been taught elsewhere? or to allow them to fail forward in a safe environment? What is the outcome you are looking for?

SIMULATION DESCRIPTION WORKSHEET



Simulation Working Title	Click or tap here to enter text.
Simulation Snapshot	<u>Your Role:</u> Click or tap here to enter text. <u>Timeframe:</u> Click or tap here to enter text. <u>Challenge:</u> Click or tap here to enter text.
Context	Click or tap here to enter text.
Key Characters	Click or tap here to enter text. Click or tap here to enter text. Click or tap here to enter text. Click or tap here to enter text. Click or tap here to enter text. Click or tap here to enter text. Click or tap here to enter text. Click or tap here to enter text. Click or tap here to enter text.
Trade-offs to Consider	Click or tap here to enter text. Click or tap here to enter text. Click or tap here to enter text. Click or tap here to enter text. Click or tap here to enter text.
Potential Topics for Discussion	Click or tap here to enter text. Click or tap here to enter text. Click or tap here to enter text. Click or tap here to enter text.
PSEL Standards	1 - Mission, Vision, and Core Values <input type="checkbox"/> 2 - Ethics and Professional Norms <input type="checkbox"/> 3 - Equity and Cultural Responsiveness <input type="checkbox"/> 4 - Curriculum, Instruction, and Assessment <input type="checkbox"/> 5 - Community of Care and Support for Students <input type="checkbox"/> 6 - Professional Capacity of School Personnel 7 - Professional Community for Teachers and Staff 8 - Meaningful Engagement of Families and Community 9 - Operations and Management 10 - School Improvement

SchoolSims 2022

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Implementation of a School-Wide Decision on Learning Loss

Audience Participation (please enter your thoughts in the chat)

- i. The main role (protagonist) is that of a teacher but what subject/background, class level, etc. is this teacher?
- ii. What type of school setting is this? (elementary, ms, hs, other)
- iii. What time of the school year is this?
- iv. Where is this school located? (urban, rural, suburban)
- v. What makes this a problem & what makes this more of a problem for the teacher than for you or me?
- vi. What is the presenting scene where the problem manifests?
- vii. Who are possible characters in the sim? What is their point of view?

Additional Sim Development Considerations

- Differences between Systems Thinking; Implementation and Social Interaction sims
- Trade-offs in portraying a problem of practice
- Role of time in a sim
- Getting to the point of decision-making by the sim participant(s)

Wrap Up

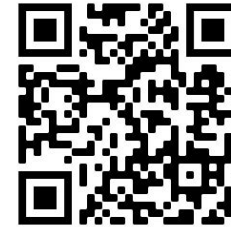
- Summary of 1 Pager work done today . . .
- We will send the 1 Pager to you as it is further developed along with periodic updates for feedback and suggestions for decision points.
- We will share an Alpha version of the sim with you within a couple of months.

THANK YOU!



Parent Teacher Conference, A Facilitated Simulation Event





let's connect!