



Archipelago of Possibilities: Facilitator Guide

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ARC Linkage project (2016-2019)

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Archipelago Board Game concept on page 8 and card images on pages 12-14 © above mentioned design team.

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OVERVIEW

WHAT IS IT?

Archipelago of Possibilities is a strategy and professional development workshop created specifically to help teachers and educators uncover what they hold dear in their teaching practice and discover what they consider most important for a successful practice. This workshop uses travel as a metaphor to guide participants in reflecting on their practice, identifying successful factors for success, examining what is holding them back from achieving their ideal practice, and developing steps to create a future ideal teaching and learning space.

HOW DID WE COME UP WITH IT?

Archipelago of Possibilities was developed using design thinking principles that engage participants directly with ambiguous prompts yet tangible materials. These workshops usually move participants between divergent, expansive thinking exercises and convergent, solution-oriented modes of thinking. Taking a human-centred approach to design research, the workshop is grounded by empathically creating a space to better understand the teacher. As a participatory method, design thinking also presents a technique for co-creating with the community to ensure skills and behaviours evolved with the needs of the community and taking into account the ever-changing perspectives of diverse individuals through open collaboration.

The workshop begins with the assumption that learning environments should support a growth mindset, formative feedback, self-reflection, modelling, and be a safe place to make mistakes. In order to prompt personal reflection on values and beliefs and personal responsibility for creating their own teaching futures, the workshop asks teachers what they value and believe about their teaching practice that best supports student learning

HOW WILL IT BENEFIT YOU?

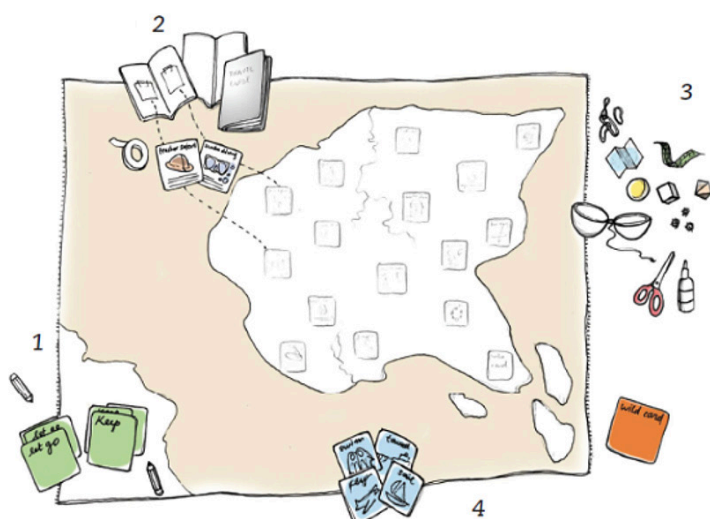
A change in teacher practices must be facilitated carefully to optimise the possibility of success. The individuals involved must also experience a benefit of a change. The design thinking workshop is about uncovering the values and beliefs that teachers want to incorporate into their teaching practices. Experience is critical to being able to foster curiosity and willingness, and this openness is in turn central to driving sustainable change. Hence, this workshop has been specifically designed as a fun and engaging way to explore what is possible when teachers are able to create their ideal learning spaces.

WHAT DOES SUCCESS LOOK LIKE?

Teachers' mindsets are transformed as they build awareness of their behaviours and are then guided through specific actions to motivate behaviour change. The self-reflective, experiential learning opportunities prompt teachers to seek new learning strategies, and teachers come away from the workshop feeling energised, excited, and empowered to create their ideal learning space.

WHERE CAN I GET MORE INFORMATION?

For more information about the workshop, please see: McEntee, K, Brandalise, I., Goncalves, R.D, Riendeau, S., Thao, K. & Grocott, L. (2016). Archipelago of possibilities: Priming teachers to reflect on intrinsic motivations for change (Pilot project report). LEARN, The University of Melbourne. Retrieved from: <http://www.iletc.com.au>



FACILITATOR'S CHECKLIST

TIME

Allow a minimum of one and a half hour for this workshop.

WORKSHOP VENUE

Prepare an area that can accommodate table and chairs for groups of three to five participants and one facilitator.

PARTICIPANTS

Groups of five educators can use Archipelago of Possibilities as part of a professional development exercise. The activity requires one navigator (i.e. facilitator) and groups of three to five travellers (i.e. participants). Maximum of 20 participants.

MATERIALS TO PURCHASE

- Adhesive tape
- Pens
- Scissors
- Glue
- Transparent plastic globes (or any clear containers)
- Rubber bands
- Arts and crafts materials (such as basic shapes such as cones, cubes, spheres, pieces of textile, coloured papers, strings, pipe cleaners etc.)

PREPARATION

Code	Item ¹	Format/Preparation	Quantity
AP01	Archipelago Map	A0 single-sided print	One per group
AP02	Travel Guide	A4 double-sided, cut to size and combined to create a booklet (approx. 10 pages)	One per person
AP03	Keep/Let Go Cards	A4 single-sided, cut to size	Two each per person with some extras
AP04	Activity Cards including Wild Cards	A4 single-sided, cut to size	One set per group
AP05	Transportation Cards	A4 single-sided, cut to size	One set per group
AP06	Letter to Future Self	A4 single-sided	One per person
AP07	Pens	To purchase	One per person
AP08	Adhesive tape	To purchase	One or two depending on number of participants
AP09	Scissors	To purchase	Four or five depending on number of participants
AP10	Glue sticks	To purchase	Four or five depending on number of participants
AP11	Transparent plastic globes (or any clear containers)	To purchase	One per person
AP12	Arts and crafts materials	To purchase	One set for the whole group
AP13	Glue gun (if using plastic globes)	To purchase	One or two depending on number of participants

¹ The resources (refer to codes on each resource) are supplied at 1:1 scale and should be printed at 100% of the original page size. The 'Choose paper source by PDF page size' on PC and 'Scale to fit paper size' on OSX in Adobe Acrobat will automatically print multiple page sizes automatically. For more information, please visit <https://helpx.adobe.com/acrobat/kb/print-mixed-page-sizes-acrobat.html>

STEP-BY-STEP GUIDE

The workshop is a tool for reflection, discussion and discovery of what teachers hold dear. As the facilitator, think of what you would like your participants to get out of this. One recommendation is for teachers to identify a way of thinking they wish to further develop and agree on a future date they will come back together to reflect on their respective progress.

The following steps provide a ‘script’ that you could follow when running the workshop. It also provides the recommended time and required resources for each step. You can amend it to suit the audience and/or objective that you have developed prior to the workshop.

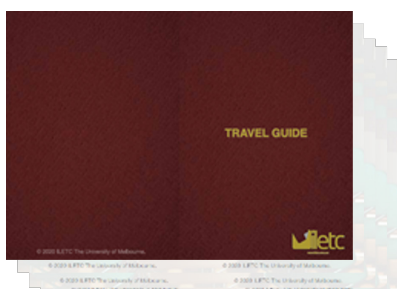


BEFORE THE WORKSHOP

[10 mins]

AP01, AP02, AP03, AP04, AP05, AP07
AP08, AP09, AP10, AP11, AP12, AP13

- » Decide your overall aims for the workshop – what you would like participants to get out of it.
- » Print all relevant materials (AP01 - AP06)
- » Combine travel guide (AP02) to create a booklet (see image below)
- » Lay out the Archipelago Map (AP01) and Activity Cards (AP04) on a table for each group. The Activity cards go on the squares on the Island.
- » Lay out the Travel Guide (AP02), Keep/Let Go Cards (AP03), Transportation Cards (AP05) and pens (AP07) on each table to the side.
- » Lay out the art and craft materials (AP07, AP08, AP09, AP10, AP11, AP12) on a separate table away from the group activities.
- » Welcome participants and direct them to their groups/tables.



STEP 1: DISCOVER

[15 mins]

AP01, AP02,

It begins on the “continent.” The continent is where you (the travellers) currently are and represents your present teaching practice. Across from the continent is the “island.” The island is an imaginary place where ideal learning and teaching happens. The island represents the place you want to take your practice, but have not been to yet. To begin, I would like you think about what you hold dear and what you would like to let go about your current teaching practice. Use the Keep Cards for those that you wish to continue doing and will take with you in your luggage. The Let Go Cards are for things that you wish to stop doing and will leave behind on your journey to the island. I invite you suspend disbelief, free your minds to think big, and imagine your ideal thinking practice. Spend about 10 minutes and then share in your group.



Tip for facilitators:

- » Participants get two keep and two let go cards. Participants should write one item/reflection per card on what they currently hold dear and what they wish to let go. They can have more keep/let go cards if they wish.



Discussion prompts:

- » What are the things that make your teaching effective?
- » What are the things that you wish to change?



STEP 2: REFLECT

[30 mins]

AP01, AP03, AP04, AP8

You will be spending a week on the island. On this travel guide, you can build your ideal experience, choosing up to 5 activities you wish to do on the island. While you choose, consider the things you value or that you would like to see in your future practice. Take a couple of moments to read and choose activities you wish to do and stick them in your travel guide. When everyone has completed this task, take time to envision how it would be like to take part in the chosen activities. Spend about 20 minutes planning your itinerary on the island and then share and discuss activities amongst the group for another 10 minutes.



Tip for facilitators:

- » Participants get one travel guide each.
- » The activities are colour-coded: group activities are green and individual ones are blue. Once everyone has completed, the group can reflect on why they have chosen group or individual activities. Do they have a preference over the other? What kind of mind frames do this represent?



Discussion prompts:

- » How does your journey look like? What activities have you chosen and why?
- » How are students relating to what you chose to do? How do you feel about it?
- » What additional skills do you want to develop?



STEP 3: IDEATE

[30 mins]

AP07, AP08, AP09, AP10, AP11, AP12

After you have spent the weekend here on the Island, you may wish to carry back something that reminds you of the experiences you had. On this table, there are many materials that you can choose from to enclose in your plastic globes (or clear containers). Take some time and make your souvenirs. The object you make will be your reminder of the practice you want to have, a container of your experiences. Once you have finished, seal the globe with the glue gun. This is something you can keep after our session today.

Tip for facilitators:

- » Ask participants to pick up objects that speaks to them. There is no right or wrong object. A good way to start is from materials or objects that call their attention and build the souvenir from those. The souvenir is about *making* meaning of what is truly relevant for their practice

Discussion prompts:

- » Was there an a-ha moment for you? (something that moved you)
- » What is it that you truly would like to bring back to your present classroom from the conversation we had today?
- » Look and feel the materials on the table – what could they represent from what you said in relation to your future practice?



STEP 4: EVOLVE

[15 mins]

AP01, AP03, AP05, AP06, AP09

Now that you have planned and experienced this journey, you will choose the most adequate mode of transportation to take you there. You can fly, sail, swim or get towed. Consider, for example, how far between where you are right now and where you want to be in your teaching practice. Consider how urgent is it for you to be in that envisaged scenario. How much time and effort do you need to invest to get prepared to go? When swimming, for example, you need to put in a lot of time and effort, but you can go at your own pace. Stick the transport card in your travel guide and share with the group why you have chosen that mode of transport (about 5 minutes). Ask participants to write a letter to their future self. The letter should include: What was the mind frame they committed to develop? How have they tried to develop it? What evidence have they collected to showcase the change? Is there anything they need from others to keep growing?

Tip for facilitators:

- » Distribute the letter template to participants. One per person.
- » The letter can be modified based on the aims you have developed prior to the workshop.

Discussion prompts:

- » What do you think you will encounter when making this journey? Are there obstacles or challenges you will face?
- » What internal/external factors are stopping you and what are the ones moving you forward?

Archipelago of Possibilities



TRAVEL GUIDE

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keep

keep

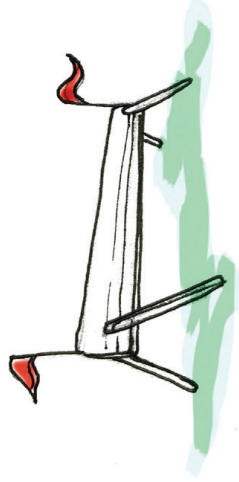
keep

let go

let go

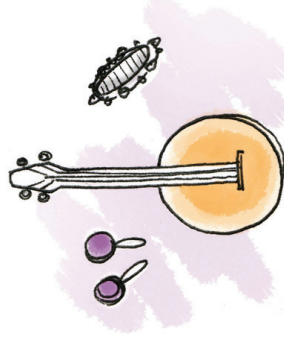
let go

surfing obstacles



An obstacle course, accompanied by a personal trainer, to practice resiliency against stress situations, rigid structures, among others.

jam sessions



Join the fun of making music with students, focusing on the process, not on the finished product.

exotic delicacies



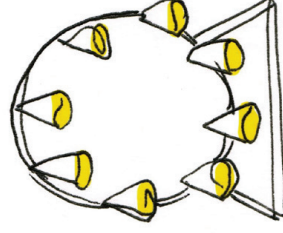
Take risks and try some local specialties to expand your educational horizon!

marketplace



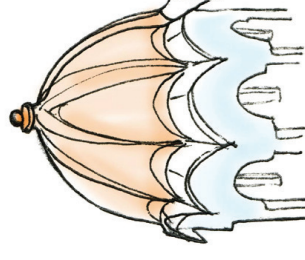
Discover new local evaluation tools and test them out.

ferris wheel



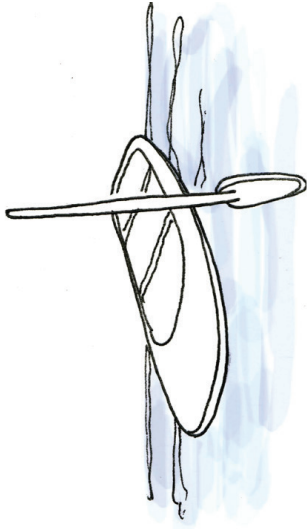
Sit down with a student to give each other feedback about your respective journeys.

reflection temple



This ancient space is for you to take the time to do self reflection about where you are going next.

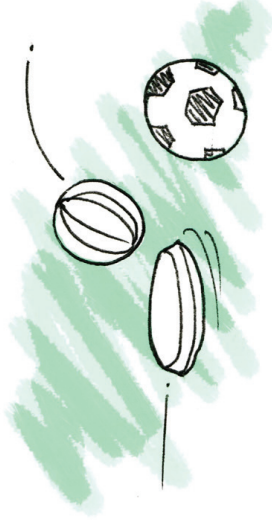
balance



Find your **balance** while paddling through the Critique river.

wild card

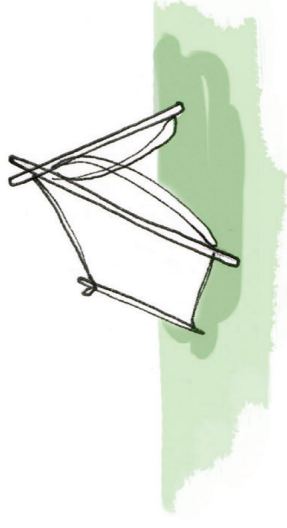
collective play



Engage in **mutual critique** games, played with a group of students.

wild card

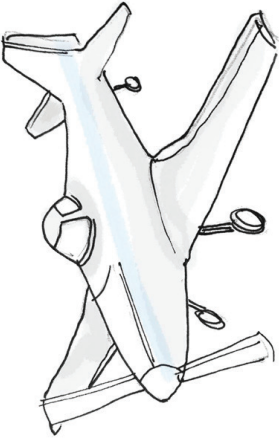
great outdoors



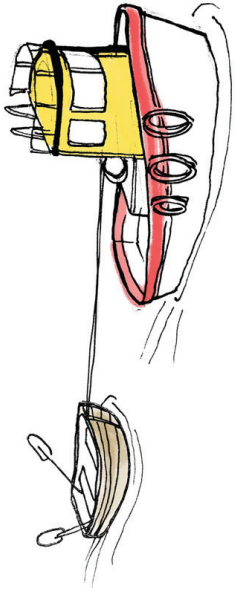
Use natural resources to create evidence about your performance with classes in the woods.

wild card

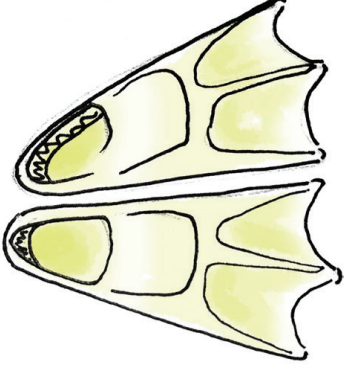
fly



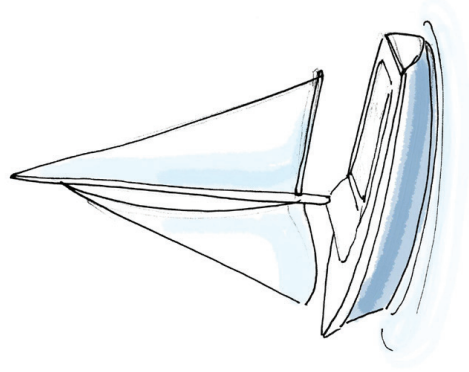
towed

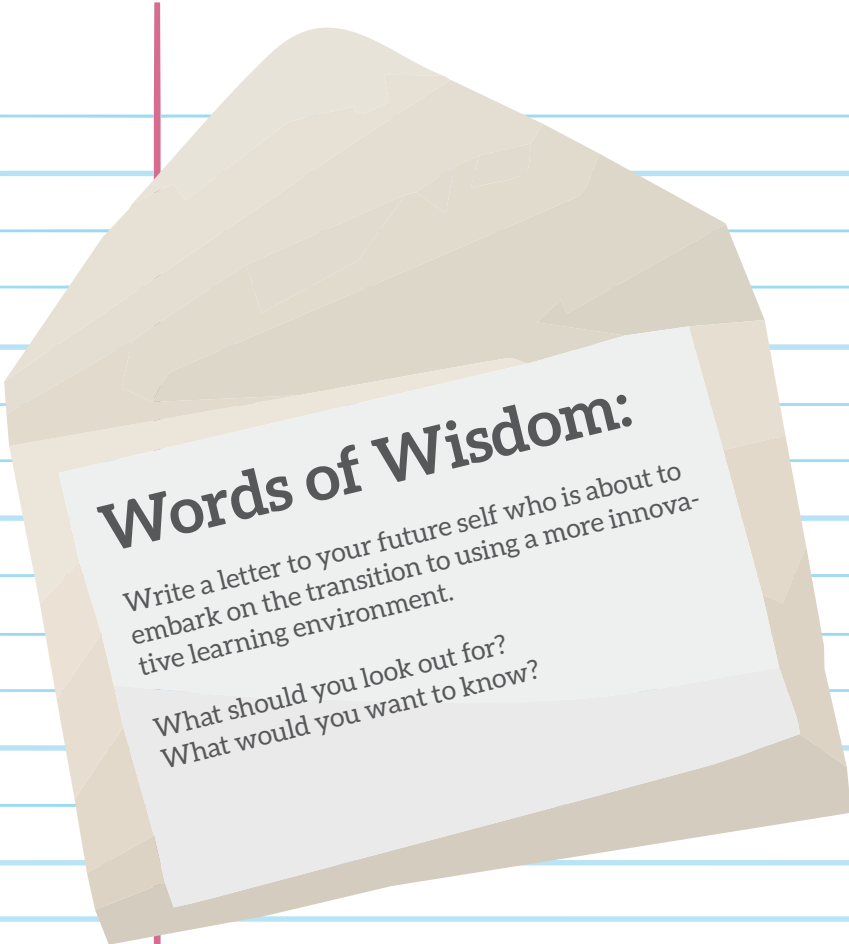


swim



sail





Words of Wisdom:

Write a letter to your future self who is about to embark on the transition to using a more innovative learning environment.

What should you look out for?
What would you want to know?

