Debates in Education

Revolutionizing Schools with Design Thinking & Game-Like Learning



C. Ross Flatt Lead Learning Designer Institute of Play @instituteofplay

Welcome!



C. Ross Flatt:
Lead Learning Designer
Institute of Play



Before we start...

- 1. Draw a triangle
- 2. Draw some circles
- 3. Draw filled-in circles inside
- 4. Above each, draw an upside down V
- 5. Above, draw a bunch of straight lines
- 6. Draw a rectangle below the triangle



WHAT DOES PLAY MEAN TO YOU?

When was the last time you played?



LET'S PLAY!

ROCK PAPER SCISSORS TISORES

PEDRA PAPER



RULES

- 1. Play ONE ROUND of Rock, Paper, Scissors with a person next to you
- 2. If you LOSE, please take a seat.
- 3.If you WIN, find another person who won and play them.
- 4. As you win, continue to move toward the front.



HOW DID PLAY TRANSFORM THIS SPACE?





@instituteofplay







We design experiences that make learning irresistible.



At the core of the experiences we design are games, play, and the principles that underlie them.



We empower people to thrive as active citizens in a connected world.



Our purpose is to transform education through play.





Play builds social skills and encourages positive interactions with others

Play activates the part of the brain responsible for reason, judgment, language, and memory.

velcome to

Skills associated with play lead to better academic performance.

Nuclarde Center



PLAYS WELL WITH OTHERS

Why What You Learned in Preschool Is Crucial at Work

OCT. 16, 2015



Claire Cain Miller

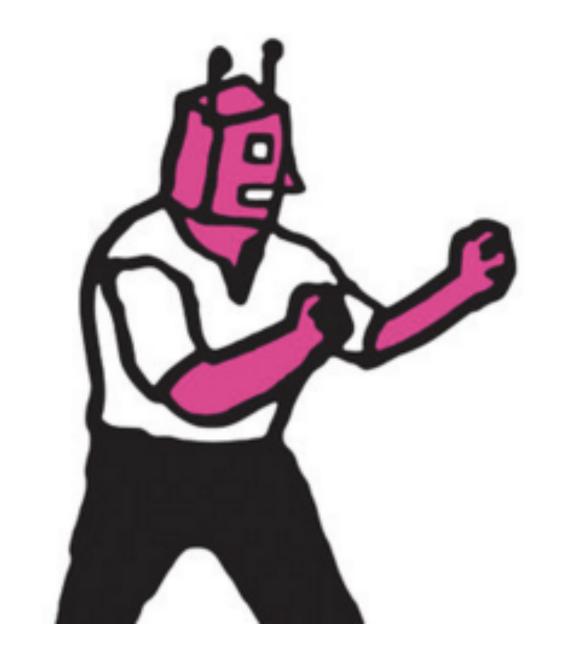
@clairecm





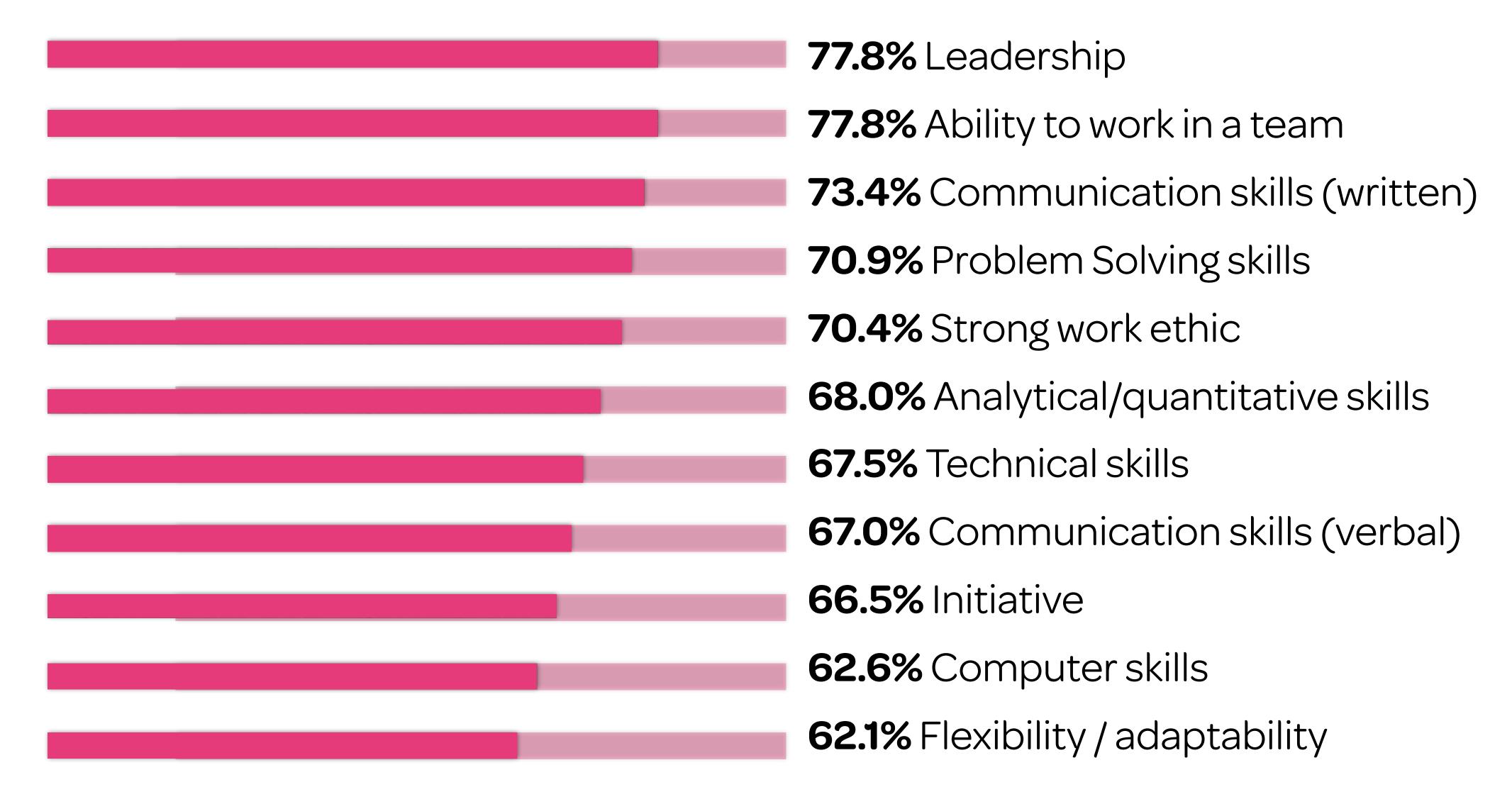
For all the jobs that machines can now do — whether performing surgery, driving cars or serving food — they still lack one distinctly human trait. They have no social skills.

Yet skills like cooperation, empathy and flexibility have become increasingly vital in modern-day work. Occupations that require strong social skills have grown much more than others since 1980, according to new research. And the only occupations that have shown consistent wage growth since 2000 require both cognitive and social skills.



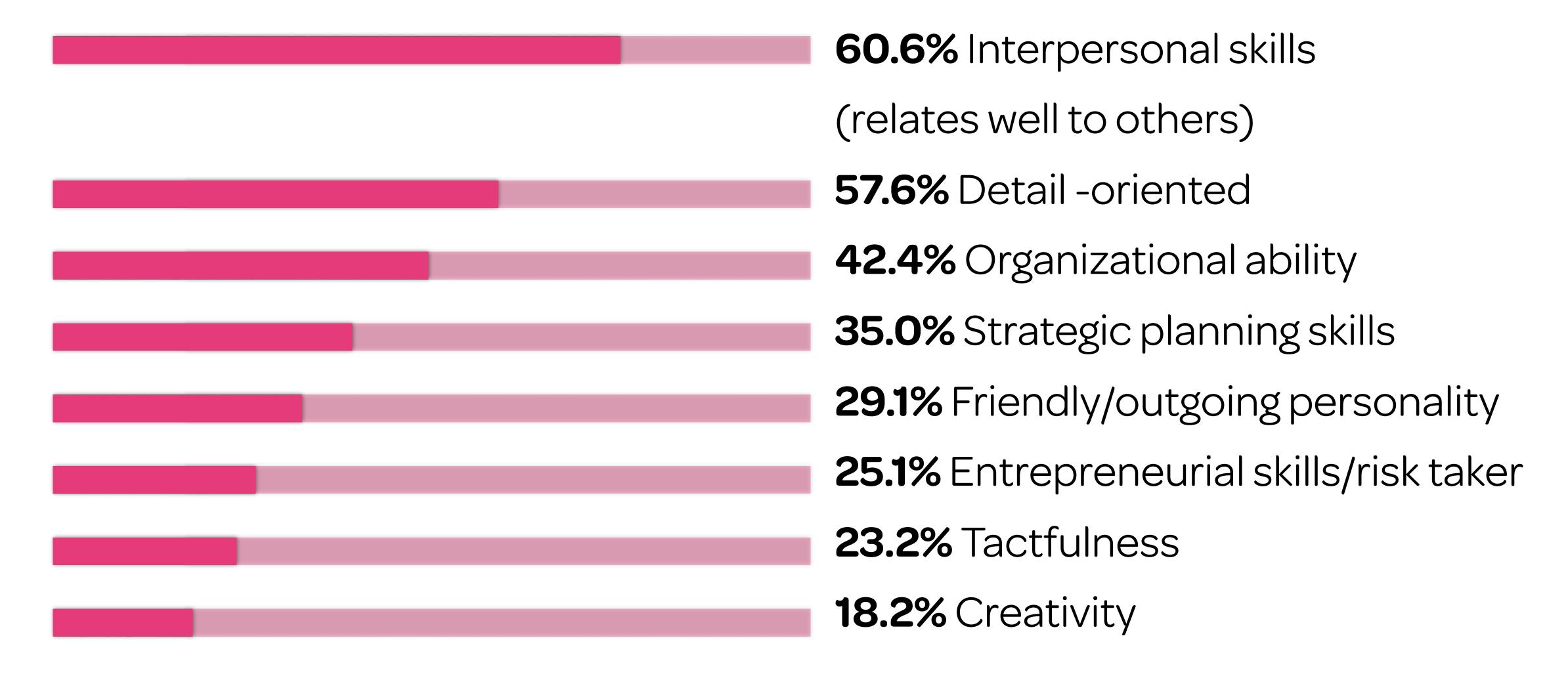


Attributes Employers Seek on a Candidate's Resume





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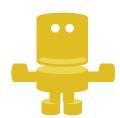




Classrooms must support students in developing 21st Century Skills



Critical Thinking



Problem Solving



Empathy



Collaboration



Creativity



Communication



GAME LIKE LEARNING PRINCIPLES

Everyone is a Participant

Learning Feels Like Play

Everything is Interconnected

Learning Happens By Doing

Failure is Reframed as Iteration

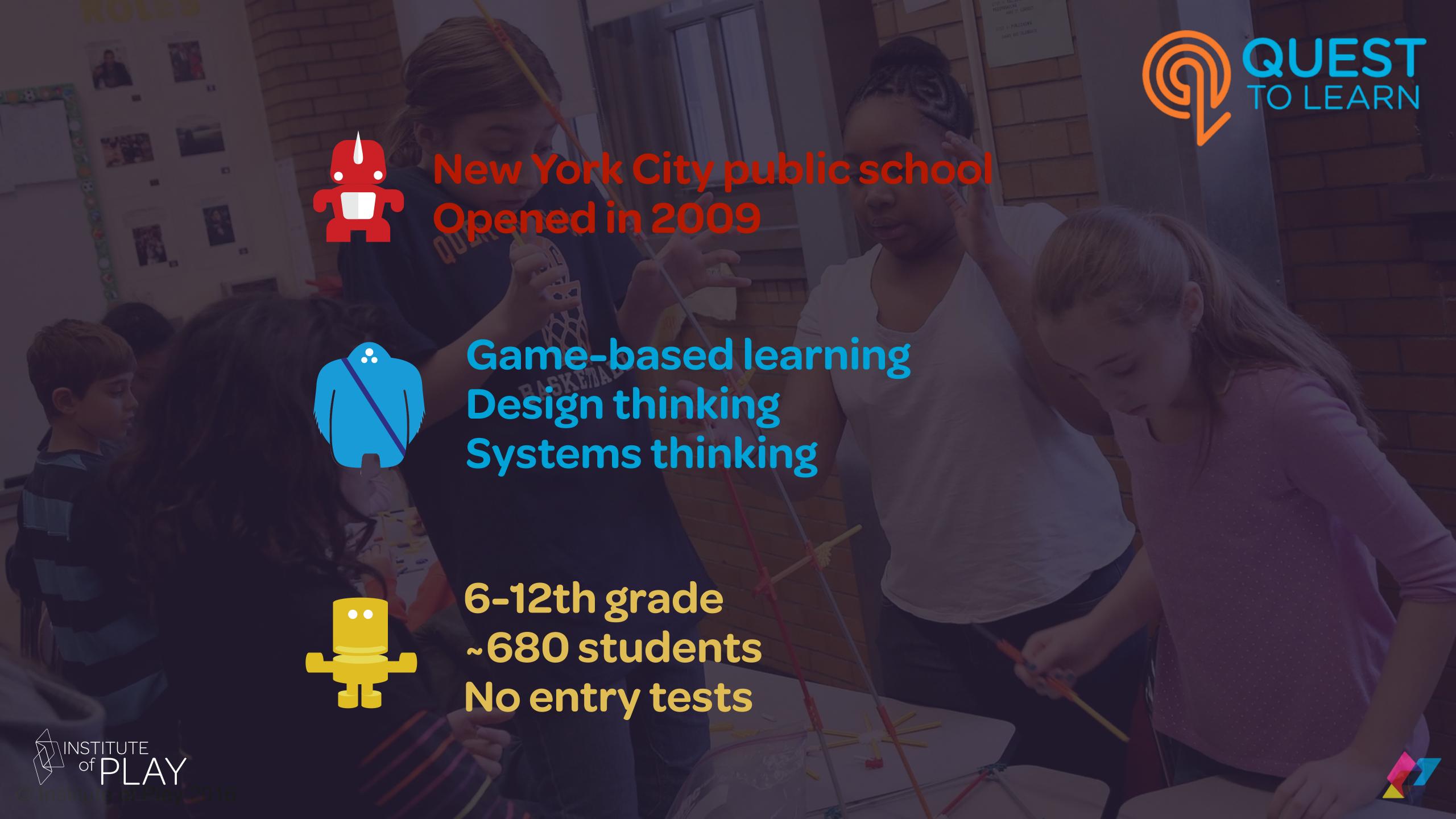
Feedback is Immediate and Ongoing

Challenge is Constant



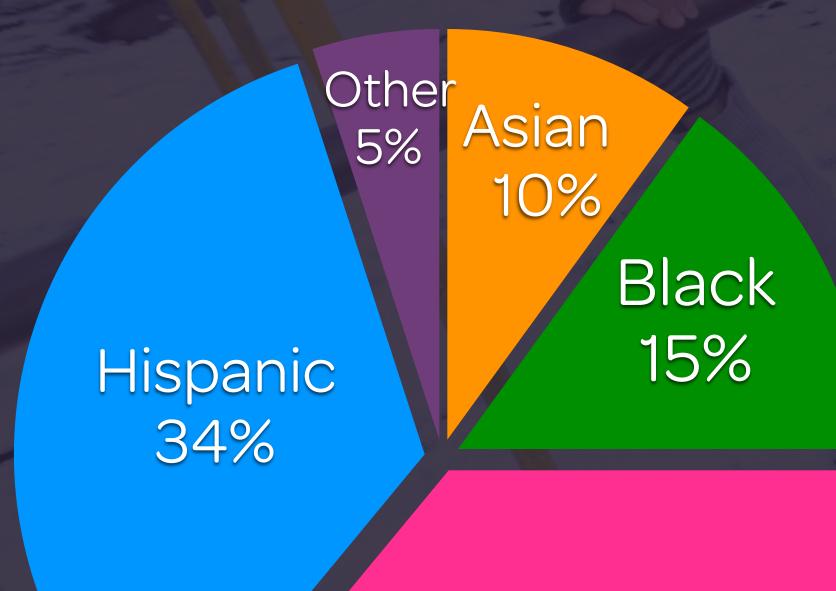


Challenging Students To Invent Their Future



Demographics*





White

36%

42% Free Lunch 30% Special Ed 3% English Lang Learners

Standardized Tests

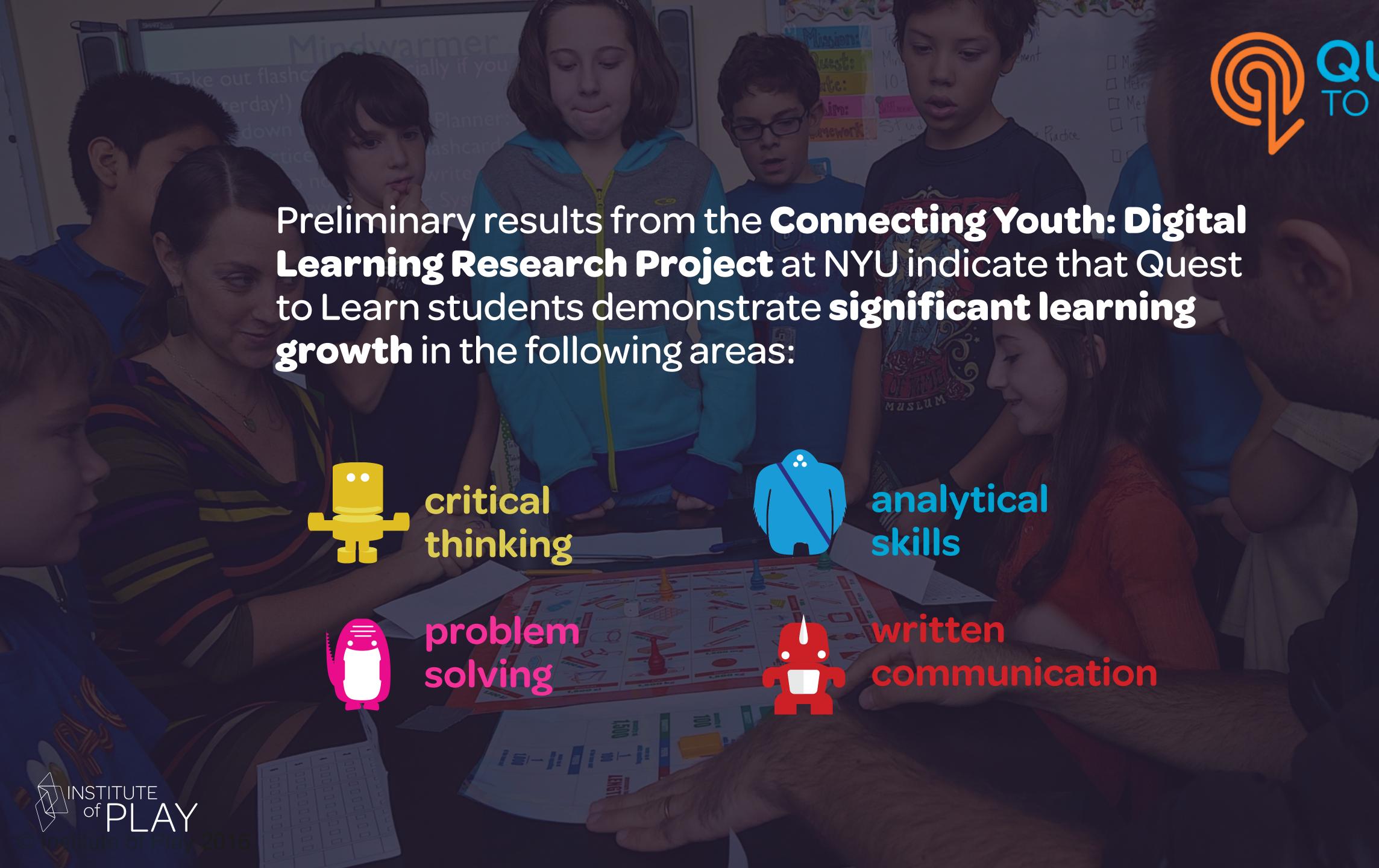
• Students perform above average in comparison to citywide results on Math and ELA (8th grade)



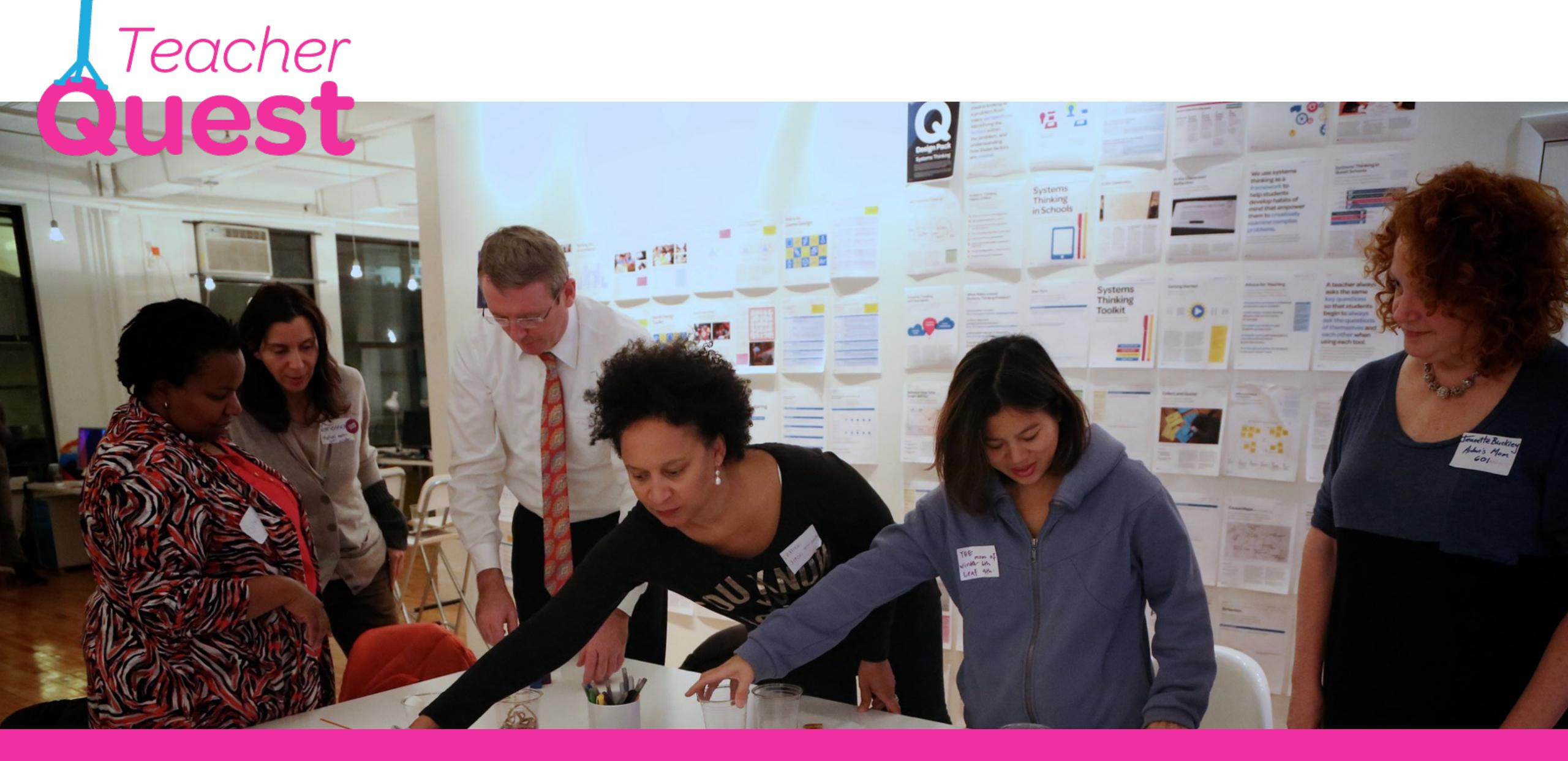












Re-Imagining Teaching Through Games And Play

