# Adventurous and Creative Learning

#### **LELLE Conference**

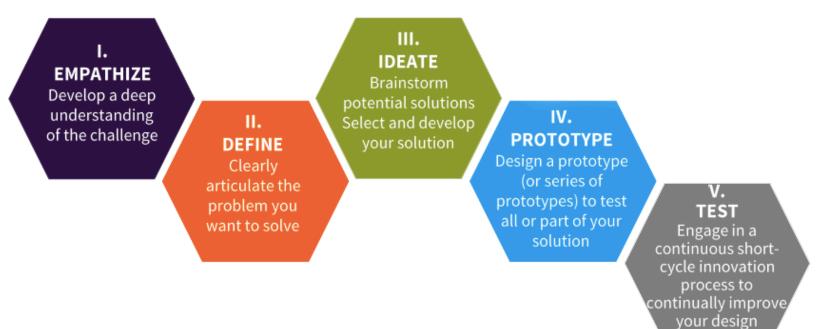
**Fontys Educational Designers** 

#### **Wonderment for everyone!**



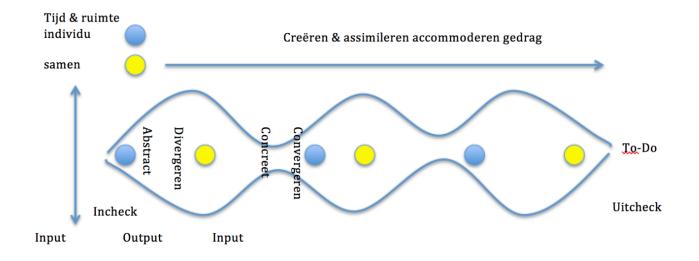


#### Design Thinking





#### Pulsdidactiek











#### We believe...

You can only design a learning experience, if you have undergone one yourself.

What are success factors that lead to learning?

- Time pressure?
- Group work?
- ....?





#### Check-in



What was your most powerful learning experience?

Exchange your experience with your neighbour in two minutes (1 minute each)

Raise your hand if your experience did not take place inside school





#### Form groups

Form groups of 4 persons with people you haven't met before.







#### Adventure

In team of 4 persons:

- 1. 5 min: build a bridge of straws
- 2. 3 min: make a manual for the bridge
- 3. 5 min: Another team builds your bridge from your manual







#### EMPATHIZE

## What were your learning experiences that made you learn?

# 2 min: write down learning experiences on seperate post-its (individually)

# 5 min: share with your group and categorize





### What were crucial elements in the design of the activity that led to these learning experiences

# 2 min: individually write down on seperate post-its

# 5 min share with the group on flapover



#### On post-it $\rightarrow$ wall

What was your most powerful learning experience during this workshop?





### Don't let failure be an ending. Make it a beginning.