

RESOURCE POOL Element: Practice for Facilitators *Snakes and Ladders, created by Joan Stephenson*

The Rocky Road to Collaborative Learning!

(in the Jungle, up ladders [what helped us} and down snakes [unhelpful])

This game uses points made by teachers who have taken part in Collaborative Learning projects in schools.

It show some of the things teachers involved in moving towards Collaborative Learning have found helpful in making progress.

The lack or failure of these stages were felt by them to have made the journey more difficult. There are also a few points other points that caused some set-backs.

The **BOLD** & highlighted words are major attributes for collaboration and can be recognized as belonging to many of the boxes in the grid and not just the ones they are placed in.

Now you may wish to Play "The Rocky Road to Collaborative Learning: through the Jungle" yourself:

Here are 3 possible ways of starting on the 'Journey':

- Playing step one; reflecting individually step two
- Analysis and joint discussion collaborating together step 3
- Or you might find it more challenging (and worthwhile) to start with Step 3 and work backwards. Whichever way you choose don't be afraid to state your views or change your mind.

You need:

- A. Getting started
- 1. The Rocky Road board
- 2. a dice
- 3. a cup to shake the dice in
- 4. a counter or token for each player
- 5. a sense of humour
- 6. others involved to play with
- 7. a note pad or tablet
- B. Reflecting after playing
- 1. A copy of the characteristics, principles and activities helpful in doing a Collaborative Learning project, whatever its focus
- 2. The Methodological Framework Grid (MF)
- 3. Time and space to reflect and discuss
- 4. A continuing sense of humour
- 5. Self-Analytical skills
- 6. Confidence to work as a team

Playing

Each player in turn roles the dice and moves across the squares according to the number scored. Read out the stage/progress or otherwise that's been made on the journey so far. If you land on a square at the foot of a ladder you go up the ladder, skipping out some squares. If you land on the head of a snake, you go down the snake to its tail. Landing back to the progress or activity described there. You then need to make your way up again on your next 'turn'. Continue the game until everyone has reached square 35. Reflect on & make a note of the stages you went through to get there. Identify which, principles, necessary conditions & activities in Collaborative Learning are represented in each of the numbered cells. Finally from your discussion and experience of Collaborative Learning, what additional principles, aspects and activities would you add to a more detailed "journey" through Collaborative Learning. Show your reasoning.



RESOURCE POOL Element: Practice for Facilitators *Snakes and Ladders, created by Joan Stephenson*

25	24.37	22		24.1
35.	34. Your	33. a team	32. You feel you	31. there is
Congratulations	outlook and	member	have learnt	increased
You have made	practice have	leaves school	from others by	reflection on
progress	changed as a		watching,	practice
towards	result of	Page	discussing,	by all
Collaboration	working with		adapting,	
	others		exploring	
30.	29.	28. 🜌	27. You re-	26. Good
Colleagues say	P	more	evaluate your	quality CPD
they have learnt	E	confidence	ideas &	results in
from your	E R	felt about	practice, try	progress
reflection, ideas,	R	knowledge	new ways,	being made:
and practices		and skills	Experiment	go directly to
<mark>Pride</mark>	sharing			31
25.	24. Things	23.	22.	21 you no
more targeted	have been	Teacher	You have	longer feel
learning for	rushed	Collaboration	increased	anxious about
pupils is an	TIME	increases: go	knowledge &	being
outcome	re -think	to 29	teaching ideas	watched or
	time - 🔊 scale	ACHIEVE		evaluated
				CONFIDENCE
20.	19. new	18 the team	17.	16 you read
	strategies are	revises	share	and adopt
	tried	targets	tasks/	latest
		as a result of	ideas	research
	and the second s	sharing ideas	You team-teach	findings that
3 objectives	Very Well!		with a	prove useful:
achieved to 25	, er jem	Realism	colleague	go to 22
15.	14. <mark>SUPPORT</mark>	13.	12.	11. open-
professional	strong	increased	new initiatives	school policy
relationships are	support by	learning by	in school	adopted
stronger	management	the pupils	OPENESS	SCHOOL
Inclusiveness	confirmed	recognised		COHESION
10.	9. one school	8.	7.	6.
The team feels	withdraws go	you and your	Support is set	You open
they have self-	back to aims	colleagues	up to help in	your door
decision and	& objectives	jointly make	areas you &	and visit each
some control		lesson plans	colleagues have	others
over Autonomy	and a second	targeting an	asked for	classrooms
over Autonomy		agreed focus	CPD	TRUST
		Sharing		INUSI
5.	4.	3 aims,	2.	1.
you share your	Time is put	objectives &	z. you discuss	I. BASE:
feelings with	by for	outcomes are	collaborative	you start on
your colleagues	observation &	identified for		-
<u> </u>	discussion	all & in each	principles with	your journey
Courage & HONESTY	Built in TIME		colleague/s	collaborating with others in
	Dunt III I IME	context	Mutual understanding	
Risk taking		CLARITY	understanding	learning