
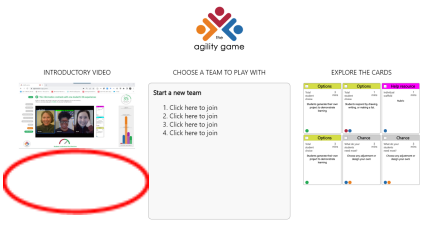

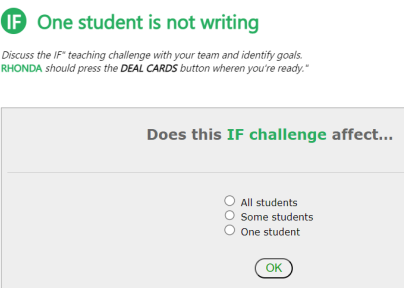


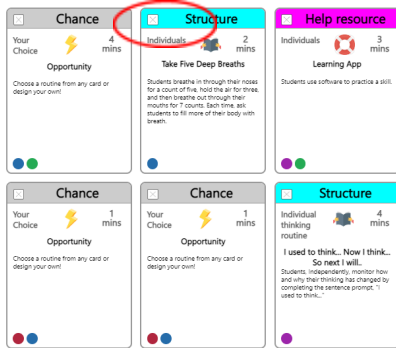
Agility Game Direction Sheet

A collaborative strategy game to use teaching routines to respond to daily teaching and learning challenges that occur in inclusive classrooms. Teaching routines are rooted in cognitive and motivational sciences and research on culturally relevant and sustaining pedagogies.

 <p>A game to practice teaching techniques</p> <p>Please type in your first name: <input type="text" value="Rhonda"/></p> <p>and your email: <input type="text" value="rb4016@hunter.edu"/></p> <p><input type="button" value="Enter"/></p> <p>http://agileteacher.org/game</p>	<p>Go to - agileteacher.org/game</p> <p>Type in your name</p> <p>Type in your email address (Note: This is so that you can return to the game. Games are saved for 24 hours then deleted from the server.)</p> <p><i>You will enter into a Zoom-like chat screen where you can talk with your colleagues until everyone is there and ready to start the game.</i></p> <p>Like Zoom - you can adjust the view to see everyone and turn your camera on and off.</p>
	<p>On the next screen you can Join a game or click on the card to explore inclusive teaching routines.</p> <p>Up to four people can join each game</p> <p>You can also play by yourself, just to practice</p>
	<p>When everyone is ready - click on PLAY to begin the game</p>
	<p>Discuss the If teaching challenge with your team.</p> <p>Use the survey questions to guide your analysis of how teaching needs to change to ensure all learners are learning in the lesson.</p> <p>You will consider who the If challenge is impacted and the extent that the next teaching routines in the lesson need to change clarity, access, rigor, and/or relevance for students.</p>

IF One student is not writing

You can choose up to three cards to play.
When the timer is up, each player will explain their choices.



Each player will be dealt different cards.

Choose up to three cards to respond to the teaching challenge.

Select your cards by clicking on the box in the upper left corner.

Be ready to explain how the teaching routines would increase clarity, access, rigor, and/or relevance for all/some/individual students.

Click if done sharing



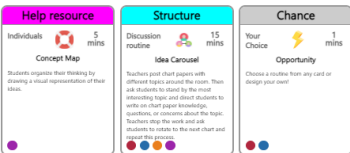
Each player has 90 seconds to explain their teaching response to the IF challenge.

Listen for the problem solving strategy that teachers are using and consider:

Practical - Is this solution realistic for daily classroom teaching?

Impact on Learning - Will ALL students likely benefit from the learning experience?

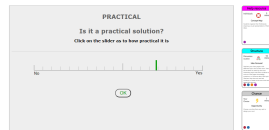
Joyful - Will both the teacher and students likely experience joy through this learning experience or as an outcome of this learning experience?



As a team, select one solution that is would be most practical, impactful on learning, and joyful.

IF This information contrasts with one student's life experiences

After an activity and student solution and consider solutions to your own teaching.
When you are ready click on the Play button to play another round.



Reflect on the teaching routine solution and consider your own learning from the discussion with your team.

AGILITY GAME SCORE BOARD



Print your scoreboard to save as a pdf file or click on Play to play another round.

As you play each round you will unlock new teaching routines!