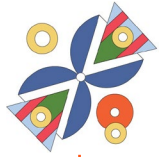# Cartoon Tableau

Playful Learning Activity Card
Thanks to Jesper Zimmer Wrang, University College of Lillebaelt, for this idea

Purpose

▷ To engage students in thinking playfully about challenging teaching moments and making plans to address these challenges differently in the future

Process

(about 60 minutes in all, depending on the number of groups)

▷ Divide students into groups of 4-5

▷ Step 1: Each group must agree on a "challenge in teaching" and create a small story about that challenge.

  o For example: stories could be students being unfocused while the teacher is trying to engage them; a teacher competing with students' mobile phones and social media; an enthusiastic teacher trying to convince bored students that the subject is great; an instruction being completely misunderstood, etc.

  o If the students are already working in classrooms, ask about challenges they have recently experienced

▷ Step 2: Each group makes a small 'play' consisting of a series of 'stills' (postures using their bodies), like a cartoon with several frames. When played later (in step 3), they are not allowed to say anything - they must be completely silent. Steps 1-2 should take about 20-25 minutes

▷ Step 3: Gather the groups to see all the cartoon tableaus. To only see the stills (and not the performers' moving between stills), the spectators have to close their eyes every time the performing group changes into a new still. To manage this, one member of the performing group has to tell the spectators to "open" and "close" their eyes

▷ Follow up the tableaus with a debrief conversation. What challenges did you see?

▷ What ideas do you have for playful learning to address this challenge? You might want to ground that conversation in the indicators of playful learning appropriate for your context or the PoP Practices and Strategies

As Jesper Zimmer Wrang (designer of this activity) says, "Cartoon tableau is an amazing learning tool, and the simple open/close experience is an awesome experience to most spectators. It's also a great starter for discussing Choice-Wonder-Delight (or Agency-Meaningfulness-joy) in learning processes. And it's really great fun!" ©

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