

Playing with Light and Shadow



Playful Learning Activity Card

Purpose

To engage in a quick, simple experience of playful learning in order to have a shared experience while unpacking the Principles of Playful Learning.

Materials

A light source for each learner (the flashlight function on a smartphone works well, or a standard flashlight.

Process

- Introduce the activity: Invite learners to play with their light source, either individually or with a partner or small group. Ask them to think about what discoveries they are making about light and shadow, and what questions come up as they play.
- ▶ Learners play for 5-7 minutes.
- ▷ Come back together. Briefly discuss discoveries and questions that arose either in a turn-and-talk pair, in a chat (if remote), or as a whole group discussion.
- Do a simple rating of the experience how playful was it for you? Show the "Play Meter" and ask students to hold up 0-5 fingers, 5 for very playful, 0 for not playful at all. (can preview that there are other, more nuanced ways to assess and reflect on playful learning, and that you will discuss this later in the course).
- Use this small experience of playful learning as a touchpoint for unpacking other topics related to learning through play, for example:
 - Talk through the PoP Principles, referencing the flashlight play as you discuss (e.g. for Principal #4, could discuss whether students who found this playful did so because of coming to it with a playful mindset).



PoP Principles

1.Play is a core resource for learning. 2.Learning through play in schools involves play with a purpose. 3.The paradoxes between play and school complicate bringing playful learning and teaching together. 4.Learning through play is a mindset with playfulness as the active ingredient. 5.Play and playfulness thrive in supportive school cultures. 6.Learning through play is universal and shaped by culture.

More than One Way

- ▶ There are many other ways you could use this play activity with your teacher education students. Some other examples:
 - Consider learning domains activated during the play experience and consider when a similar activity might be meaningful for children's learning.
 - When discussing the Indicators of Playful Learning, have learners complete a self-reflection using the indicators (version of your choice or the indicators you create for your context) and discuss as a group which indicators were activated for each learner.