



5th
June 2008

‘Playing with Learning’

Unlocking the Learning Experience



*Scarman House Conference Centre
The University of Warwick, Coventry CV4 7AL*

Experiments in Teaching and Learning

The 'Playing with Learning' event is a unique opportunity for practitioners to engage with innovative and exciting ways of energising learning with HE in FE learners.

The event, organised by The Higher Education Academy HE in FE Enhancement Programme Team, is designed for lecturers from all disciplines who teach on HE in FE programmes in Further Education Institutions. This is the '1st Higher Education Academy HE in FE Conference' and we hope to make it an annual event.

Market Place

As the day progresses fill your shopping bag up with a range of tools and resources, that will enhance your teaching and motivate your learners.

You can collect

- Colin Beard's latest book, 'The Power of Experiential Learning: A Handbook for Trainers and Educators'
- Will Thomas & Brin Best's, 'The Creative Teaching and Learning Toolkit' book shortlisted for Educational resource of the year
- DVD's on Assessment and Learning
- Assessment & Feedback Playing Cards
- Power Card Toolkit
- And a wide variety of electronic resources.

The Higher Education Academy subject centre staff, HE in FE liaison staff, RSC/JISC and TechDis will be available throughout the day.

You will receive a certificate of attendance which will be emailed to you after the event featuring the live art produced on the day to use for CPD.

Cost

Only £145 per person including wide range of free resources.

Programme

9.30 Coffee, Pastries & Registration

10.00 Introduction

Ian Lindsay - Academic Advisor HE in FE

Dr Colin Beard - CFCIPD, Fellow Royal Society Arts National Teaching Fellow

Gary King - Britain's No 1 Graphic Facilitator

10.30 Morning Activities
(See choices on right-hand page)

12.00 Forum Theatre

12.45 **Lunch** - 3 course lunch in the Scarman House Restaurant

1.45 Keynote Speaker
Colin Beard 'Unlocking the Student Learning Experience'

Experiential Techniques & Resources
<http://academic.shu.ac.uk/om/cb/Colin%20New/index.htm>

2.30 Afternoon workshops with refreshments
(See choices on right-hand page)

4.00 Feedback & Evaluation through art - with **Gary King**

4.15 End

Morning Activities

● Mind Your Language

This workshop highlights the role of language in effective teaching. Come along with an open mind, be willing to take part and allow some new ideas to germinate. Help your students really express themselves. Make learning less stressful. Reconsider your approach.

● Games People Play

A workshop exploring the use of games, traditionally a tool of management trainers, as a means of exploring ideas and awareness, developing skills and introducing fun into the classroom. Come prepared to learn, shed inhibitions, get to know others intimately - and enjoy yourself.

● Mash It Up

The internet is a virtual playground for educators who can make use of free "web2.0 tools". These web based tools enable you to create, edit and distribute multimedia resources to enrich and enhance the learning experience. This taster will showcase some of these tools and spark some creative ideas.

● Engaging Starters

Activities getting learners thinking from the start. Focussing on learning through engaging ears, eyes and emotions. Making sense of where they are and where they could be. Tools and techniques that work.

● Coaching Skills

Will Thomas, co-author of the ground-breaking book, *Coaching Solutions*, offers you a lightning insight into the powerful process of coaching. Coaching is a proven skill-set which enables you to support colleagues and students to break unproductive habits and build new behaviours and thinking. In this short session you'll get to know the differences between coaching and mentoring and get a taste of the coaching process.

● Power Cards

The power cards are a set of 18 cards, which provide a structured framework to enable people to work towards their goal, be creative and build their own futures. They can be used by both teacher and student in various ways to stimulate learning, create motivation and measure distance travelled.

● Re-inventing Play

This workshop by the JISC TechDis Service will look at small changes with big benefits for all learners - from making your existing resources more interactive to using free tools to benefit learner independence, creativity and confidence. The workshop is supported by a range of free high quality resources both in hard copy and on the JISC TechDis website.

● Play Your Cards Right

Gary Hargreaves will be demonstrating with two packs of cards how you can improve, enhance and support assessment and assessment feedback. With 54 cards in each pack; one pack for staff and one pack for students there are no limits to the learning experiences you can play...with a few technological surprises thrown in, but no tricks.

● Fruit Bowl!

Instant group profiling: getting to know your group, breaking the ice and psycho-metric testing in one dynamic game. They'll be having so much fun they won't even know you're doing it!

Afternoon Workshops

● Leading Learning led by Gavin Kewley

Be more the guide on the side than the sage on the stage! Moving students away from the "I'm the empty vessel, fill me" challenge, towards "It's my learning and I'm know how to get better at it" learners. A planning learning tool with a philosophy that works; it's fun yet challenging, has a proven track record in raising attainment, shared by colleagues who are using it, and their DVD of student responses and leading learning ideas.

● Mind Your Language led by Darren Bourne & Dick Hetherington

Frustrated with miscommunication in the classroom? Are you understood? All the time? Why shouldn't you trust the feedback you are getting from your learners? This workshop highlights the role of language in effective teaching. Come along with an open mind, be willing to take part and allow some new ideas to germinate. Help your students really express themselves. Make learning less stressful. Reconsider your approach.

● Effective Communication led by Kim Jackson, Lou Webb & Gary Hargreaves

An interactive participatory workshop which develops ideas illustrated in the forum theatre session held at 12pm. By creating our own characters (which will be embodied by professional actors) and situations, we will examine approaches in our own practice of teaching and communication and how we might explore, develop and act to initiate and maximise an effective response from our students. We will be tackling (with the help of our actors) challenging personalities and scenarios and asking: Are you making yourself clear? What are you trying to say? Are you being heard? Are you listening?

● Power Cards led by Dave Stewart

This participatory workshop will enable individuals to start the process of constructive change in young people. The power cards are a powerful tool that has real integrity in the design and also in the questions that guide the way. They allow people to see graphically and in colour whether they actually want to plan for their future and how to take steps to get there. They make the 'implicit' 'explicit' and give young people real choices. They reveal the options that were always there - and leave the person with a feeling of empowerment and drive.

● Creativity led by Will Thomas

Ever wondered how to build more creativity into your work? In this one and a half hour workshop learn what creativity really is, re-evaluate the myths that prevent truly creative practice and learn techniques for awakening creativity in yourself and your students. Will Thomas, 2008 Education Resources Award Finalist, and co-author of *The Creative Teaching and Learning Toolkit* will take you through an interactive workshop packed with creative ideas and processes.

● Technology, Games and the drama of Learning led by Peter Cox and Paul Sutton

No one doubts that technology is an enabling force in learning but this workshop will show how it can impact across the landscape of learning. Peter Cox and Paul Sutton will explore ways in which young people are setting the agenda for learning.

● Re-inventing play - practice and approaches to make learning more inclusive led by Alistair McNaught

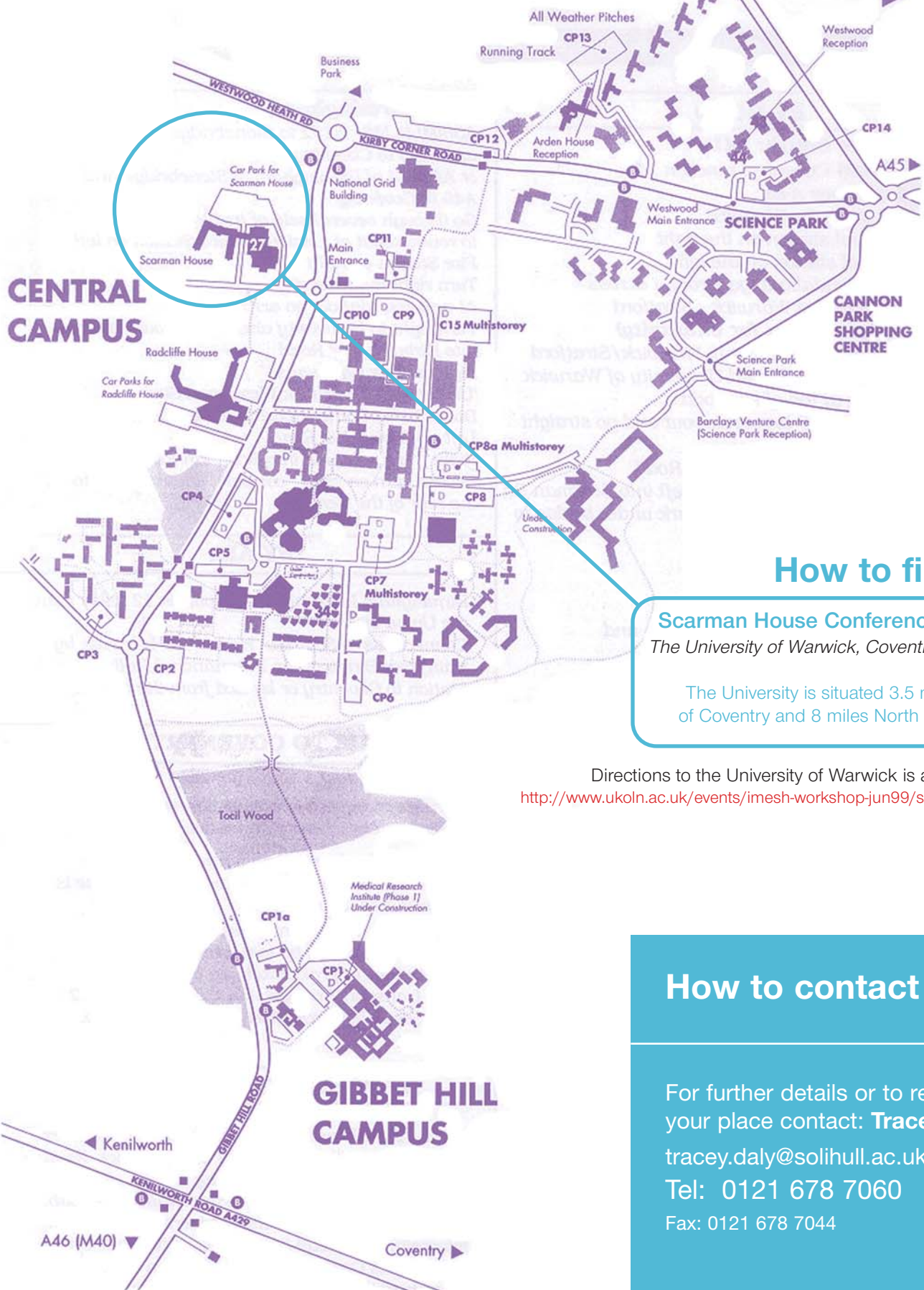
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● Jo Richler

An interactive workshop on assessment with groups and teams.

WESTWOOD CAMPUS

Coventry



CENTRAL CAMPUS

How to find us

Scarman House Conference Centre
The University of Warwick, Coventry CV4 7AL

The University is situated 3.5 miles South of Coventry and 8 miles North of Warwick

Directions to the University of Warwick is available at:
<http://www.ukoln.ac.uk/events/imesh-workshop-jun99/scarman.html>

How to contact us

For further details or to reserve your place contact: **Tracey Daly**
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