<u>Certification Plus: Educational Foundations Nutshell Project Using the Game of Operation</u>

Unpacking the box:

We must first read the Game Rules or Directions to help us know what to do and to figure out the object or goal of the game. Do you have the skill it takes to use the surgical tweezers to successfully perform an operation? You must first think about the **Learning Objectives** and the object or goal **(Hoped-for Outcomes)** of the game.

How does the learner (player) of the game respond--more pointedly, to what God is doing? We can't make up rules as we go. We have God's Word to help us and direct us in how we are to live, worship, serve, and love.

Batteries and a light bulb are needed in order for the game to work properly. As believers, we must have the Holy Spirit working inside us, providing us with the power and guidance we need. We must begin with a **Biblical Framework**:

- "Cavity Sam" the Man reminds us that we are created after God's own image. However, we are all sick with sin.
- Adam's apple and spareribs reminds us we all sinners and fell with Adam (and Eve).
 [CRRR: Creation, Rebellion (Fall), Redemption, Restoration]
- Inside parts- "Funatomy" IMAC (Inclusion, Meaning, Attitude, Competence) We must be learner-focused.
- Broken heart represents our need for a Savior and for our heart to be regenerated.
 We can't see internally but can see externally how we love and serve others. (The goal of the game is to perform successful "operations" and to collect the most money.) The goal with a Biblical worldview is maturity in Christ.

Development: Make sure learning and teaching are age appropriate. The box states for players ages 6-14. As we grow older, we are able to better play the game. We become more mature in Christ. The 'game' can be one player or more. Once we begin to grow in our maturity in Christ, we are to help others too.

Funny bone, writer's cramp, & wish bone represent our Learning Domains or Learning Space: Head (KNOW-intellectual), heart (BE-emotional), & hands (DO-volitional). Everyone learns differently and approaches the game differently using different strategies. We all have different gifts, skills, talents, and experiences that God has given each of us.¹

Learning Barrier: There is a *fear* of being unsuccessful or *lack of respect* when you hear the buzz or touch the cavity causing the nose to light up.

You may experience *loss* by not earning play money in the game. We are not to rely on ourselves.

¹ Bloom et al. *Bloom's Taxonomy of Educational Objectives*. 1956.

Rubber band (ankle bone connected to the knee bone) reminds us that there is tension in the learning space. There must be **Structure---Challenge---Support**Breadbasket, butterflies in stomach, Charlie horse, wrenched ankle, & water on knee are examples of **Disequilibration or Miseducation**. These are erroneous educational assumptions or errors during the teaching and learning process. "To teach is to tell; To tell is to hear; To hear is to know; To know is to do; To do is to be."

Play money and removing all funatomy pieces are **Motivations to Learn**. The hoped-for outcome is not having the nose light up or to hear the buzz. Winning is the ultimate goal, which with a Biblical worldview, is maturity in Christ. We use **Backwards Design** and assess how we are becoming more mature in Christ as we 'play' the game.

At the end of the game, you put everything away. You have successful operations and earn money. Failures cause the buzz, unsuccessful operations, and no money.

SOAR-Survey, Observation, Analysis, Response

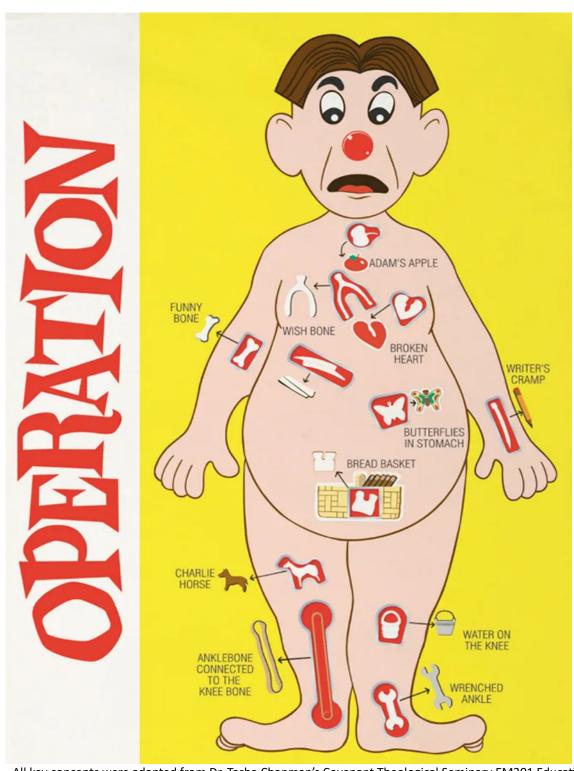
CAT- Classroom Assessment Technique

Affirm & Challenge- What happens as the game was being played? When taking turns? Were there learning barriers? Was the lesson clear to the learner? What are some things that could have been done differently?

PCA²: Participant (learner) in a Context with a Curriculum through a Process towards Accountability under Authority²

-

² Guthrie, Donald C.



All key concepts were adapted from Dr. Tasha Chapman's Covenant Theological Seminary EM301 Educational
Foundations Course 2023
Presented by Jeanette Simpson
Certification Class 2020
Certification Plus 2023