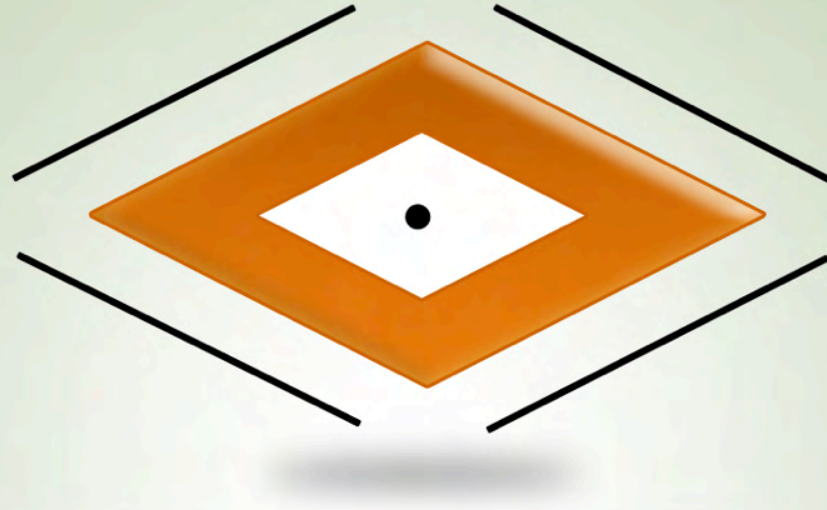


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# Using Initiative-based Activities to Promote Social-Emotional Learning

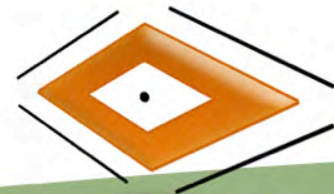
James R. Morton, Jr. MEd, MA, NCC  
Illinois 21<sup>st</sup> Century Learning Center  
Normal, IL

# Social and Emotional Learning

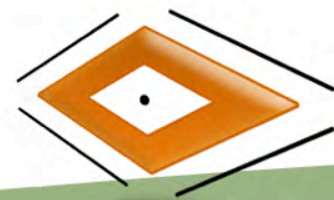


## Agenda

- Play—Trust—Learn
- Experiential Learning
- Sequencing
- Processing



Let's Play!!!



# Play – Trust – Learn



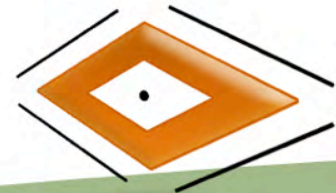
**Laugh**

**Share**

**Dismantle barriers**

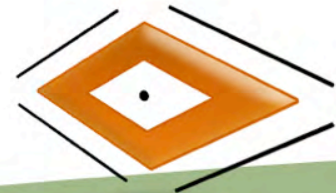


(Collard, 2005)



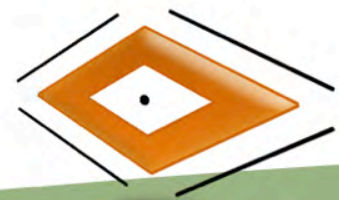
# Think of SOUP!

- What is your favorite Soup!?
- How do you make it?
  - Ingredients
  - Sequencing
  - Savoring!!!!
- How do you know it's done?
  - Tasting, smelling, seeing
- Do you like to share?



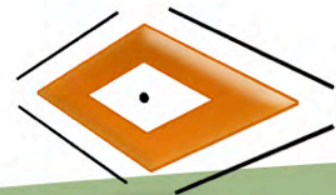
# Play!!!

- Evolution
- Have you Ever (Never have I ever)
- Helium Stick



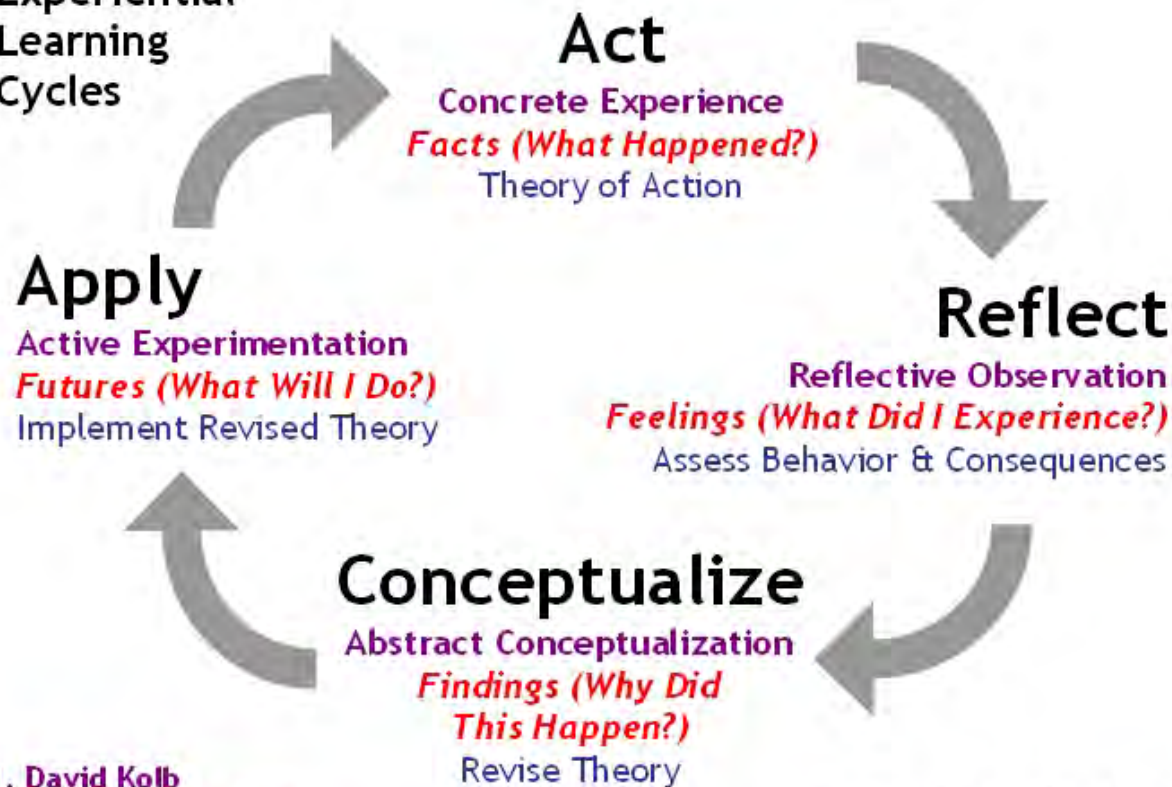
# What Are Kids Learning?

- Culture
- Context: time, space
  - School
  - Family
- Biological: Neuro, chemically
- Characterological



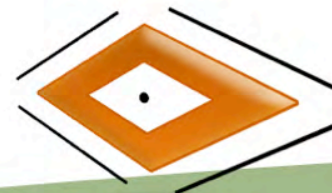
# Learning Experientially

Experiential  
Learning  
Cycles



1. David Kolb
2. Roger Greenaway
3. Chris Argyris & Donald Schön

compiled by Andrea Corney  
[www.edbatista.com/2007/10/experiential.html](http://www.edbatista.com/2007/10/experiential.html)





# Action Theory

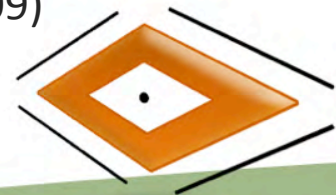
What's "theory?"

Phenomenon that can be explained through:  
Constructs, Definitions, and Propositions.

(Kerlinger, 1984)

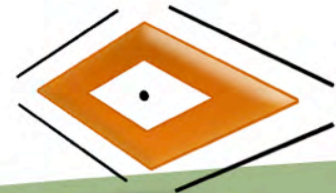
Action theory: "A theory as to what actions are  
needed to achieve a desired consequence in a  
given situation"

(Johnson & Johnson, 2009)



# Anxiety: **What to trust?**

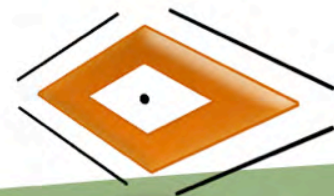
- Individual focus
  - Awareness
    - Here and Now
    - Inventory
    - Personal edge
- Group focus
  - Has its own body
- Focal Conflict Theory (Whitaker, 1989)



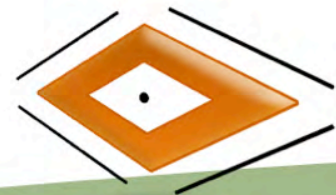
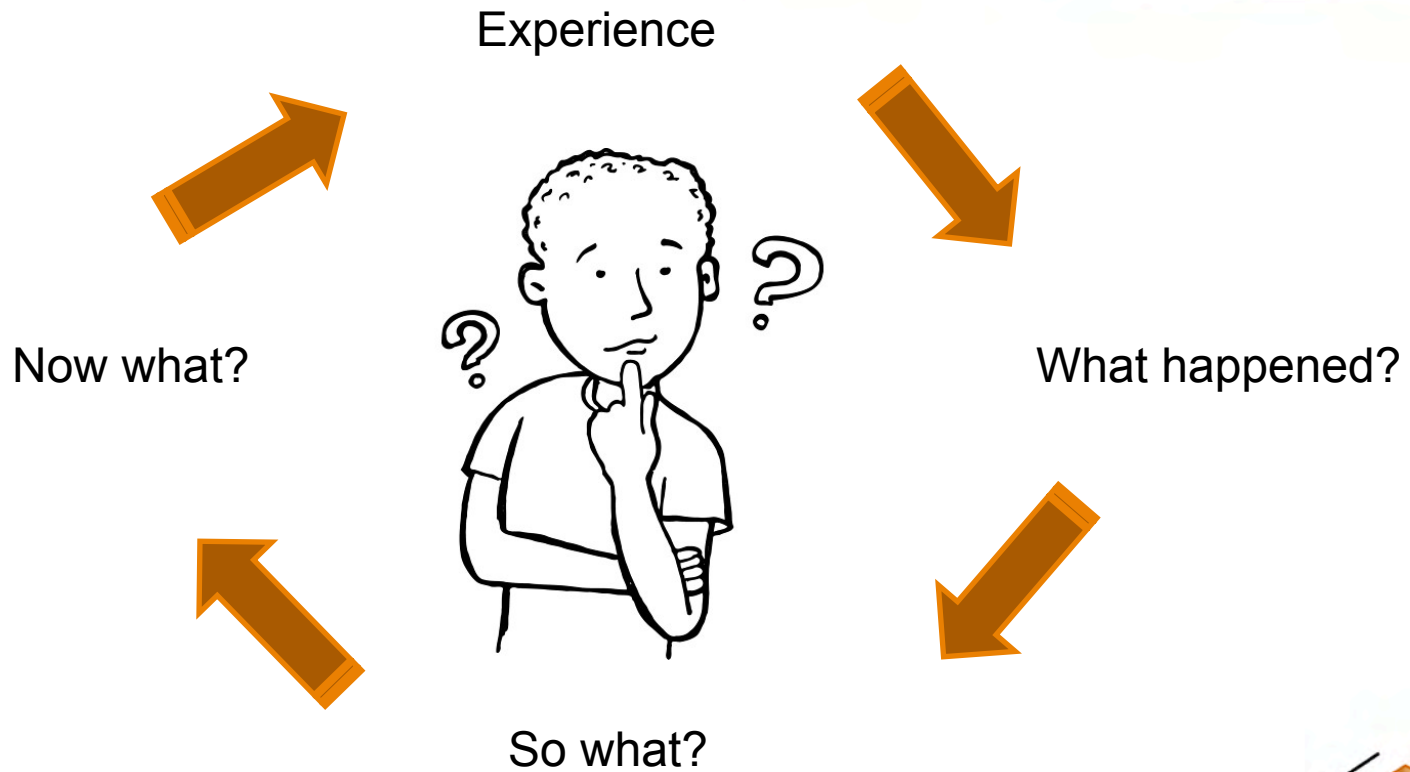
# Let's Play!!!



<http://www.wilderdom.com/games>



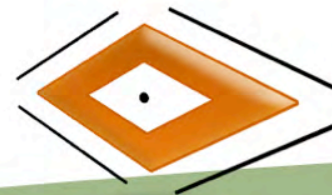
# PROCESS!



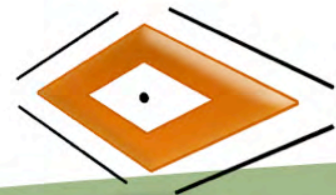
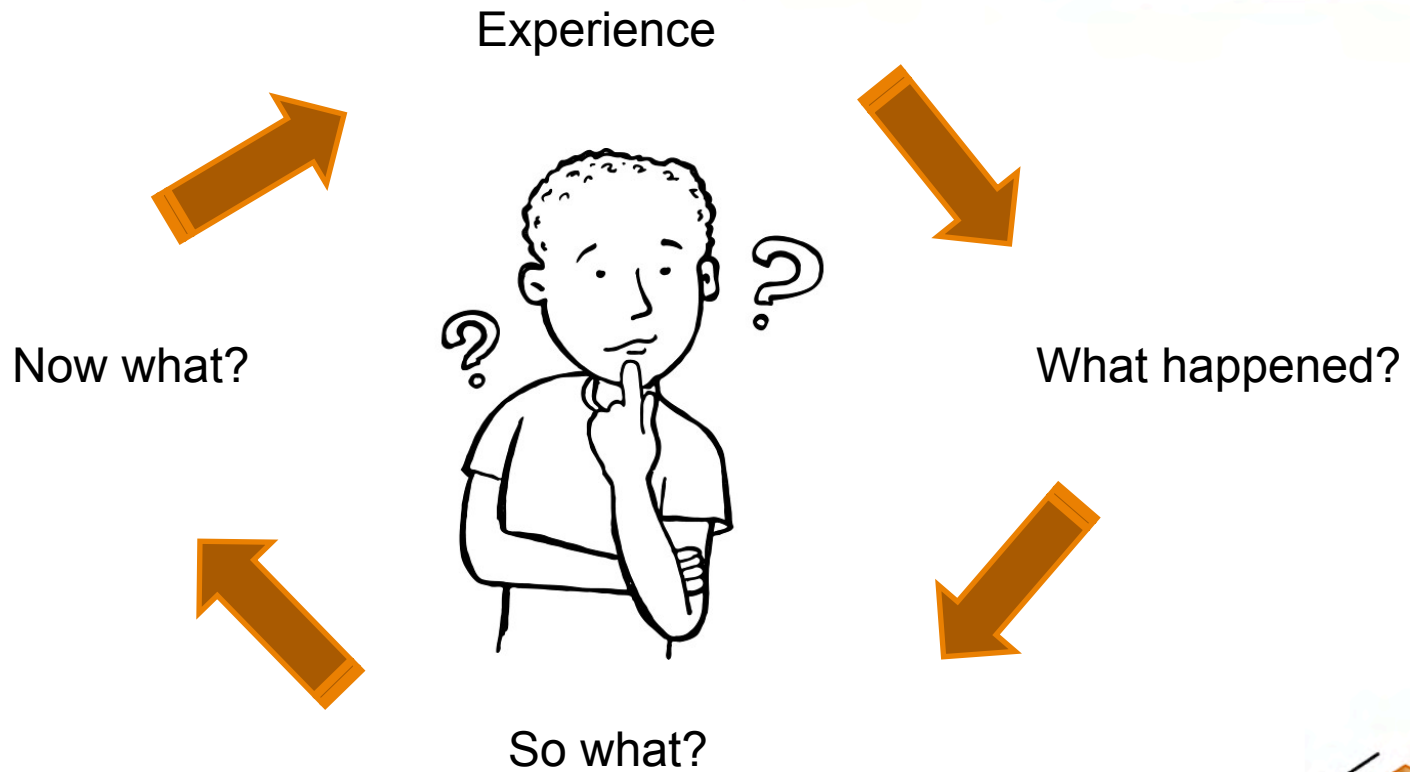
# TRUST WAVE



(Collard, 2005)

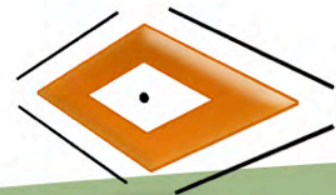


# PROCESS!



# Some More!?

- Energy Games
  - Blob Tag, Triangle tag
  - Giants, Wizards, and Elves
- Trust Sequences:
  - Trust Lean, Tic-Toc
  - Wind-in-the-Willows, Trust fall,
- Working
  - Magic Shoes
  - Body Traces



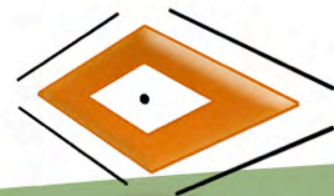
## Websites

<http://www.wilderdom.com/games/> Provides an array of activities that you could try with your students.

<http://www.crnhq.org/> An organization that works to provide support in resolving conflict.

<http://www.project-adventure.org/> One of the pioneers for adventure-based counseling and initiatives for learning.

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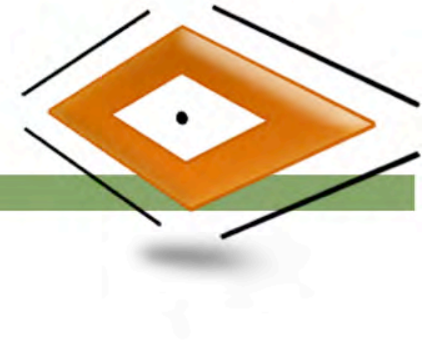


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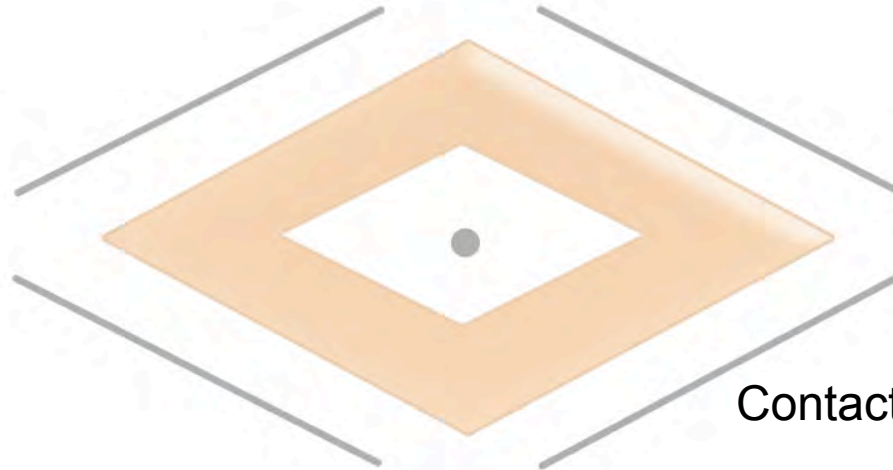


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**Have Fun,  
Trust the Process,  
and Learn!**