

<p>Whoever draws this card chooses the skill/concept for this brainstorming.</p> <p>All players write down their own answers, then share around: What distinguishes a must-have from a nice-to-have for me regarding this skill/concept?</p> <p>SIMPLICITY - FIND THE CORE</p>	<p>Whoever draws this card chooses the skill/concept for this brainstorming.</p> <p>All players write down their own answers, then share around: What is the most useless aspect of this skill/concept that you are called upon to teach?</p> <p>SIMPLICITY - FIND THE CORE</p>	<p>Whoever draws this card chooses the skill/concept for this brainstorming.</p> <p>All players write their own answers, then share around: What one image really encapsulates this skill/concept? Share around & make a list.</p> <p>SIMPLICITY - ANCHORING</p>
<p>Whoever draws this card chooses the skill/concept for this brainstorming.</p> <p>Pose a problem for all players to solve while standing on one foot, then share around. Discuss solutions/strategies as well as how this felt.</p> <p>REQUEST AN UNEXPECTED BEHAVIOR</p>	<p>No skill/concept is required for this brainstorming.</p> <p>Play a round of Rock-Paper-Scissors against someone in your group with both players using their non-dominant hand, then share around. What did you notice.</p> <p>REQUEST AN UNEXPECTED BEHAVIOR</p>	<p>Whoever draws this card chooses the skill/concept for this brainstorming.</p> <p>All players write down their own answers, then share around: What are two ways you could introduce the sense of taste into a lesson on this skills/concept?</p> <p>CONCRETE – SENSE OF TASTE</p>
<p>Whoever draws this card chooses the skill/concept for this brainstorming.</p> <p>All players write down their own answers, then share around: What are two ways you could introduce the sense of touch into a lesson on this skills/concept?</p> <p>CONCRETE – SENSE OF TOUCH</p>	<p>Whoever draws this card chooses the skill/concept for this brainstorming.</p> <p>All players write down their own answers, then share around: What are two ways you could introduce the sense of smell into a lesson on this skills/concept?</p> <p>CONCRETE – SENSE OF SMELL</p>	<p>No skill/concept is required here.</p> <p>All players write down their own answers, then share around: How could you use the sense of touch as an on-ramp for learners who experience the fight-flight-freeze response in math class?</p> <p>CONCRETE – SENSE OF TOUCH</p>
<p>No skill/concept is required for this brainstorming.</p> <p>Each player writes down a few notes about some offstage characters you use in your stories, then share around. What did you notice?</p> <p>STORY</p>	<p>Whoever draws this card chooses the skill/concept for this brainstorming.</p> <p>All players write down their own answers, then share around: What is the buried treasure in this skill/concept? What makes it so valuable?</p> <p>SIMPLICITY - FIND THE CORE</p>	<p>Whoever draws this card chooses the skill/concept for this brainstorming.</p> <p>All players write down their own answers, then share around: How could you use a foldable to help teach this skills/concept?</p> <p>CONCRETE – SENSE OF TOUCH</p>