

<p>Whoever draws this card <b>chooses the skill/concept</b> for this brainstorming.</p> <p>All players write down their own answers, then share around: <b>What are your TOP 3 'MUST-HAVES' that LEARNERS must grasp about this skill/concept?</b></p> <p><b>SIMPLICITY - FIND THE CORE</b></p>	<p>Whoever draws this card <b>chooses the skill/concept</b> for this brainstorming.</p> <p>All players write their own answers, then share around: <b>What is this skill/concept LIKE? List as many similes as you can in 30 sec; then share around.</b></p> <p><b>SIMPLICITY - ANCHORING</b></p>	<p>Whoever draws this card <b>chooses the skill/concept</b> for this brainstorming.</p> <p>All players write their own answers, then share around: <b>In 30 seconds, list as many pop culture soundbites as you can relating to this concept; then share around.</b></p> <p><b>SIMPLICITY - ANCHORING</b></p>
<p>Whoever draws this card <b>chooses the skill/concept</b> for this brainstorming.</p> <p>Pose a problem for all players to <b>solve using their non-dominant hand</b>, then share around. Discuss solutions/strategies as well as how this felt.</p> <p><b>REQUEST AN UNEXPECTED BEHAVIOR</b></p>	<p>Whoever draws this card <b>chooses the skill/concept</b> for this brainstorming. Write, then share around:</p> <p><b>Can you think of an unexpected premise or behavior to request in an activity for this skills/concept?</b></p> <p><b>REQUIRE AN UNEXPECTED PREMISE/ BEHAVIOR</b></p>	<p>Whoever draws this card <b>chooses the skill/concept</b> for this brainstorming.</p> <p>All players write down their own answers, then share around: <b>What are two ways you could introduce the sense of sound into a lesson on this skills/concept?</b></p> <p><b>CONCRETE – SENSE OF SOUND</b></p>
<p>Whoever draws this card <b>chooses the skill/concept</b> for this brainstorming.</p> <p>All players write down their own answers, then share around: <b>What are two ways you could introduce the sense of smell into a lesson on this skills/concept?</b></p> <p><b>CONCRETE – SENSE OF SMELL</b></p>	<p>Whoever draws this card <b>chooses the skill/concept</b> for this brainstorming.</p> <p>All players write down their own answers, then share around: <b>What are two ways you could introduce the sense of touch into a lesson on this skills/concept?</b></p> <p><b>CONCRETE – SENSE OF TOUCH</b></p>	<p>Whoever draws this card <b>chooses the skill/concept</b> for this brainstorming.</p> <p>All players write down their own answers, then share around: <b>How could you use a foldable to help teach this skills/concept?</b></p> <p><b>CONCRETE – SENSE OF TOUCH</b></p>
<p>Whoever draws this card <b>chooses the skill/concept</b> for this brainstorming.</p> <p>All players write down their own answers, then share around: <b>How could you invoke learners' emotional sense memory into a lesson on this skills/concept?</b></p> <p><b>EMOTIONAL</b></p>	<p>No skill/concept is required for this brainstorming.</p> <p>Each player writes down a few notes about some <b>offstage characters you use in your stories</b>, then share around. What did you notice?</p> <p><b>STORY</b></p>	<p>No skill/concept is required here.</p> <p>All players write down their own answers, then share around: <b>How could you use the sense of touch as an on-ramp for learners who experience the fight-flight-freeze response in math class?</b></p> <p><b>CONCRETE – SENSE OF TOUCH</b></p>