

<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 essential for YOU in helping learners grasp this skill/concept? What is YOUR bottom line?</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 buried treasure in this skill/concept? What makes it so valuable?</p> <p>SIMPLICITY - FIND THE CORE</p>	<p>Whoever draws this card SILENTLY chooses the skill/concept for this round.</p> <p>Play one round of Pictionary, using only hand-drawn pictures to communicate your concept to your team mates.</p> <p>SIMPLICITY - ANCHORING</p>
<p>Whoever draws this card chooses the skill/concept for this brainstorming.</p> <p>Pose a problem for players to collaborate on with their backs to each other, 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 Tic-Tac-Toe 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: Can you think of an unexpected question to use in a lesson on this skills/concept?</p> <p>ASK AN UNEXPECTED QUESTION</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>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>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>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>	<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: How could you invoke learners' emotional sense memory into a lesson on this skills/concept?</p> <p>EMOTIONAL</p>