

Applications of Learning Strategies in Adventure Play Programming

Presenter: Mike Anderson, M.Ed

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Session Description: Based on the work of Marcia Tate, Ph.D., this workshop will explore the application of most if not all of the 20 learning strategies identified by Dr. Tate and their relationship to adventure based learning. Through the participation in numerous adventure activities, we'll play our way to understanding.

Rationale: In her book "Worksheets Don't Grow Dendrites", Dr. Marsha Tate has outlined in 20 learning strategies to increase student retention and genuinely engage the learner. These strategies range from utilizing music and storytelling to movement and the application of manipulatives. In this session we will explore together the connections between adventure activities and many of these 20 learning strategies. We will also look at the 5 attributes for learning while creating, and sharing together.

No.	Strategy	Example Adventure-Based and Active Learning Opportunities
1.	Brainstorming/Discussion: WAMF, Where I've Been, Where I'm From	(Verbal/Linguistic)
2.	Sketching/Artwork: The Blind Man & The Elephant, Building Our House, Whiteboard Puzzle	(Spatial)
3.	Field Trips: Ropes Course experiences, excursions off campus	(Naturalist)
4.	Fun & Games: Car-Car, Handshakes, As If, Promenade	(Interpersonal)
5.	Graphics: Tuckmans Model, Stages of Group Development	(Logical/Mathematical/Spatial)

6. **Humor:** Gotcha, Do as I Say, Snake Pit (Verbal/Linguistic)

7. **Tactile Objects:** Group Juggle, Mood Dudes, Raccoon Circles (Spatial)

8. **Metaphors:** The Knot Exchange, Protector/Destroyer (Spatial)


9. **Mnemonics:** MAP (Maximum Activity Potential) (Musical/Rhythmic)

10. **Movement:** Ship to Shore, Sharks & Islands, Team Poker, Press-10 (Bodily/Kinesthetic)

11. **Music & Rhythm:** Pipe Chimes, My Baggage Lies Over the Ocean (Musical/Rhythmic)

12. **Project-Based Instruction:** Raft Building, Camp-craft, Canoe and Raft trips (Logical/Mathematical)

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13. **Reciprocal Teaching:** Tiny Teach, Pair & Share (Verbal/Linguistic)
14. **Drama & Role Playing:** As If, Personal histories, Peer Meditation exercises (Bodily/Kinesthetic)
15. **Storytelling:** The Dance of the Starfish, The Bridge Builder (Verbal/Linguistic)
16. **Technology:** Web Quests, Webinars (Spatial)
17. **Visualization:** Corporate Maze, Electric Fence, Blind Square (Spatial)
18. **Visual Aids:** Posters, photographs (Spatial)
19. **Writing:** Community Puzzle, Inside/Outside (Intrapersonal)

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20. **Internships:** Leader of the Day, Task-master

(Interpersonal)

Team & Community Building Activities that Explore Assets & Multiple Intelligences

Thanks to Jim Cain for sharing this document. Here are 14 activities that build community, leadership and team skills, while exploring a variety of assets. In addition, these activities also explore 7 of the 8 currently identified multiple intelligences. You can find more active learning and teambuilding ideas in the books: Teamwork & Teamplay, The Book on Raccoon Circles, A Teachable Moment, and Teambuilding Puzzles.

No.	Activity Name	Developmental Asset	Multiple Intelligence
1.	The Big Question	Reading	Linguistic
2.	Shaping the Future	Cultural Competence	Interpersonal
3.	Face 2 Face / Back 2 Back	Interpersonal Competence	Linguistic / Interpersonal
4.	Believe It or Knot	Interpersonal Competence	Linguistic / Interpersonal
5.	Commonalties	Interpersonal Competence	Linguistic / Interpersonal
6.	Inside Out	Planning & Decisions / Integrity / Honesty	Logical / Mathematical
7.	Grand Prix	Achieve / Motivation / High Expectations	Bodily / Kinesthetic
8.	Magic Carpet	Service to Others	Bodily / Kines. / Spatial
9.	Teampay Tubes (WNBA)	Creative Activities	Spatial / Logical / Math
10.	Marching to a Diff. Drum	Creativity / Community Values Youth	Musical / Bodily / Kines.
11.	The Clock	Interpersonal / Planning & Decisions	Bodily / Kinesthetic
12.	Shape Up!	Interpersonal / Planning & Decisions	Bodily / Kinesthetic
13.	Pizza Flipping	Interpersonal / Planning & Decisions	Bodily / Kinesthetic
14.	Cross the Line!	Peaceful Conflict Resolution Personal Power	Bodily / Kinesthetic / Inter & Intrapersonal

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Who is this Mike Anderson guy anyway?

Mike Anderson first walked on the adventure play scene about 13 years ago. Since then Mike has worked extensively in all areas related to adventure play, community building and team development. Mike holds a Masters in Education and K-8 teaching certification, is author to *The INTERACT Curriculum*, *Teambuilding Puzzles* and *Setting the Conflict Compass* (available in the Spring of 2007) as well as contributor to numerous other texts on adventure play including *The More the Merrier*, *The Book on Raccoon Circles I & II*, *Playing With a Full Deck*, *A Teachable Moment* and *Affordable Portables 2* as well as two science based texts.

Mike has presented workshops on these topics and many others all across the USA, and internationally and has delivered pre-conference and session workshops at many of the adventure and challenge industry's largest conferences including the Association for Challenge Course Technology, the American Camp Association, Teachers of Experiential and Adventure Methodologies, the International Alliance for Learning and the Association of Experiential Education.

Mike is the creator of many classic teambuilding exercises including the Table Web, Adventure Puzzle, Image Chips, the raccoon activity Believe it or Knot, Decomposition Line, as well as Phobia and the Web We Weave. Mike is also responsible for the adaptation of Cup Stacking to a teambuilding activity.

Mike is owner of Petra Cliffs as well as senior trainer for Challenge Works.

If you wish to invite Mike to your next function, and when requesting information about a program, here is some basic information that is helpful to have at the start:

- Program Date and Times
- Location of Event
- Nearest airport
- Total number of participants
- Your Contact Information (name, organization, phone number, email, website)
- Goals for the program
- Budget for this program
- Any special requests or needs

Contact Mike to discuss your programming needs.

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