Playful Participatory Mapping

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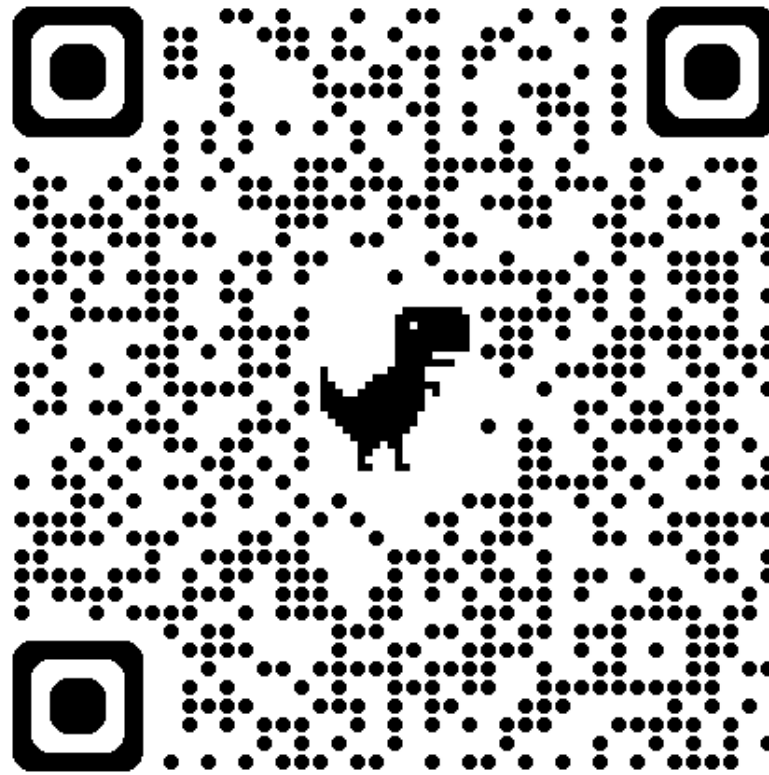
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Outline

- Goal – explore technique for skills generation & applying theory to practice

- Background

- Why use it

- Examples

- Review

Please follow if you like and play around...

Education Context: Skills Development

BBC NEWS

Family & Education | Young Reporter

Pupils face 'lost decade' in education after Covid, MPs warn

7 June 2023 · Comments

Opinion | Young people

Our schools don't prepare young people for life. National service could change that

Simon Jenkins

Tue 28 May 2024 08.00 BST

Share 835

Forget the military, but working under supervision in the NHS, care sector or for a charity could be hugely beneficial for many

www.theguardian.com/profile/simonjenkins

Opinion | Sport | Culture | Lifestyle

Teachers Universities Students

'I see little point': UK university students on why attendance has plummeted

About half the students who got in touch skip lectures, with many 'disappointed' with the experience and others forced to prioritise paid work

Top 10 skills of 2023   WORLD ECONOMIC FORUM

1. Analytical thinking
2. Creative thinking
3. Resilience, flexibility and agility
4. Motivation and self-awareness
5. Curiosity and lifelong learning
6. Technological literacy
7. Dependability and attention to detail
8. Empathy and active listening
9. Leadership and social influence
10. Quality control

Type of skill
- Cognitive skills
- Self-efficacy
- Management skills
- Technology skills
- Working with others

Source
World Economic Forum, Future of Jobs Report 2023.

Note
The skills judged to be of greatest importance to workers at the time of the survey

Playful Participatory Mapping

- a collaborative process

- individuals or groups create maps to represent their knowledge, experiences, and perspectives about a particular place or topic

- community engagement, local knowledge, storytelling = map-making process.

- In classroom context: opportunity for students to contribute their ideas/experiences (which is motivating/engaging)

- Lots of applications

Theory

- Participatory Action Research (PAR)

 (Participant expertise/knowledge)

- Self Determination Theory (SDT) (Autonomy/Competence/Relatedness)
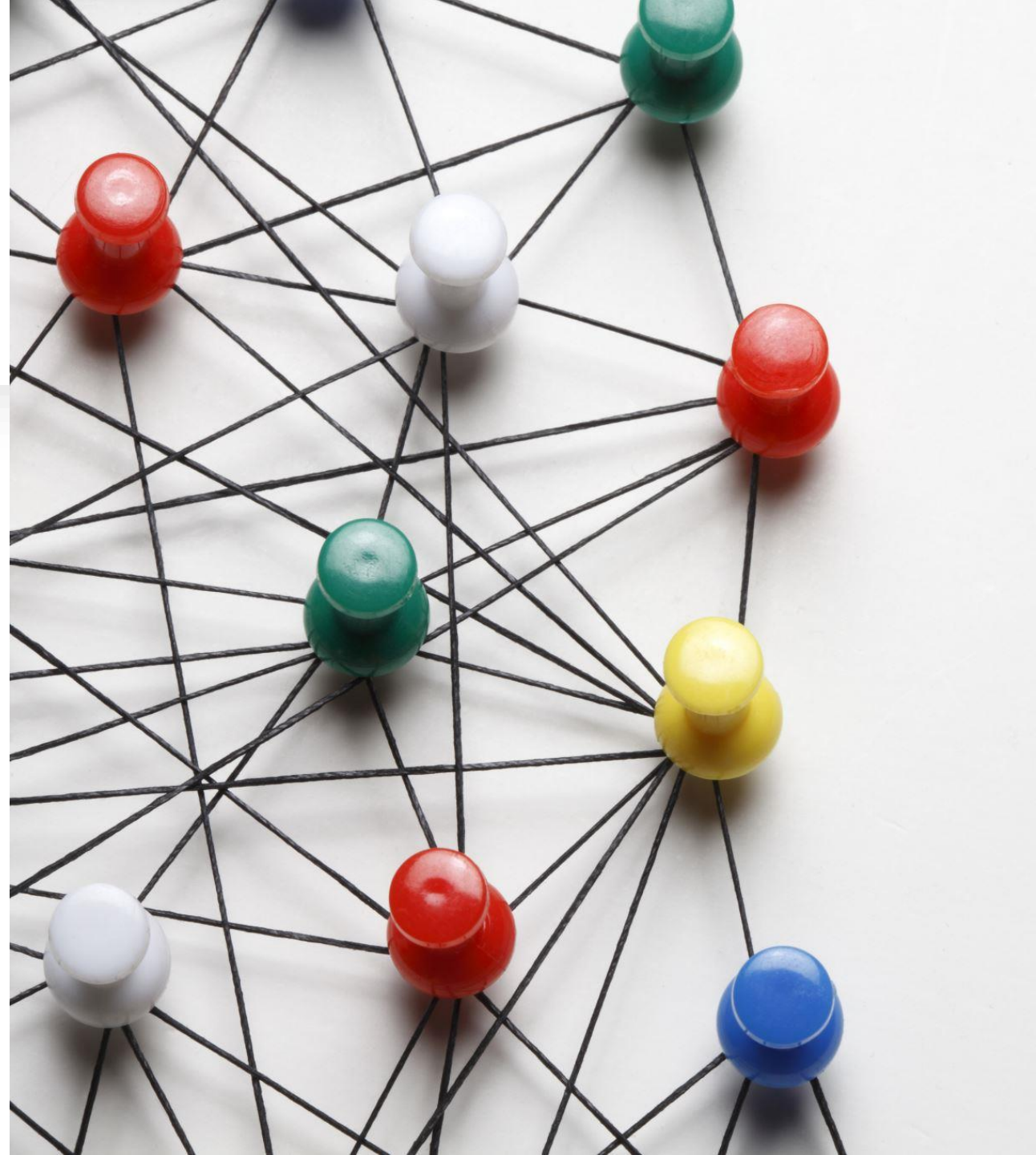
- Play

Play

- Not the same as gamification
- Creating learning environments characterised by some of:
  - **Autonomy**
  - **Agency**
  - **Curiosity**
  - **Collaboration**
  - **Experimentation**

Characteristics of play (some of them)

- Iterative
- Low risk
- Social/collaborative
- Imaginative
- Universal
- Fun

Why do it?

Skills development

Often neglected in Online provision

- Problem solving
- Communication
- Creativity
- Critical thinking
- Team work

Funds: $15,034

Score 754, metropolis population 154360.
Inadequate rail system.
A plane has crashed!
Explosion detected!
The power grid's almost divided in half!

Talk:

Power Grid Map

Zones Overlays

SimCity Query

Build a Stadium

Do you support the plan to build a Stadium for $5,000?

Dismiss

Support plan!

Display Options Explosion detected!

What does it look like?

SimCity Graph

| 10 YRS | 1979 | 1981 | 1983 | 1985 | 1987 |
| 120 YRS | 1980 | 1982 | 1984 | 1986 | 1988 |

PD

Face to face or Online

Can last an hour or months

Example 1: 1.5 hour CPD workshop

- Choose a context:

- A university

- A farm

- A school
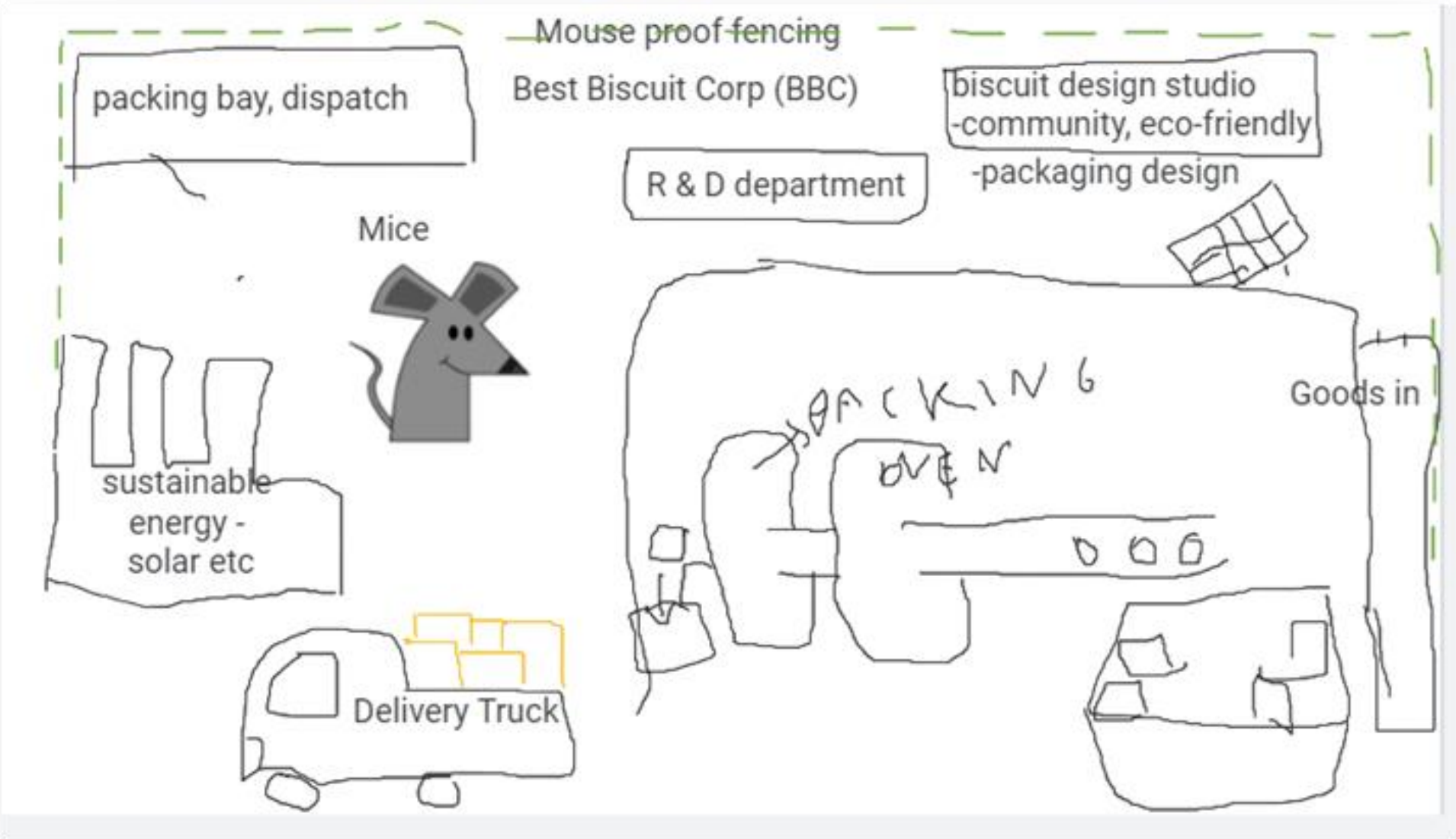
- A company

- Other suggestions?

New circumstance

- Typically a problem

- Has direct impact on context

- Eg: Context = dairy farm

- New Circumstance = outbreak of foot and mouth disease

- Opportunity to apply theory to practice

Mouse proof fencing

Best Biscuit Corp (BBC)

packing bay, dispatch

biscuit design studio
-community, eco-friendly
-packaging design

R & D department

Mice

sustainable
energy -
solar etc

PACKING
OVEN

Goods in

Delivery Truck

Green Playground
Hua Binh Teacher Training College, Vietnam

- Problem: Teaching STEM with limited resources/Promote Muong comomunity

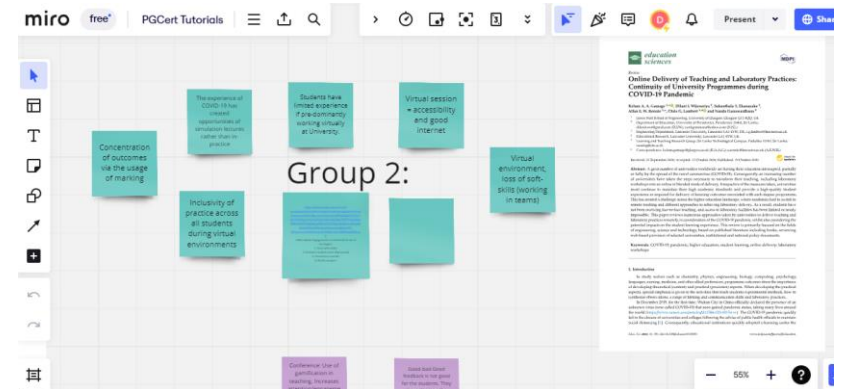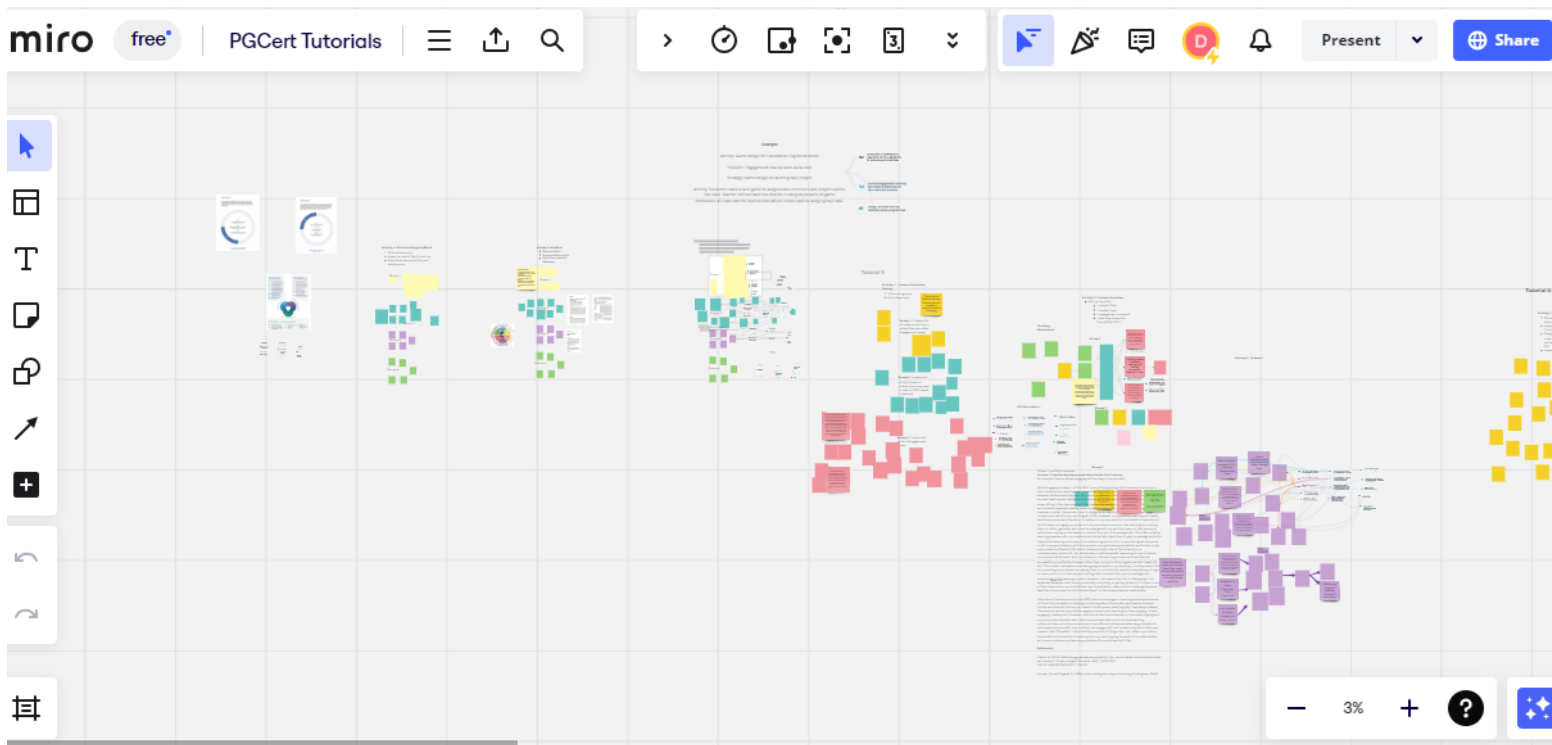- Co-design with children, Universities in UK and Vietnam, NGO, Muong community, teachers
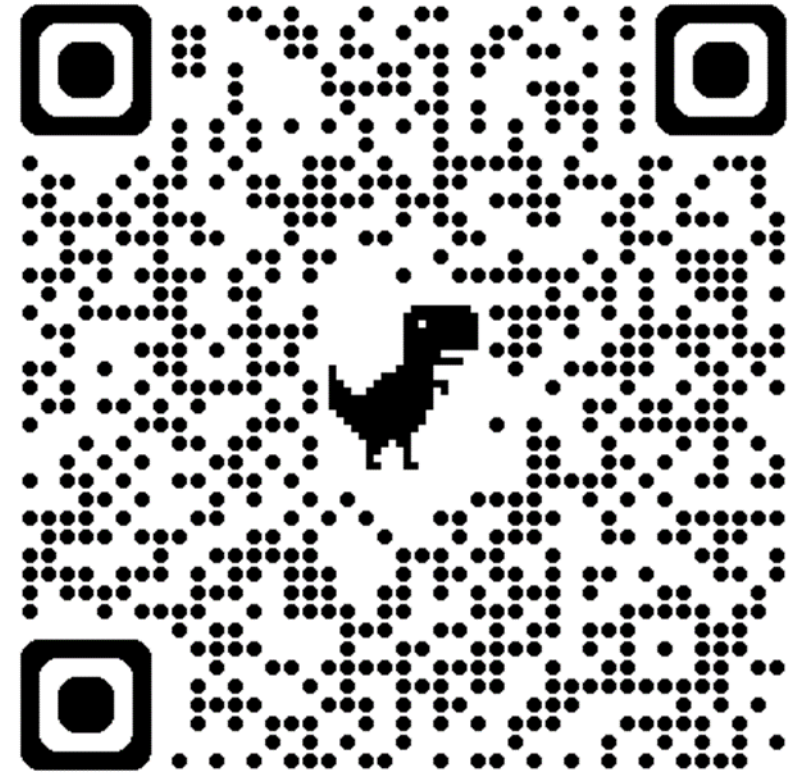
Co-Creation/PAR

- Design perfect playground
- Reflect on activity (post it notes for each category)
- Data collection from both informs project design

Whole course (3 semester) duration

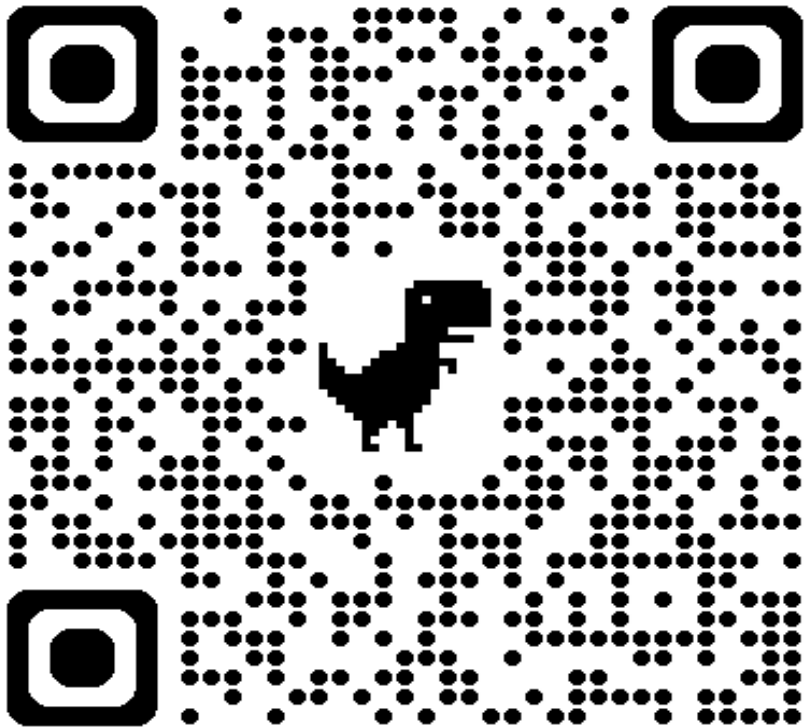# Finishing up

- Any questions?

- Any thoughts on the activity?

- Link

Further reading if you're interested:

My new book

Paper on Playful Mapping