Action Socialization Experiences: Community Building through Problem Solving

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with Joel Wilkinson
"How we play the game may turn out to be more important than we imagine, for it signifies nothing less than our way of being in the world." —George Leonard
Action Socialization Experiences

An ASE is a problem-solving situation which stimulates immediate participation in an activity. These experiences force small groups of students to cooperatively decide on a solution to a carefully designed problem and then carry out their plan of action as quickly and efficiently as possible. As a result, the students’ pride and self-confidence is bolstered by the immediate and hopefully successful completion of the task, while nurturing their sense of community.
Concrete/Hands-on

- Don’t just talk about it; do something about it.
- After a brief explanation of the task, groups get actively involved.
- The action is directed; there is a goal or purpose.
Teamwork

- People working together realize that group effort can accomplish more than individuals.
- Success of an ASE requires that all members be involved.
- Teamwork includes settling differences and working together.
Collaborative Problem Solving

Action
Socialization

Experiences

• Groups are challenged to work out their own solutions; there are no easy answers.
• All possible alternatives may be considered; creativity counts.
• To experience failure can be as important as success, for only through failure can we fully appreciate true success.
Full Value Contract

1. Agree to work together as a group and to work toward individual and group goals.

2. Agree to adhere to certain safety and group behavior guidelines.

3. Agree to give and receive feedback, both positive and negative, and to work toward changing behavior when it is appropriate.

To give “full value” to the group and the process is not to “devalue” anyone.
Form Groups and Get Involved

• Played New Games to:
  – break the ice
  – get acquainted
  – and de-inhibit

• Form Groups
  – “Incorporations”
  – name games

• A.S.E. Rotation:
  – All Aboard
  – Quick Line-ups
  – Continental Divide
  – Group Juggle
  – Blind Polygons
“The Adventure Wave”
Brief-Adventure-Debrief
Complete the cycle by reflecting on the experience.

Debrief Topics:
• Leadership/Followership
• Group Support
• Spotting/Safety
• Efficiency
• Competition
• Peer Pressure
• Negativism/Hostility
• Sexism
• Fear
• Carry-over/Personal & Social Responsibility
• Joy/Pleasure

• “The Yurt Circle”
Reference Resources

New Games Book
by New Games Foundation


More New Games
by New Games Foundation


Silver Bullets: A Guide to Initiative Problems, Adventure Games and Trust Activities
by Karl Rohnke


Islands of Healing: A Guide to Adventure Based Counseling
by Jim Schoel, Dick Prouty, and Paul Radcliffe


Also by Karl Rohnke:

Cowstails and Cobras II: A Guide to Games, Initiatives, Ropes Courses & Adventure Curriculum

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