

# TEACHING EXPERIENTIALLY

M<sup>2</sup> believes that experiential

Jewish education enables learners

to explore values that are think

in expression and concretely

experienced.



The M<sup>2</sup> Methodology Cards include four sets of cards that illustrate how educators can turn mundane programs into rich, engaging and tactile experiences.

This booklet highlights the conceptual framework for designing such experiences, and suggests how to use these cards in program design.



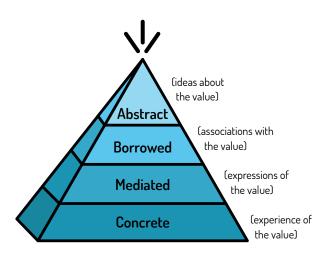
## **DIFFERENT WAYS TO EXPERIENCE VALUES**

A values exploration exists on an abstract-concrete continuum, ranging from a cognitive exploration of the value to a more physical experience of the value.

In an abstract values exploration, the learner explores the value as an idea, conceptualizing 'about' the value. In a concrete values exploration, the learner actually experiences the value – socially, emotionally, behaviorally and cognitively.

Between these two poles are borrowed and mediated explorations, which draw upon previous experiences or create contrived experiences of the value.





#### FROM ABSTRACT TO CONCRETE

The educator can control the extent to which a values exploration is abstract or concrete by manipulating the following four variables: **Participation, Influence, Sensory** and **Novelty**. The more dialed up each variable is, the more concrete the exploration.



	CONCRETE VALUE EXPLORATION	ABSTRACT VALUE Exploration
Participation	Participation is firsthand	Participation is removed
Influence	Involvement impacts the outcome	Involvement bears no impact
Sensory	Many senses are stimulated	Senses are typically limited to talking and listening
Novelty	Experience includes discovery & newness	Experience is familiar

## **CREATING THE EXPERIENCE**

Methodologies are practical methods for designing experiences and they impact the variables.



Methodologies include the Typology of Activities, Design of Space and Environment, Sensory Engagement and Multiple Intelligences, and address the following questions:

- How can the learner be active in this experience?
- How can the space become more immersive?
- How can the learner physically engage with this experience?
- How can the experience target the learner's preferred learning style?

# **USING THE CARDS**

The  $M^2$  Methodology Cards are a tool to help enhance and enrich your educational experiences. Each card names a unique method that when intentionally mixed with others, can create impactful experiences.

Here are a few examples of how to use these cards:



- Lay out each card face-up, keeping them in four distinct categories according to color.
- From within each category, make a pile of all of the methods that you want to include in your experience.
- What are you missing? Are the methodologies you've chosen maximizing the potential of your program?



 Look at the cards that aren't included and select at least two additional methods to consider adding to your program.



- Group the cards according to color and keep them face down.
- Randomly select 2-3 cards from each group and figure out how you can include the selected methods in your program.
- What would it look like if the selected methods were included in your program? If your session already has those methods, how could they be amplified?
- Challenge yourself to include at least 4 new methods in your experience.



- As a whole group, agree upon the premise of a program you would like to design.
- Divide into four subgroups, where each subgroup gets a category according to color.
- Each subgroup comes up with examples for how their methods can impact the program design. Take turns sharing between subgroups.
- If there are leftover cards, brainstorm activities as a group.



M<sup>2</sup>: The Institute for Experiential Jewish Education develops and provides training and research to advance the field of experiential Jewish education and invest in the growth of its educators.

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