

HOW TO DESIGN AN EXPERIENTIAL ACTIVITY FOR TEACHING RJ

From Chapter Six of *The Little Book of Restorative Teaching Tools*

STEP 1: CULTIVATE SELF-REFLECTION AND WILLINGNESS TO LEARN

Restorative educators must be life-long learners, engaged in a constant process of reflection and exploration. For a deep-dive into the importance of this step, check out Chapter Five of *The Little Book of Restorative Teaching Tools*.

STEP 2: IDENTIFY A LEARNING NEED

Identify a need in your learning community that you would like to address through the activity. For example: asking open-ended questions or identifying how structural inequities contribute to crime and conflict.

STEP 3: GET CREATIVE!

Think creatively about what will help your learners "get it." Is there a metaphor or a conceptual model that you could integrate into the activity that would help your learners grasp the new skill or concept? Is there a book you read or a video you saw that helped you in your learning process? Think about how to draw on those resources creatively.

STEP 4: DESIGN THE EXPERIENCE

Once you have your creative framework established, think about how you will facilitate participants' experience. How will you set up and explain the activity? What will be the tone and pace? Consider your learners' needs and backgrounds. How can you help them make connections?

STEP 5: DESIGN THE DEBRIEF

Think of debrief questions that will allow learners to gain new insight about the meaning of their experience in the activity while integrating new perspective and skills. A great debrief helps the learning land.

STEP 6: REVIEW AND IMPROVE

Try out your game or activity and reflect on the successes and challenges. Continue refining the activity each time and solicit feedback from your learners as well.