

Jason Crawford's

# PATHFINDING CLASS

---

**An exercise in critical thinking through active learning modules.**

## WHO CAN TAKE THIS CLASS?

This class will push the students to the ends of critical thinking. We will be proving and disproving. We will argue for fun, and argue for truth. We will be discussing topics related but not limited to, lying, cheating, stealing, what are real rules and which rules can be ignored, are drugs really bad, who's the boss, why do what's right...any many more things. There is a Christian perspective that remains behind every decision we make, and principles that guide all of our decision-making. Do we know what they are?

As a counselor, I am often approached when someone is at a crossroads and not sure who they are or what to do or where to turn next. This class is meant to introduce challenges, and teach mental framework for learning, searching and finding our own answers.

\*\*\*PARENTS: If you are not ready for your children to discuss things that make them ask questions, then please shelter them from this class. This is meant for middle to high school students who are cognitively prepared for thinking into the WHY behind things.

## WHAT IS THIS CLASS?

**This class begins by ...**

1. Discussing how language forms the the basis of every action. Life is the result of action. Actions were once thoughts (conscious or subconscious). Thoughts are formed by language. Language is life.
2. We perform personality tests like, but not limited to: Myers Briggs, Carol Tuttle's Energy Types, Sarah Hogshead "Fascinate", DISC, and various other possibilities. You will NEVER be charged for any of these tests without your prior consent.

3. Among the personality tests we discuss personal experiences that match or conflict with what we've discovered and why. We discuss various topics like when it's ok to be me, who am I, when it's important to make sacrifices for others and when it's important to stand your ground, and how to do this.
4. Who we are in life is a direct result of how we think, which is why as a culture we encourage reading and writing as we hope that simple exposure to these will lay a foundation. This class takes that a step further and invites questions and dialogue.
5. After making our conversations and laying a foundation...

### **Then we continue with...**

6. Hands on interactive gaming fused with critical thinking analysis. The games will act as that catalyst for learning and critical thinking material. Some games will be virtual while others will be experienced in class.
7. If you are taking this class you should be aware that there will be loads of fun, followed by critical analysis. You will be required to document your findings. Documentation meetings will be up to you to choose from audio, video or written. This is not a low level class and it will challenge you. However, it will also be insanely fun.
8. For parents, skills and concepts emphasized will be team building, project managing, self discipline, communication, responding under pressure, thinking critically, facing challenges, winning with grace, losing with honor, and a host of other skills that are meant to prepare our young ones for success in life after the academic world.
9. And yes, this can all be learned while gaming. It's called Activity-Based Learning.

### **What skills is this class going to emphasize and teach?**

- Complex Problem solving through multiple motivational schema
- Critical analysis of resources, options and predictive outcomes
- Moral balancing among results-oriented goal setting
- Strategic and practical math in predicting possible solutions

- Understanding what someone is saying and what they are not, and how to tell the difference.
- Understanding the personality matrix and how to effectively communicate with others.
- Communicating through difficult issues.

## WHAT YOU WILL NEED?

- **Games Games and Games.**
  - All of this will happen in the context of active learning modules...aka games. The aim is for there to be very little lecture, and learning taking place in a discussion / interaction format. We will be taking a hands-on approach to learning - on the fly.
  - There is a \$35 Game fee per student (DO NOT PAY THIS). One of the first exercises will be to figure out how they are going to come up with the \$35 on their own. This will be a class function, pass or fail together and will fund the rest of the class. I predict success.
  - Permission to have a Myers Briggs and other personality tests administered for the purposes of creating informed understanding regarding communications styles. I will supply the exams (45 question) as I used them in counseling. All I need is your permission. Signing up your child for this class is express permission to give them access to this.
  - STUDENTS: You will need a method of recording your findings. I will accept audio files, video files, or written essays as you turn in your assignments.

## WHAT WILL A TYPICAL CLASS SESSION LOOK LIKE?

Class will open with a discussion. This not a lecture, so group discussion will be the primary format this class will take. Often presented with a problem to solve (or game), and then discussion of the deeper level concept with which we will be working. The homework will be to continue the critical

thinking and report back with a unique thought / concept that you learned from the experience.

The year will start off with a discussion of personality and communication habits, and how this impacts relationship development (brother, sister, friends, mother, father, child, employee, co-worker, etc.) This will be combined with the project that will fund the games we will be using in class. Then, we will begin playing various games that will give us critical thinking.

Some of the games MAY INCLUDE but are not limited to:

**Dragon's Gold** ( <https://boardgamegeek.com/boardgame/1042/dragons-gold> )

Applied math, negotiation, bartering, strategy development, understanding the rules of the game - how to play the game, how to play your opponents.

**Magic the Gathering** ( <http://magic.wizards.com/en> ) -

Intense applied math, negotiation, bartering, strategy development, understanding the rules of the game - how to play the game, how to play your opponents. Logic and order (Think of it like a very advanced form of Chess).

**Lie Cheat & Steal** (

<https://www.amazon.com/Lie-Cheat-Steal-Political-Power/dp/B0013XLS4K> ) -

Negotiation, bartering, strategy development, understanding the rules of the game - how to play the game, how to play your opponents. Logic and order (Think of it like a very advanced form of Chess). Critical Discussion of what are the real rules and what are not real rules, how to tell the difference, and is it ok to break rules, etc. What do you do when it's not against the rules to lie, cheat, or steal. Etc. You may win the game, but what do you lose?

**Mall of Horror** ( <https://boardgamegeek.com/boardgame/16772/mall-horror> ) -

Negotiation, bartering, strategy development, understanding the rules of the game - how to play the game, how to play your opponents. Survival and how the concept of desperation can change the motivational aspects of our decision-making.

**CLUE -**

Critical thinking of the application of practical learning. Question:  
What can be learned from a game? How does this prepare you for something  
practical in life?