

Activity #6 Thought Vectors

THE OPEN FACULTY PATCHBOOK – A Community Quilt of Pedagogy
Patch Thirty-Five: The Ghost of Questions Not Asked – *By Terry Greene*



Funny enough, I chose this passage because I liked the title of it... I thought it was clever. Once I decided this would be *my patch* I quickly browsed through. Turns out, I actually enjoyed the read! It wasn't too long and it was relatively straight to the point and relatable to my own experiences. The author used a very fitting example to describe the main point of the story. It was intriguing because the example was meant to be a warning to educators to **READ THE ROOM; aka consider the groups' dynamics/interests before deciding what type of learning activities you want to include in your lessons.**

To be more specific, the author described a situation in which they created a game to help introduce *problem-gambling* to a group of students. The game unfortunately was NOT a big hit. Learners didn't seem interested and it turned out to be an unpleasant experience for both the teacher and the learners.

I think that because the passage had both a humorous feel but also a serious side, it kept me interested. Also, the example was quite relatable to most educators/settings. I think the pure honesty was my favourite part!

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