

Thought Vectors and Nuggets:

Patch 35: The Ghosts of Questions Not Asked

“They didn’t want to pretend. They didn’t want to make believe. They didn’t give a damn about rescuing a fake dog. They did the game activities, but it would have probably served them better to give them a list of problem gambling behaviours to look out for and harm reduction strategies to use and to just have a discussion about how these things have affected their lives. I remember clearly the look one student gave me when he realized I was trying to trick him into playing along. It was utterly deflating. The results of the test run were that yes, the students reached the objectives. Learning was measured. But the feeling in the room was not the fun buzz I was working toward in the back of my mind. It was a stark opposite.”

I have lost track of how many times I had a ‘big idea’ that I just knew would be a big hit.

Let’s just say it wasn’t. Not in the way I had hoped it would.

What I have taken from that is a few things:

We are all different, and we experience life differently. It may not seem like it resonates the way you want it to, that does not mean it does not resonate.

Allow room for the learners to take it in. It may take a different shape, and you could learn more too.

Also allow room for the unexpected. Too much structure is rigid, I find that inhibits the learner.