

# **When Smart Kids Get Stuck!**

# Supporting Productive Struggle Through Affective Curriculum

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# REMINDER

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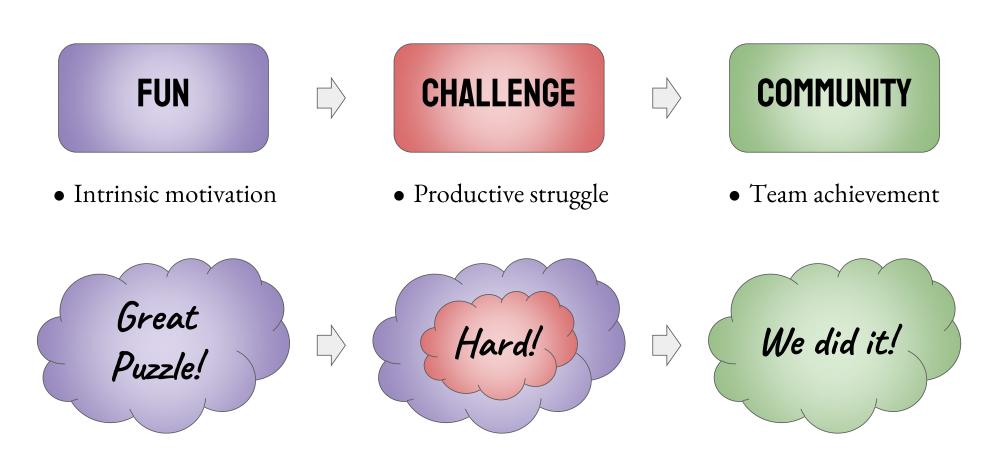




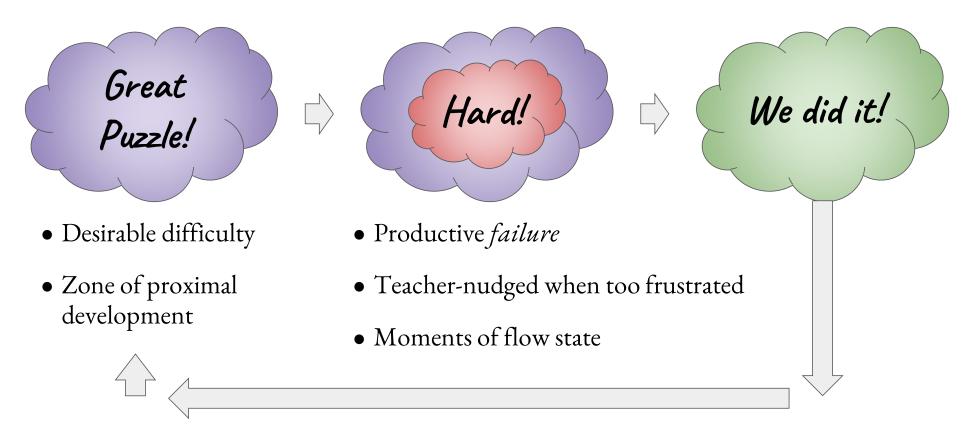
### **AGENDA**

- Quick introduction
- Ideal cycle of team-based productive struggle
- Potential challenges for gifted kids
- Team roles as part of affective curriculum
- Types of team roles
- Ways to incorporate team roles

# TEAM-BASED PRODUCTIVE STRUGGLE

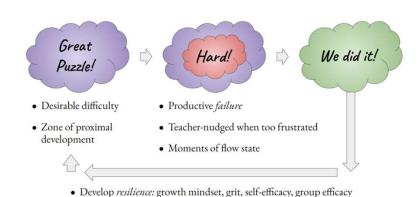


# **GROWTH CYCLE**



• Develop *resilience:* growth mindset, grit, self-efficacy, group efficacy

### POTENTIAL CHALLENGES FOR GIFTED KIDS



• How do we foster **resilience** in the face of challenge?

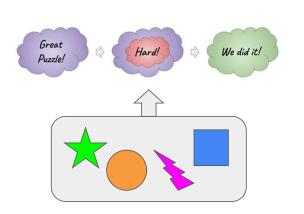
### COGNITIVE OVERWHELM

- Unfamiliar with struggle or true team-solving
- Too many ideas, unsure where to begin

### EMOTIONAL FRAGILITY

- Impatient with task, self, others
- Quickly frustrated, critical of situation
- Anxious (ego threat)

# TEAM ROLES WITHIN AN AFFECTIVE CURRICULUM



### **COGNITIVE BENEFITS**

- Lower overwhelm: what to do, how to relate to others
- *Long-term:* improve self-awareness

### EMOTIONAL BENEFITS

- Manage impatience, frustration
- *Long-term:* improve attitudes toward teamwork, reduce anxiety, increase agency (finding one's place)

### TYPES OF TEAM ROLES

### TASK-BASED

What you do here + now as a job



Lego challenge:

Person A = **Builder** 

Person B = Messenger

Person C = **Describer** 

• Simple, clear, specific

• Safe + easy to try out, rotate

• Promotes team goals on task

### INTERESTS/SKILLS-BASED

Who you are, what you discover inside



Parker Team-Player:

Contributor
Collaborator
Communicator
Challenger

- Deeper, more meaningful
- Promotes individual growth
- Shouldn't be boxes/limitations

# **EXAMPLE TEAM-ROLE FRAMEWORKS**

• POGIL's 4 roles

Process Oriented Guided Inquiry

Learning

Manager / Facilitator

Reflector / Strategy Analyst

Recorder

Spokesperson / Presenter

• Belbin's 9 roles

Social

Thinking

Action / Task

Resource Investigator

Plant (idea generator)

Shaper

Teamworker

Monitor Evaluator

Implementer

Co-ordinator

Specialist

Completer Finisher

# ANOTHER TEAM-ROLE FRAMEWORK: THREE STRANDS

Based on strengths (no hierarchy, everyone has all Strands)

Designed to appeal to kids







| CUI | 1M1   | JNIGI | KEEP | ED |
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**FINDPATH** 

**WEAVERCHANTER** 

Lead

Solve

Create

Gather

Drive

Wonder

Team-Build

Answer

Dream



Keep trying. You never give up on anything!

Imagine we're in an escape room.
You've been working on a particular puzzle, but you're stuck. Your instinct now is to...



Take a break.
Clearing your
head helps you
think better.



Find a couple of friends and ask for help.



Analyze your strategy to have a better chance of winning next time.

Imagine you've just played the game of "Sword versus Swarm" on the Sword side.
Unfortunately, your team lost.
After the game, you...



Wait, what's
Sword versus
Swarm, and is it
any fun?



Go get pizza with both teams.



You inspect each box carefully, trying to determine which one is the best.

Imagine that later at this conference, you and a group of your colleagues can each choose a "Mystery Box" with various small prizes inside.

How do you choose your M-Box?



It doesn't
matter; what's
fun is wondering
what's in the
boxes.

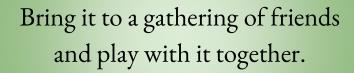


You let your colleagues who need a pick-me-up choose first.



Figure out all the things it can do—how fast it can run, how smart it is, etc.

It turns out your Mystery Box contains a toy: a small robotic dog powered by AI. What do you do with this robot dog?





Wait, where did this robot dog come from?
Who's behind this? Is this safe?



# **INCORPORATING TEAM ROLES**

- Low-stakes "tuning" exercises to start discovery
- Self-directed options based on active Strand



Feeling Findpath? Do another maze.



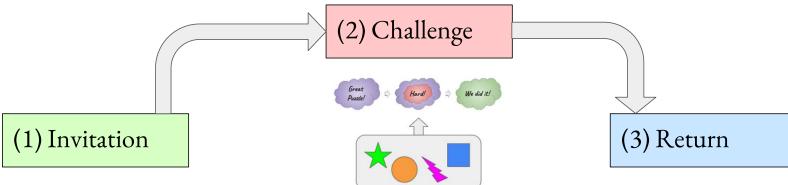
Feeling Weaverchanter? *Draw* another maze!



Feeling Commonskeeper? Play a group maze game.

• Group challenges with pre- and post-reflections

### TEAM ROLES WITH GROUP CHALLENGES



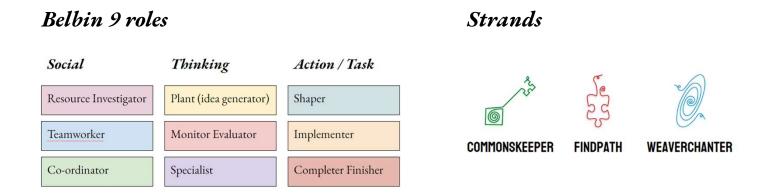
- Explain challenge, rules
- Activate roles, based on task (assignments) or on interests/skills (reminders)
- Pre-reflect: "What will a good experience with your role look like?" Set goals accordingly

- Kids discuss roles upfront
- They pursue specific stretch goals
- They practice in a fun, safe place

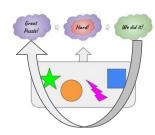
- Help articulate findings, feelings
- Celebrate team and individual victories (especially stretch assignments)
- Post-reflect: "How did it go vs. your expectations? How was your experience with your role? What would you do the same, differently?"

### WHAT WE NEED TO USE TEAM ROLES WELL

• Increase our self-awareness: apply to ourselves frameworks we use with kids



• Model transparency, flexibility and growth: it's a cycle



# META-CHALLENGE — I. INVITATION

Come up with practical ideas/plans for using team roles in specific group activities back in your classrooms.

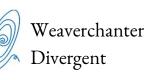
### First, on your own...

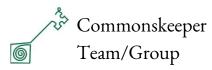
• Think of one specific group activity you already do.



- What team roles could you plan to use with this activity?
- How will you introduce/activate the roles? How will you guide reflection afterward?
- What Strand(s) are you feeling now? Findpath Convergent Weaverchanter Divergent Team/Group







• Leaning into those Strands, what would a good experience look like for you here?

# META-CHALLENGE — 2. CHALLENGE

Come up with practical ideas/plans for using team roles in specific group activities back in your classrooms.

### Now share and discuss with a neighbor or two!

• Think of one specific group activity you already do.



- What team roles could you plan to use with this activity?
- How will you introduce/activate the roles? How will you guide reflection afterward?
- What Strand(s) are you feeling now? Findpath Convergent Weaverchanter Divergent Team/Group







• Leaning into those Strands, what would a good experience look like for you here?

# META-CHALLENGE — 3. RETURN

Come up with practical ideas/plans for using team roles in specific group activities back in your classrooms.

### For us all to discuss...

- How did it go? How did it feel in general?
- Anything surprising, good or bad?
- How was your experience with the Strands? How useful were they for you in this exercise?

Findpath Weaverchanter Commonskeeper Divergent Team/Group

### "WHEN SMART KIDS GET STUCK!" — TAKEAWAYS

- 1. When gifted kids are confronted with a difficult team-based challenge requiring productive struggle, they can feel cognitively overwhelmed and emotionally fragile.
- 2. As part of affective curriculum, team roles can lower overwhelm, improve self-awareness, and help kids manage frustration and increase acceptance and agency around teamwork.
- 3. Task-based and interests/skills-based team-roles frameworks are complementary tools to foster team performance and individual growth.
- 4. To incorporate team roles into affective curriculum, consider exploratory "tuning" exercises, self-directed activities, and group challenges with pre- and post-reflections.
- 5. As educators, we should apply to ourselves team-roles frameworks that we use with kids and model transparency, flexibility and personal growth.

### **RESOURCES: TEAM-ROLES FRAMEWORKS**

### • Parker Team-Player framework

Parker, Glenn M., <u>Team Players and Teamwork</u>. Jossey-Bass, 2nd ed. 2008.

Description of 4 roles and survey tool: www.creativeorgdesign.com/tests/parker-team-player-survey/

### • Belbin Team Roles

Belbin, R. Meredith, Management Teams: Why they succeed or fail. Taylor & Francis, 3rd ed. 2010

Description of 9 roles: www.belbin.com/about/belbin-team-roles

### • POGIL (Process Oriented Guided Inquiry Learning)

Description of 4 typical roles: www.pogil.org/educators/implementing-pogil/using-pogil-materials

# STAY IN TOUCH!

- 1. Start an email to Leslie: <a href="mailto:leslie.kerner@silverquicken.com">leslie.kerner@silverquicken.com</a>
- 2. Put "I'm interested" in the subject.
- 3. Hit send!

Or... just scan the QR code and hit "Send"!

