## NACC) 23

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## 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



- Intrinsic motivation



## COMMUNITY

- Team achievement

> Great
> Puzzle!

## GROWTH CYCLE

## Great Puzzle!

- Desirable difficulty
- Zone of proximal development

- Productive failure
- Teacher-nudged when too frustrated
- Moments of flow state

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


## POTENTIAL CHALLENGES FOR GIFTED KIDS



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



What you do here + now as a job


INTERESTS/SKILLS-BASED
Who you are, what you discover inside


Lego challenge:
Person $\mathrm{A}=$ Builder
Person B = Messenger
Person C = Describer

Parker Team-Player:
Contributor
Collaborator
Communicator
Challenger

- Simple, clear, specific
- Safe + easy to try out, rotate
- Promotes team goals on task
- Deeper, more meaningful
- Promotes individual growth
- Shouldn't be boxes/limitations


## EXAMPLE TEAM-ROLE FRAMEWORKS

- POGIL's 4 roles

Manager / Facilitator
Reflector / Strategy Analyst
Process Oriented Guided Inquiry Learning

> Recorder

- Belbin's 9 roles

| Social |
| :--- |
| Resource Investigator |
| Teamworker |
| Co-ordinator |

Thinking
Plant (idea generator)


Implementer

Completer Finisher

## anOTHER TEAM-ROLE FRAMEWORK: THREE STRANDS

Based on strengths (no hierarchy, everyone has all Strands)
Designed to appeal to kids


COMMONSKEEPER
Lead
Gather
Team-Build


FINDPATH
Solve
Drive
Answer


WEAVERCHANTER
Create
Wonder
Dream

## TUNE THE STRANDS



Keep trying. You never give up on anything!



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


## TUNE THE STRANDS 2



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

Go get pizza with both teams.

## TUNE THE STRANDS 3



## TUNE THE STRANDS 4



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


Bring it to a gathering of friends and play with it together.


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 W20

Feeling Findpath? Do another maze.

Feeling Weaverchanter? Draw another maze!
(6) Feeling Commonskeeper? Play a group maze game.

- Group challenges with pre- and post-reflections


## TEAM ROLES WITH GROUP CHALLENGES



- 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
(3) Return
- 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

Belbin 9 roles


## Strands



- 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?

- 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?


Start with your Strands!

- How will you introduce/activate the roles? How will you guide reflection afterward?

- 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?



## "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 selfawareness, 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., Team Players and Teamwork. 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: leslie.kerner@silverquicken.com
2. Put "I'm interested" in the subject.
3. Hit send!

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


