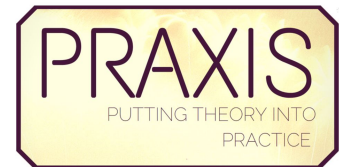


# PRAXIS

**Putting theory into practice...**

# WHAT IS PRAXIS?

**PRAXIS** (ANCIENT GREEK: πρᾶξις) IS THE PROCESS BY WHICH A THEORY, LESSON, OR SKILL IS ENACTED, EMBODIED, OR REALIZED.

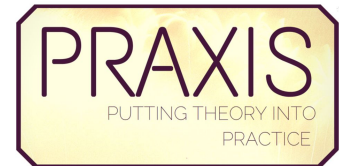


# WHAT IS PRAXIS @ MSC ?

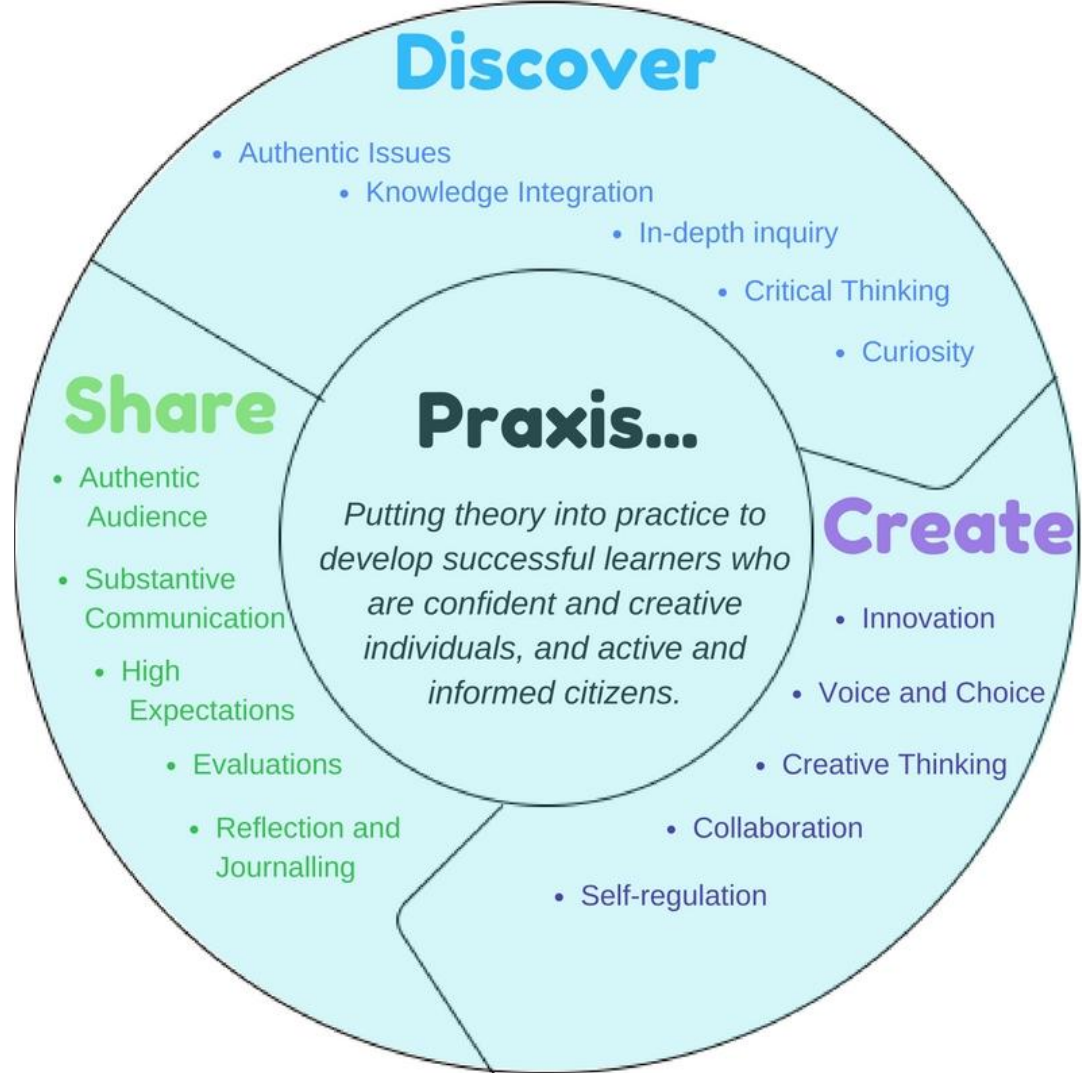
PRAXIS IS A SERIES OF PROJECT BASED LEARNING (PBL) EXPERIENCES FOR EVERYONE IN YEAR 7.

THE PROJECTS COMPLEMENT THE CONTENT AND SKILLS DEVELOPED IN YOUR CORE CLASSES (LIKE MATH, SCIENCE, ENGLISH, HSIE).

THE PROJECTS GIVE YOU THE CHANCE TO APPLY YOUR LEARNING FROM THESE SUBJECTS IN REAL-WORLD CONTEXTS.



# PRAXIS PRINCIPLES...

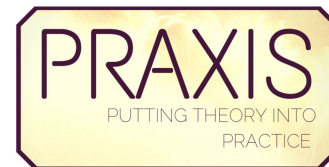


# PRAXIS & PROJECT BASED LEARNING...

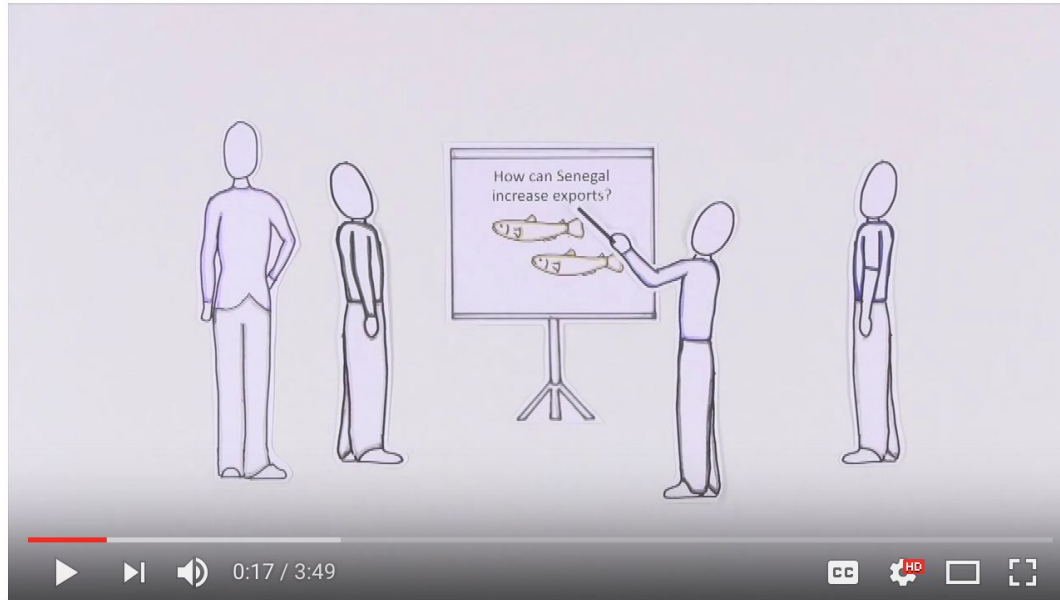
PROJECT BASED LEARNING (PBL) CHALLENGES YOU TO SOLVE RELEVANT, REAL-WORLD PROBLEMS.

IT STRENGTHENS SKILLS ESSENTIAL FOR SUCCESS IN LIFE – COLLABORATION, COMMUNICATION, CREATIVITY, DIGITAL CITIZENSHIP.

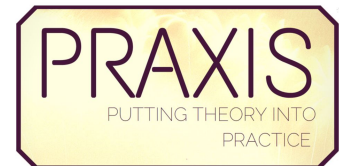
PBL ALLOWS YOU TO LEARN IN AN ENVIRONMENT THAT IS CHALLENGING, AND DYNAMIC, WHICH MEANS MORE LEARNING EXPERIENCES THAT MEET YOUR PERSONAL NEEDS AND INTERESTS.



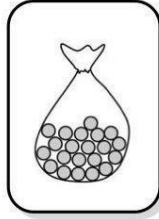
# PBL EXPLAINED...



<https://www.youtube.com/watch?v=LMCZvGesRz8>

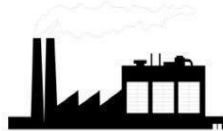


## Old School



**Collecting Dots**

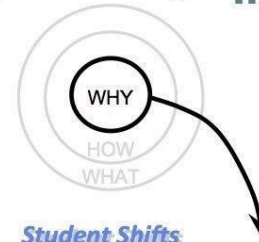
*The goal of factory schooling was a homogenized, compliant workforce equipped with basic skills produced in the cheapest, most efficient way possible.*



# Compliance



# Innovation



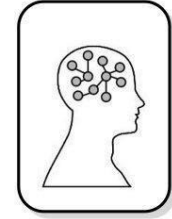
### Student Shifts

<b>Passive</b>	→	<b>Active</b>
<b>Completing</b>	→	<b>Creating, Making</b>
<b>Consuming</b>	→	<b>Producing</b>
<b>Memorizing</b>	→	<b>Processing</b>
<b>Replicating</b>	→	<b>Creating</b>
<b>Isolation</b>	→	<b>Collaboration</b>
<b>Marching</b>	→	<b>Reflecting</b>
<b>Rigid</b>	→	<b>Fluid</b>
<b>Dependent</b>	→	<b>Autonomous</b>
<b>Answering</b>	→	<b>Asking</b>

### Teacher Shifts

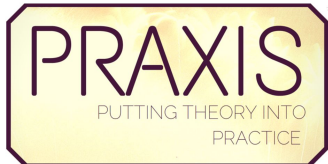
<b>Teacher Centered</b>	→	<b>Student Driven</b>
<b>Telling</b>	→	<b>Listening</b>
<b>Mass production</b>	→	<b>Mass Customization</b>
<b>Linear</b>	→	<b>Multiple streams</b>
<b>Presenter</b>	→	<b>Facilitator</b>
<b>Compliance</b>	→	<b>Divergence</b>
<b>Scarcity</b>	→	<b>Abundance</b>
<b>Content Experts</b>	→	<b>Process Experts</b>

## 21st Century



**Connecting Dots**

*The goal of 21st Century schooling is the creation of knowledgeable, adaptable people who can work with others to innovate in the new economy.*

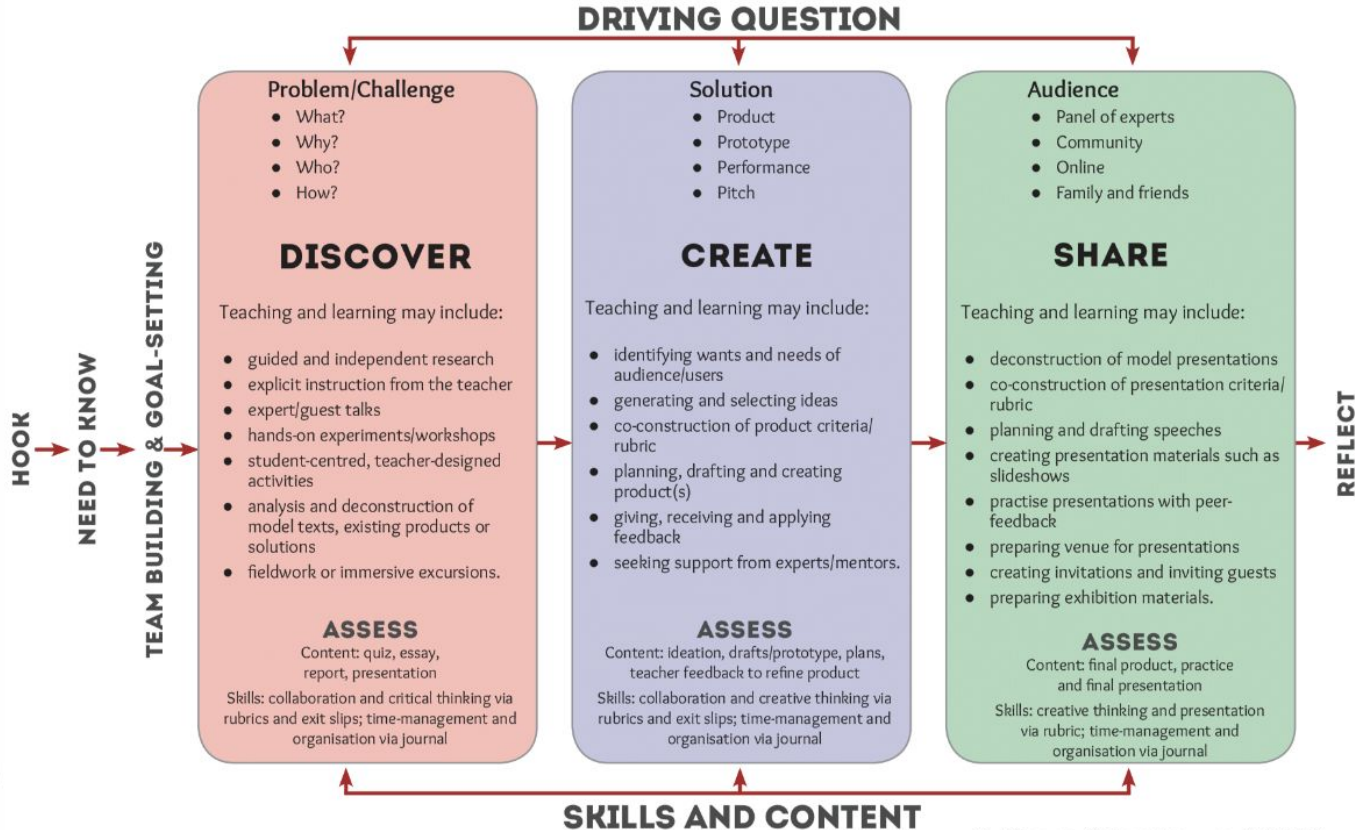




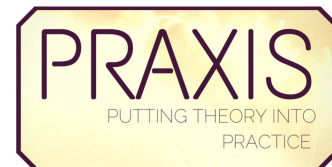
# PRAXIS TARGETS & MINDSETS...



# ANATOMY OF A PROJECT

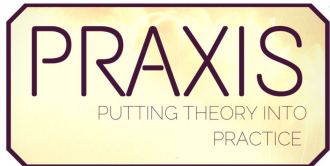
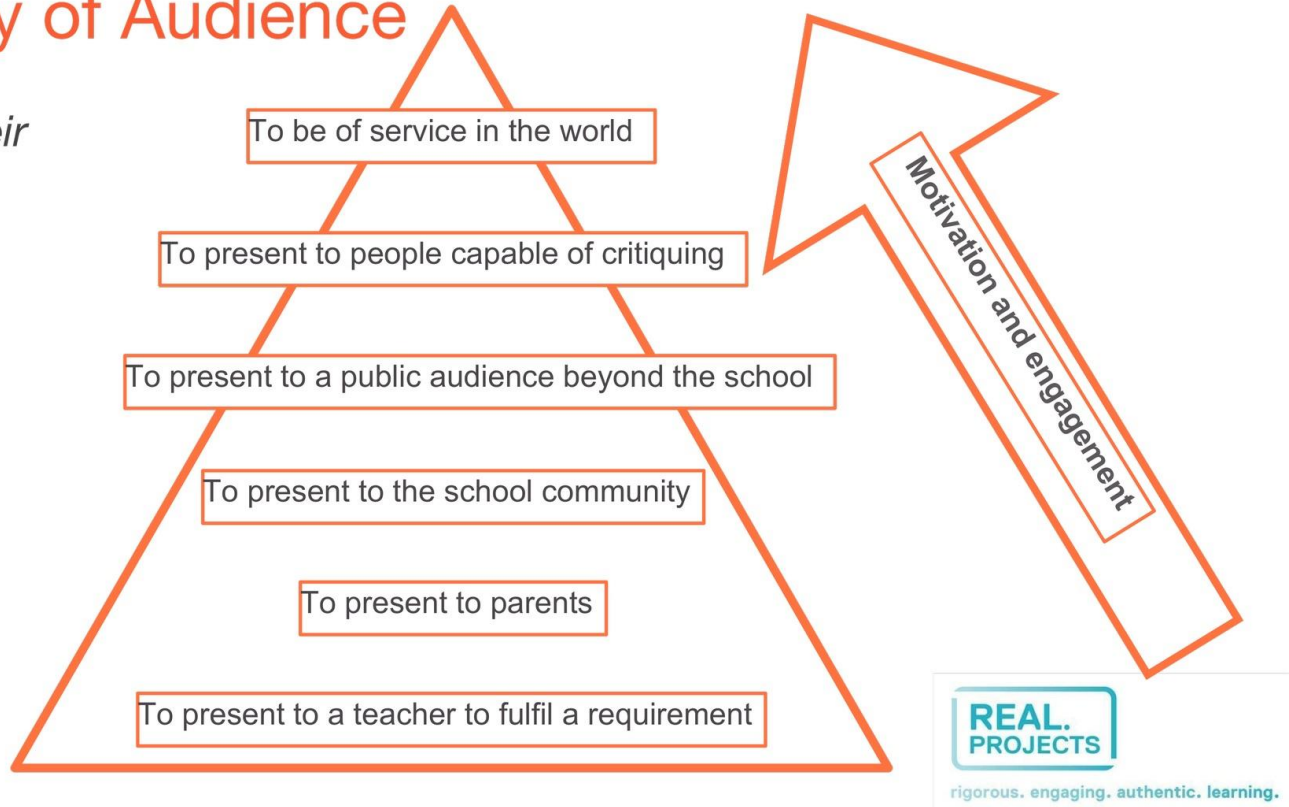


© Bianca & Lee Hewes (2018)  
@biancah80 @waginski



# Hierarchy of Audience

Ron Berger  
*Leaders of their  
Own Learning*



rigorous. engaging. authentic. learning.

# CAMPFIRE

A group of people are sitting around a large, bright campfire at night. The fire is the central focus, with sparks rising from it. The people are silhouetted against the dark background, some sitting on chairs and some on the ground. The scene is set in a wooded area with trees visible in the background. The overall atmosphere is warm and communal.

individual  
leading  
discussion

listening actively

respecting  
the speaker

promote

present

inspire

responding  
to questions

class learns  
together

provoke

share

...LEARN!

# WATERING HOLE

create

discuss

everyone  
contributes

working as  
a team

design

critique

innovate

inquire

learning  
from peers

... LEARN!

# CAVE

A glowing cave interior with a stream and bioluminescent plants. The scene is illuminated with a vibrant green and blue light, creating a magical atmosphere. The cave walls are covered in small, glowing points of light, and a stream flows through the center. The overall mood is serene and focused.

independent  
work

think

working  
quietly

evaluate

focus

not  
disturbing  
others

being on  
task

reflect

...LEARN!

A photograph of a dirt path winding through a forest of tall, thin trees. The path is covered in fallen leaves and branches. The background shows a misty or overcast sky. Several semi-transparent white boxes with text are overlaid on the image.

**LIFE**

**communicating  
with experts**

**take  
action**

**authentic  
audiences**

**authentic  
issues**

**advocate**

**showcase**

**public  
presentations**

**raise  
awareness**

**...LEARN!**

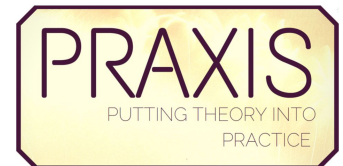
# HOW WILL PRAXIS RUN @ MSC?

3 projects...

A community project...

A simulation...

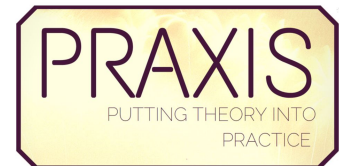
A student-directed collaborative project...



# HOW WILL PRAXIS RUN @ MSC?

3 projects in 2020...

3 periods per fortnight.





**Let's do this.**

We are a team.

We take action.

We are focused.

# How can **playing games** transform our **community** for the **better**?

## THINK LIKE A DESIGNER...

- **Play** games to discover the essential features of the most successful games
- **Empathise** with identified users and their needs
- **Ideate** a range of possible games-based solutions for your users' identified needs



## CREATE WITH FRIENDS...

- **Prototype** your best game idea
- **Seek** feedback on your team's prototype from your critical friends
- **Refine** your prototype based on feedback
- **Design** a one-pager promoting your game

## PITCH YOUR GAME...

- **Pitch** your final game design to a panel of gaming experts, and in front of an audience of parents and peers at the **Games 4 Good Arcade**



# Project outline

1. Glue the project outline into your Praxis Project Journal
2. Silently read through the project outline. Put an asterisk beside any words or parts you have a question about or are unsure of.
3. Rule up a KWHL table in your Praxis Project Journal. Add at least FIVE things you know about the project (these will be statements e.g. 'I know we have to design a game' or 'I know how to make a game in Scratch') in the K column. Add at least FIVE things you need to know in order to be successful with the project (these will be questions e.g. 'Does the game have to be actually made?' and 'Who will our community users be?') in the W column.
4. Share your ideas with your team, and then as a group decide on THREE questions you would like to add to a class NEED TO KNOW list. Share these with the class when your group is called on.

What do you know?

What do you need to know?

Pack up - put your scrapbook in your class pile or hand your teacher your project outline (with your name on it).

# Praxis Reflection

Write one complete sentence about the following:

- What you did this lesson
- Your feelings about the new project
- Things you learnt this lesson (content and skills)