



ERIK WOODBURY

Gaming the Syllabus

A Cooperative Approach



Timeline

VILLAGE INTRO – 5 MIN

GAME INTRO – 5 MINS

COLLECT KEY ASPECTS – 5 MINUTES

ASSEMBLE AND SUPERCHARGE KEY – 20 MINS

SCORE AND DISCUSS – 10 MINS





The Magic Key: Your Syllabus





Rules

1. Form teams of 3-4 people. Everyone should get a worksheet and each team should have one PassKey. Review the Passkey and form your team strategy.
2. Group members disperse to one of the “fonts of knowledge” around the room. Take a minute to familiarize yourself with the syllabus key aspects there. When directed, select one to take.
3. When directed, move to the next font. Each team member will visit at least 3 fonts, but will not know what their other team members are selecting. **Note:** There are a few “wild” aspects that allow you to fill in whatever you like. Their base score is 0, but they may be needed to complete your key. Choose wisely!
4. When directed, return to your group space and choose which aspects to place. Team members should reach consensus about what to place where. Remember, you need at least one aspect in each area and can have no more than 3 unless you use a wild aspect.
5. When your key is complete, inform the expedition leader. He will help you score your key and tell you what the next steps are.



CREATE YOUR KEY TO KNOWLEDGE

Let's Play!!

Collect Aspects

- You only have 1-2 minutes at the font of knowledge.
- Good luck!





Construct & Supercharge your Key

- Work with your team
- Pool your resources
- Supercharge with IDEA
- Good luck!

Scoring

Remember to add a point for IDEA to each aspect!

1. Course Overview and Logistics

- Basic Course Information: 3 pts
- Instructor Information: 2pts
- Course Description: 2 pts
- Learning Outcomes: 1 pt

2. Course Materials and Structure

- Course Schedule: 3 pts
- Required Materials: 2pts
- Modality Details: 2 pts
- Optional Materials: 1 pt

3. Assessment and Grading

- Grading Breakdown: 3 pts
- Assignment Policies: 3 pts
- Grading Scale: 2 pts
- AI Policy: 1 pt

4. Expectations and Conduct

- Academic Integrity: 3 pts
- Attendance & Participation: 2 pts
- Equity and Inclusion: 2 pts
- Technology & Communication: 1 pts

Student Resources and Flexibility

- Support Services: 3 pts
- Syllabus Changes: 2 pts
- Emergency Procedures: 2 pts

Discussion Questions

1. What aspects were missing from your key? How would these impact students?
2. Do you disagree with any of the relative point values given certain key aspects? Why?
3. In this game, you had a significant time constraint to make your key. How did this feel and what does it suggest about making your actual syllabus?
4. Did you have fun?

Thank you

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DE ANZA COLLEGE

PARTNERS IN LEARNING

I Am Interested in Syllabus Design
~ Let's Talk More

