



Working on Professional dilemma's: inquiry as stance

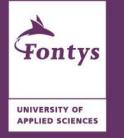
the game





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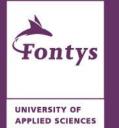
This game is developed by Quinta Kools for the Erasmus+ PROMISE project, agreement number 2018-1-UK01-KA201-048038





Purpose of the game

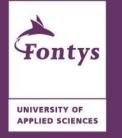
- To experience an inquiry stance in a nutshell
- To practice writing down a storyline
- To reflect on the process
- ...in order to apply this strategy in other situations





Work in groups of 2 or 3

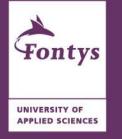
- Materials needed:
 - Vignette
 - A flip-over paper sheet (this will become your story-line)
 - A coin





Step 1

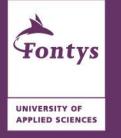
- Read the vignette with a professional dilemma
- Take notice of the available sources for help & information





Step 2

- Discuss with your partner(s) which strategy you choose
 - What source of help are you going to start with?
 - Why?
- Write down your decision in the 'storyline'





Step 3

- Go and get the source of help you decided upon.
 - How does this bit of information help you in the dilemma?
 - Write down what you found in your storyline
- What is your next step going to be?
 - Write down why you choose this next step in your storyline



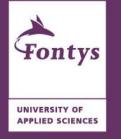


Step 4 and further

- Repeat step 3 untill all your sources are used
- You may use sources more than once

OR

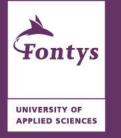
 End your process at the moment you think you have enough input to master your dilemma





Step X

- Look back at your storyline
 - How do you evaluate the strategy you followed?
 - What is your conclusion on how to master your dilemma?





Step Y

 Present your storyline and the decisions you made to the other groups*

- * This step can be used as part of an assesment for students
- Today we use it to evaluate the procedure as part of the learning activity