



AGENCY OF EDUCATIONAL PROFESSIONALS: HOW TO BECOME A SUPERAGENT

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Outline



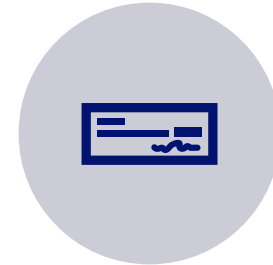
BACKGROUND OF AGENCY
AND DEVELOPMENT OF
THE GAME



HOW DOES IT WORK?



GAME TIME

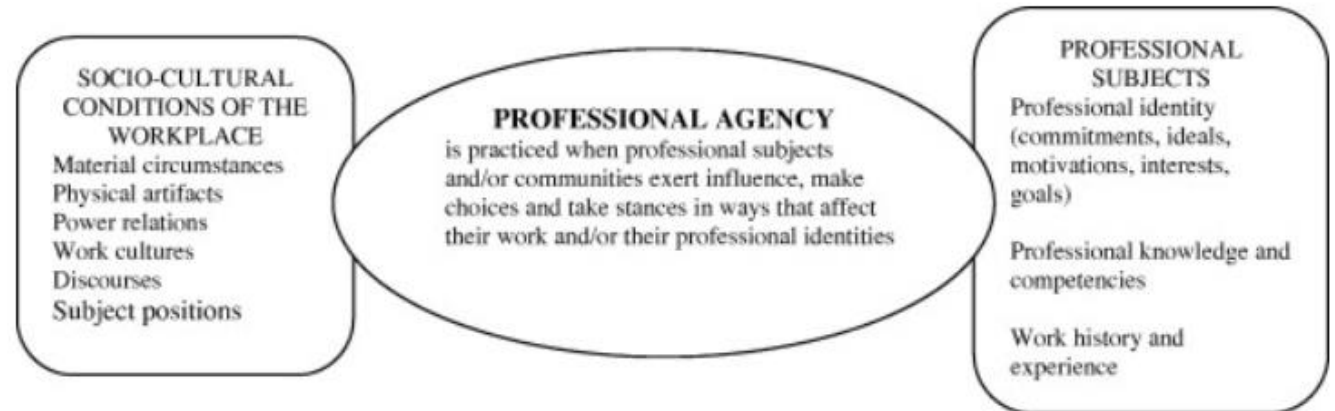


WRAP-UP

Background: Teacher Agency

Teachers and educators feeling empowered and able to take ownership of their learning experience. This relates both to them educating students and to their own professional development activities.

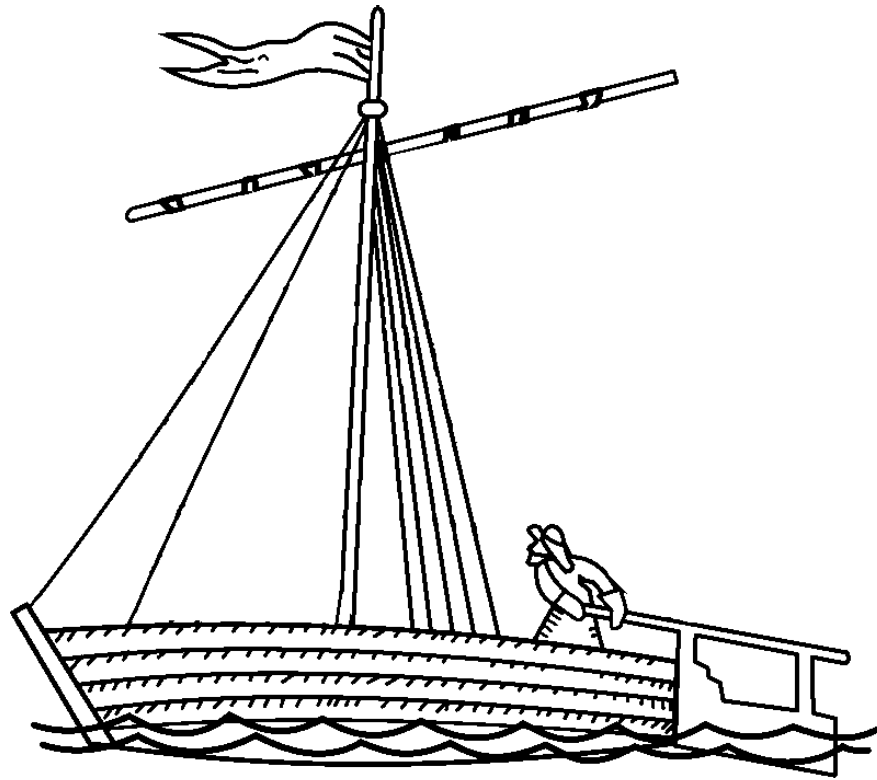
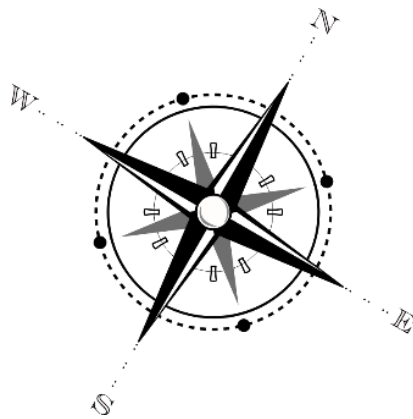
- Conscious' action - thrive'
- More than a 'trait': Interaction person-context
- Not something to have, but something to do
- Process and result



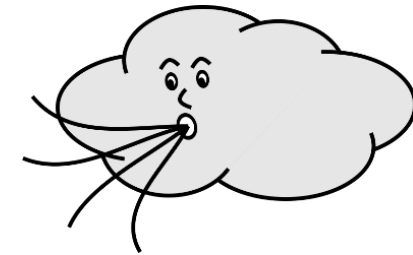
Visualisation of agency (steering power)



Professional identity: how do teachers look at themselves, what is important for them in education, what thrives them??



Personal expertise, knowledge, capacities and experience

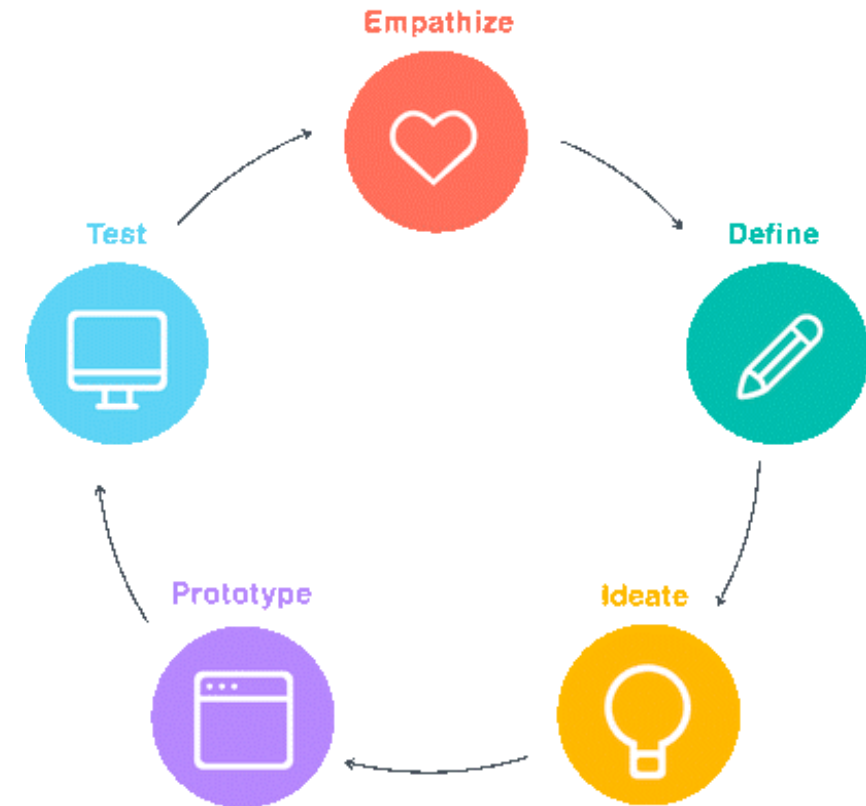


Context factors:

- Culture of the school (vision, asking questions?)
- Structure of the school (division of roles, hierarchy)
- (material) possibilities (what is possible?)

Background: Knowledge labs

- Short 2-hour sessions
- Every session contributes to the outcome
- First year: sessions follow the phases of design thinking
- Second year: development of the game in 2 (test-)phases
- Network learning is encouraged



Second year: development of the game in 2 (test-)phases



- Final product first year: board game
- Second year:
 - Developing game in phases as a result of tests
 - Multiple target audiences
 - Further research projects and development of a student version

Agency of educational professionals: *the game*

■ Design principles:

- *Encourages teachers agency, out of the comfort zone*
- *Close to teachers' practice*
- *Makes short term actions possible*
- *Stimulation of action/learning by play and teambuilding*

Game Superagent



Game design

- 5 superagents representing the characteristics of change agency (Nelson Mandela, Oprah Winfrey, Maria Montessori, Socrates & Leonardo da Vinci)
- Action cards per superagent
- The other players help concretize your planned action if necessary
- Playing more sessions to reflect on actions and starting new actions

How does the game work?

- First round (10 minutes)
 - Choose the Superagent with whom you identify with most (or are the most interested in).
 - Read the description card aloud.
 - Think of a concrete action fitting with this Superagents' description.
- Second round (50 minutes)
 - Take an Action card from a Superagent (your own choice). Read the description card of the Superagent aloud.
 - Read the action card aloud.
 - Think of a concrete action that you can execute within the next 2 weeks, fitting with this Superagents' description (in your professional environment).
 - Other players can use the help cards to help concretize the action.

How does the game work?

- [HAN Super Agent Game \(english version\) - YouTube](#)

Let's play!

First round: 10 minutes

Second round: 50 minutes



Wrap up



References

- Eteläpelto, A., Vähäsantanen, K., Hökkä, P., & Paloniemi, S. (2013). What is agency? Conceptualizing professional agency at work. *Educational research review*, 10, 45-65.
- Van der Heijden, H. R. M. A., Geldens, J. J., Beijaard, D., & Popeijus, H. L. (2015). Characteristics of teachers as change agents. *Teachers and Teaching*, 21(6), 681-699.
- Game: <https://www.platformsamenonderzoeken.nl/sprongvoorwaarts/kennisbank/spelkaarten-superagent-spelregels/>
- Link Video: <https://www.youtube.com/watch?v=LixIG103pQI>