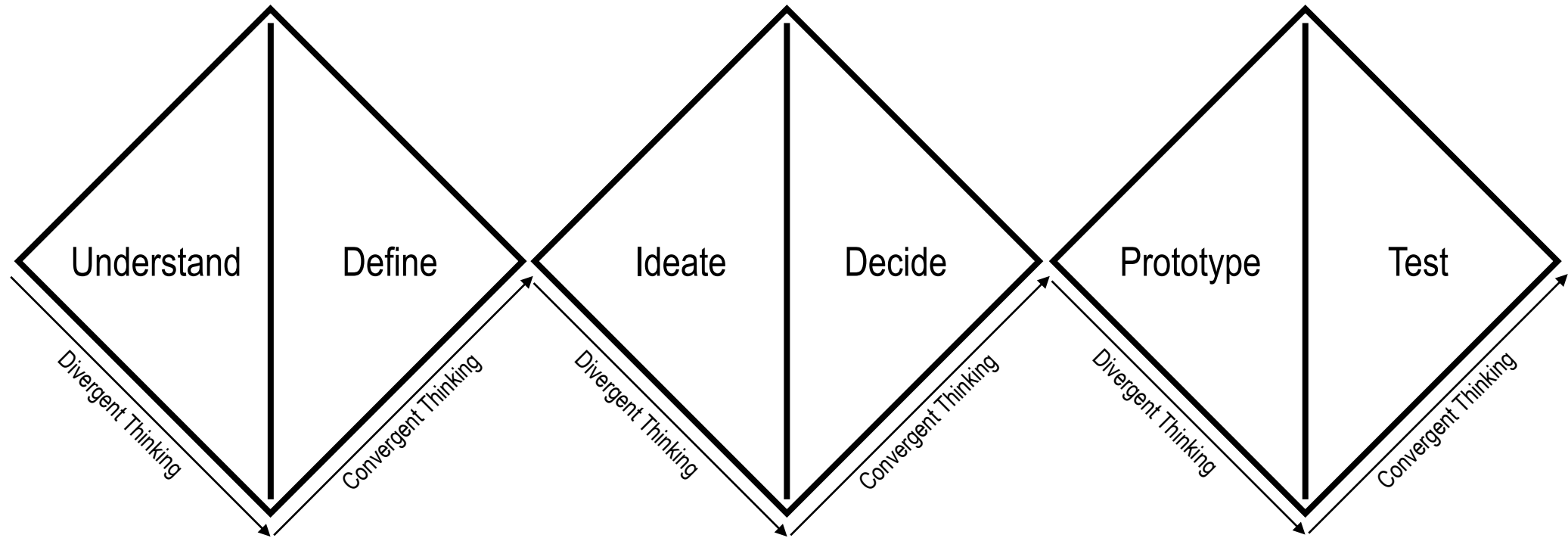


Let's play! Ludic pedagogy in a quants classroom
Dr. Trent Tucker | ttucker@tru.ca



My Favourite Course:

(that I like to teach)

Two Reasons WHY:

(I like to teach it)

ONE Topic from the course
that I think the students find challenging:

WHY do I think that students
find this topic challenging? (2-3 reasons)



The Class Journey...



WHERE on this path
Could a Ludic intervention occur?



WHAT sort of
Ludic intervention to use?

Solving Element

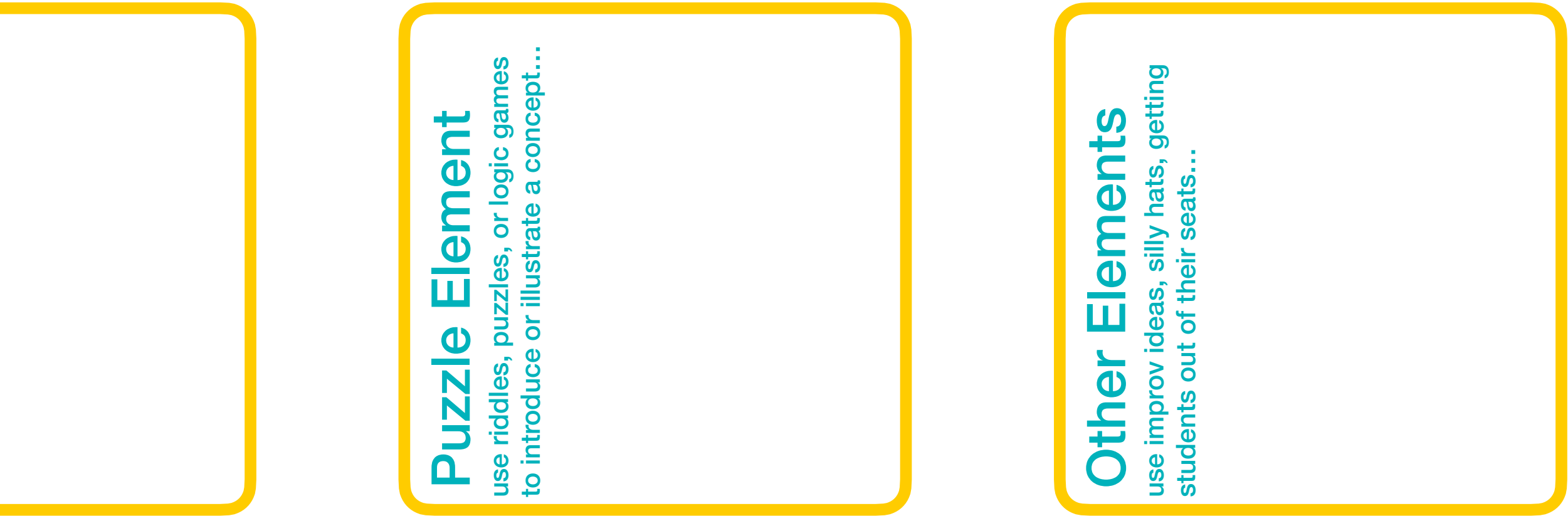
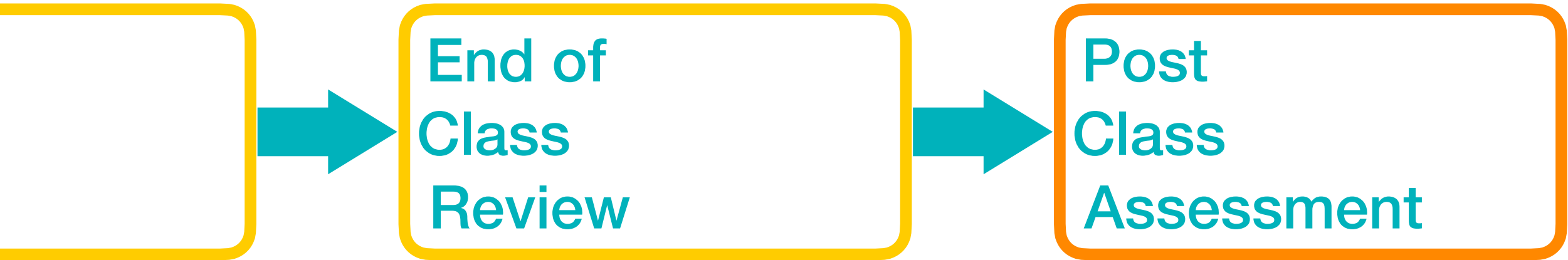
use a naïve, analogous, or homework-style problem to unlock something...

Building Element

use LEGO, card stock & crayons, or other elements to build something...

Random Element

use dice or other devices to introduce stochastic uncertainty into the class...

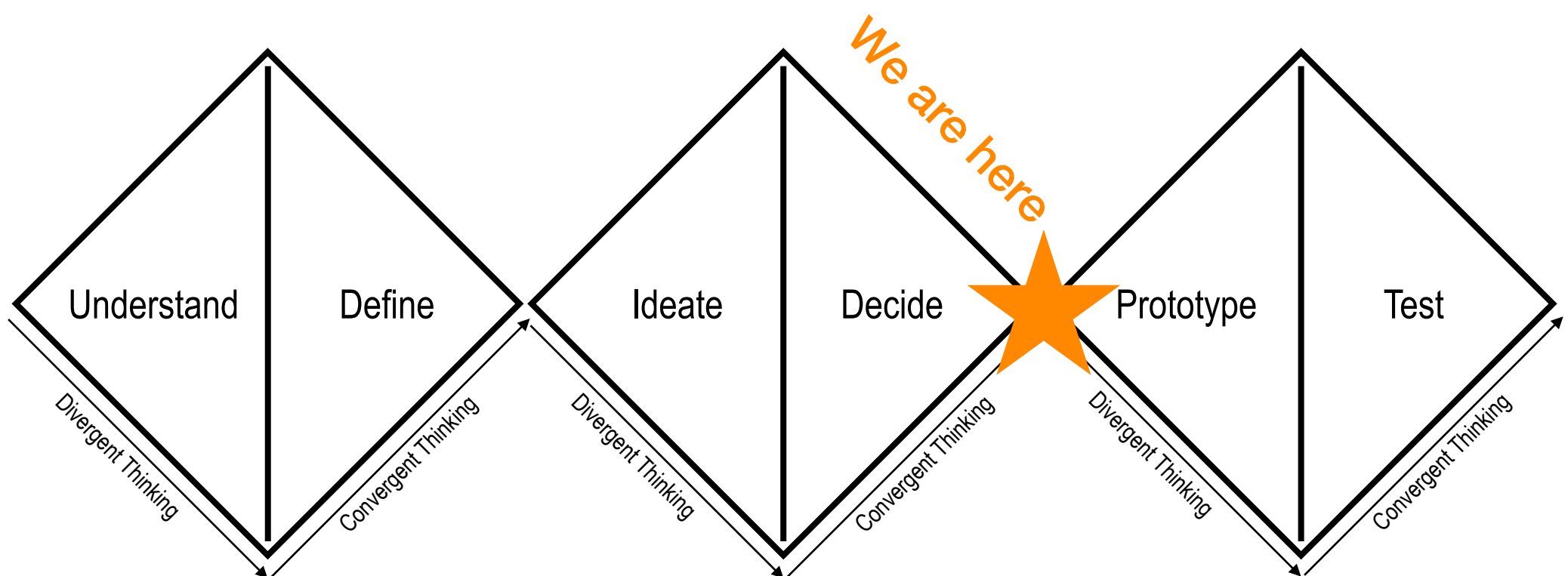




In _____,
(my favourite course)

where we will cover _____,
(troublesome topic)

I want to try _____
(ludic pedagogy element)



Prototype Plan:

(what I need to do to get this working)

Test / Reflect / Iterate:

(what worked, what didn't, what to change next time 'round)