

## **Workshop Information**

### **Saturday February 20, 10:00 AM – 11:00 AM EST**

#### **Option 1 - Jim Cain: *Physical Distancing and Other Best Practices for In-Person Gatherings***

Description: Dr. Cain shares a variety of techniques for maintaining appropriate physical distancing during real-world in-person gatherings and events, including his latest innovation, The Dutchman's Rope.

#### **Option 2 - Kate Vinson: *Art, Making & Experiential Education: Creating Connections***

Description: This workshop will focus on deliberate connections, intersections and the benefits of using art, and art-making to expand, enhance, and strengthen a variety of experiential education programming. The workshop will also investigate ways to personalize art education for Your Unique Program both as an active programmatic tool and way to expand client engagement. This workshop will use the art of book making to facilitate and demonstrate interdisciplinary connections. Participants will be asked to supply readily sourced and easily accessible materials(paper/writing tools) for participation.

#### **Option 3 - Lucinda Martinelli: *Learning and Growing Together: the Life Cycle of a Group***

Description: Have you ever imagined the life cycle of a group? As teachers and facilitators, we see students grow and develop as individuals and as a group throughout the school year and summer. Understanding this development will give you a deeper insight into your role as a teacher or facilitator and how you can change and grow with your students. In this workshop, we'll discover where we are in the cycle, map the cycle to the school year or camp summer and experience activities to help you guide your students (and staff!) through it all.

#### **Option 4 - Maelea Gaylon: *Using Collaboration Superpowers to Empower, Engage, and Connect***

Description: Experiential Educators are constantly working to create learning opportunities that challenge students to think creatively, to embrace and value diverse perspectives, and to generate ideas and solutions that will serve them, their communities, and humanity as a whole.

Educational leaders need to be able to support those educators in their collaborations with one another, so they can create the very best learning experiences for their students. This session will give educational leaders insights into the 5 key skills for leading powerful collaborative work and strategies for how to build those skills in Superpowers. Participants will walk away with practices and tools they can implement immediately!

### **Saturday February 20, 12:30 PM – 1:30 PM EST**

#### **Option 1 - Diego Sanchez: *The process of Virtualizing learning experiences: Beyond the technological tools***

Description: When facilitators faced this new reality where they have to deliver their courses virtually, most of them started to look for new tools thinking that would be enough. But then they realized that it was not just about the tools. In this workshop we will look through a seven step process that we could apply to achieve this transformation smoother and more effectively

#### **Option 2 - Lynn Knight and Heather Caldwell: *Teacher Education Development of Interdisciplinary Lessons in STEAM Education Using Adventure-Based Experiential Opportunities***

Description: The development of undergraduate students in teacher education using adventure-based programming increases the benefit for a more holistic understanding of the importance of nature and hands-on experiences within the classroom. The Teacher Education program at CSUP joined for the first time the Communities to Build Active STEM Engagement (CBASE) at Title II grant whose primary goal is to increase Hispanic, low income and minority students' retention in science-based fields of study. Teaching candidates from content areas in Art, Social Studies, English, and Biology participated Colorado Space Grant Consortium, which was funded by NASA and continued their experiential research at the Rocky Mountain Biology Laboratory, where they gained hands-on experience in developing inclusive STEAM related activities by interacting with scientist working on research projects and journaling their experiences out in nature.

**Option 3 - Andrew Florence and Tim Jewett: *Leadership, the Four-Fold Way***

Description: The Four-Fold Way is an ancient oral tradition, popularized by author Angeles Arrien, exploring the skills and strengths of each of our “original medicine,” comprised of four archetypes: warrior, healer, teacher, and visionary. In this session, you will become familiar with the model through self-reflection, discussion, and visualization, and will identify how to apply this learning in your context. This workshop will encourage participants to more clearly articulate their specific approach to work and relationships, drawing special attention to skills and strengths.

**Option 4 - Maurie Lung: *Bold Self Compassion***

Description: Self-compassion is the ability to notice your suffering and respond to it in a way that allows your heart to move with your pain, providing it space for caring and warmth and kindness. This workshop will explore Dr. Kristin Neff's research as a guide through activities that will allow you to offer yourself understanding and kindness when you fail or make mistakes from a place of understanding that suffering, failure, and imperfection is part of the shared human experience.

**Saturday February 20, 2:15 PM – 3:15 PM EST**

**Option 1 - Panel Discussion, Jim Cain, Dan Miller, Jeff Goldberg, John Berkley, all members of the Virtual Facilitation Practice Group: *Let's Talk Virtual Facilitation - An Expert Panel Ready to Answer Your Questions***

Description: This session is filled with the collective wisdom of four seasoned virtual facilitators and will consist of both prepared content and answers to your questions.

**Option 2 - Aaron Kierbel: *Rhythm Connection Lab: Building Connection and Creativity Through Rhythm***

Description: Participants will be led through a series of interactive rhythm ice breakers, games and activities designed to build connection, creativity and joy within the group. No drumming experience is necessary to participate. Don't have a drum? Don't worry, participants are encouraged to use their creativity to find something around the house to play. (body and vocal percussion work!)

**Option 3 - Linnea Delucchi: *Technology Use in the Outdoors***

Description: Nature and Technology: What happens when we bring our devices into restorative outdoor spaces. Technological devices have become increasingly more mobile. Now, we can carry a mini computer wherever we go and cellular data and service is becoming more widespread. While nature has been shown to have many positive effects on humans, some of these effects can be negated by the use of technology when we are in the outdoors. This workshop will explore technology's effect on humans and their decisions when they are out in nature through reviews of current research, including the presenter's Master's thesis on the effect of headphone use during a nature hike on attention restoration. We will look at the pros and cons of bringing our devices into outdoor spaces and explore personal experiences with technology use in nature.

**Option 4 - Stephanie Webster: *The Masks we Wear***

Description: Experiential education is an opportunity to help people discover themselves and to connect more authentically with the world around them. This activity is based on the books and website called Post Secret. Participants will explore some of the common masks real individuals submitted that led to these publications. Then, they will be invited to do a twist on the post cards in the book by designing their own post cards of an unspoken wish that they hold. Participants will be invited to share (anonymously if desired) some of their cards. Then, we will work through a series of discussion questions to examine the common themes behind these unspoken wishes. We will also explore what these themes can tell us about pursuing our most authentic paths towards a whole life. Tips for applying this activity in other settings will be given.