

Classroom Arrangement Simulation

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Objective

Teachers will gain the perspective that their classroom can be arranged according to the nature of the learning experience.

Group Size

12-18 participants in groups of 4-5

Time Required

45 minutes to complete the task and debrief.

Materials Needed

- Zip closed baggies to contain materials for each group.
- 40 buttons or poker chips in each baggie.
- An equal number of cardboard shapes of various sizes to represent tables, media equipment, whiteboards, chairs and other kinds of furniture suitable for a teaching area.
- Four different room shapes and sizes cut from poster paper for each small group.

Put 40 buttons or chips and equal numbers of each cardboard shape in each baggie. Also prepare for each group 4 different “rooms” cut from cardboard with appropriately labeled windows, doors, electrical outlets, and other fixed furnishings.

Procedure

- Organize the groups and give each group the materials listed above.
- List various teaching situations and ask the group to design one or more “rooms” using the materials provided. Possible situations include the following:
 - Adult class playing a game to get to know one another. The adults will then move to a lecture or presentation followed by small group discussion and presentation of a report to the whole group.
 - Adult class viewing a display of different biblical texts. They hear a lecture on the transmission of biblical texts followed by time for question and answer.
 - Youth group playing a get acquainted activity, followed by lecture, role play and discussion.
 - Elementary age children engaged in the following: designing a wall mural, participating in a large group activity, playing a memory verse game, completing a paper and pencil activity, listening to a story time, engaging in a worship time.
 - Early childhood group engaged in the following: opening activity involving movement, singing, Bible story time, snack, craft, and worship time.

The facilitator allows 10-15 minutes to arrange the room(s) with extra time as needed. Each group discusses the rationale for and implications of their design.