

Archipelago of Possibilities

Phase	Type		Themes
<input checked="" type="checkbox"/> Early	<input type="checkbox"/> Strategy	<input checked="" type="checkbox"/> Collaboration & teamwork	<input checked="" type="checkbox"/> Professional development & support
<input checked="" type="checkbox"/> Implementation	<input checked="" type="checkbox"/> Tool	<input type="checkbox"/> Curriculum	<input type="checkbox"/> School structures & organisation
<input type="checkbox"/> Consolidation		<input type="checkbox"/> Design affordances	<input type="checkbox"/> Spatial competencies
		<input type="checkbox"/> Design & process	<input type="checkbox"/> Student experience
		<input type="checkbox"/> Evaluation	<input checked="" type="checkbox"/> Teacher experience
		<input checked="" type="checkbox"/> Leadership & change	<input type="checkbox"/> Technology
		<input checked="" type="checkbox"/> Pedagogy	<input type="checkbox"/> Time

What does this do?

The Archipelago of Possibilities is a strategy and professional development tool created specifically to help teachers and educators discover what they hold dear in their teaching practice. By using a travel metaphor, and designed like a board game, this tool will guide participants in reflecting on their practice, identifying what they consider as most important to have a successful teaching practice, examining what is holding them back from achieving their ideal, and developing steps to create a future, ideal teaching and learning space.

How can it help?

This is a fun and engaging way to explore and discover what is possible when educators create their ideal learning spaces. Playing Archipelago will also help educators identify barriers that hinder their practice. Educators are then invited to begin creating their ideal learning spaces.

An example in practice

Groups of five to nine educators can use Archipelago of Possibilities as part of a professional development exercise. The activity takes approximately 50–70 minutes and requires one navigator (i.e., facilitator) and four to eight travellers (i.e., participants). The activity begins in the “continent”, which represents the participants’ current teaching practice. The participants progress through four different phases (preparation, travel guide, souvenir, and transportation) until they reach the “island”, an imaginary place where ideal teaching and learning happens and where participants want to take their practice. Educators can use the output from the activity to inform their teaching practice and help them develop a plan to create their ideal learning spaces.

Where can I find this?¹

The Facilitator Guide, including resources for the workshop, is forthcoming. Please contact the ILETC project for more information. A report on the development of the Archipelago of Possibilities is available on the ILETC website (<http://www.iletc.com.au/wp-content/uploads/2016/03/archipelago-report-for-ILETC-project.pdf>). [Correct as at 10 March 2020].

1. All Spatial Transition Pathway ‘Strategies and Tools’ are licensed under a Creative Commons Attribution-Non Commercial 4.0 International License and available from iletc.com.au

