

# Learning through play

# **Learning through play**

Mantle of the Expert & the 6Cs

*Hákon Sæberg*

The cardinal rule of conference presentations:

**"Death (or worse) to  
those who run overtime"**



Dorothy  
Heathcote

# Dorothy Heathcote

1926 – 2011

Pre



MANTLE

OF THE

*Expert*

A TRANSFORMATIVE  
APPROACH TO EDUCATION

TIM TAYLOR

ew

# The nine elements

3 Core elements

3 Foundational elements

3 Drama elements

*(Taylor, 2016)*

# Core elements

Core elements

Core element #1

# Expert team

## Purpose

- to provide authority, power & status
- to create responsibilities & duties
- to provide a sense of community
- to provide expert framing



Core element #2

# Client

## Purpose

- to generate purposeful activities
- to make demands
- to reflect on & assess the work being done





Core element #3

# Commission

## Purpose

- to provide something to strive for
- to create a sense of responsibility
- to create a focus for the team
- to generate self worth & sense of achievement



# **Foundational elements**

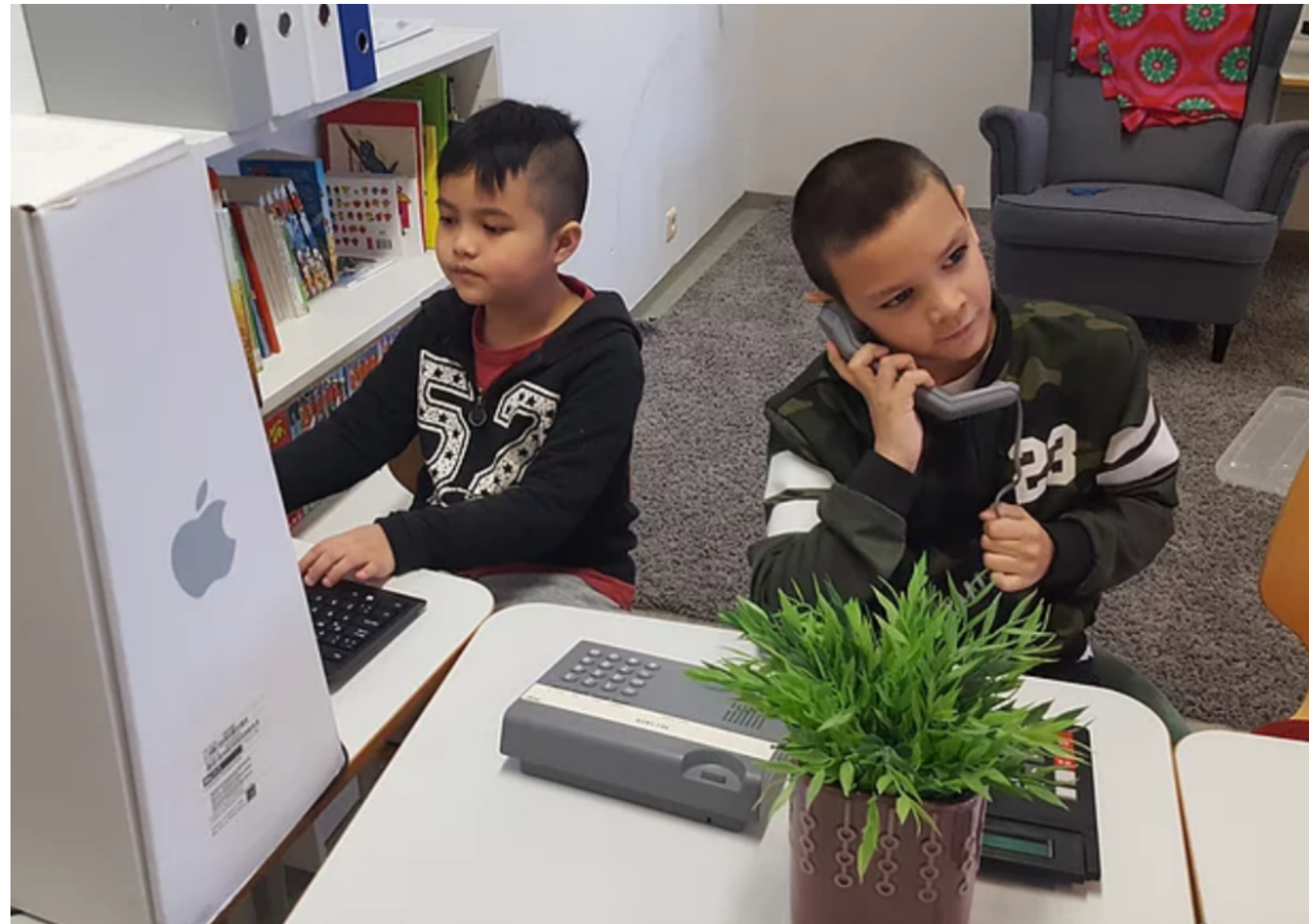
Foundational elements

Foundational element #1

# Fictional context

## Purpose

- to make learning meaningful
- to engage students
- to create wider opportunities for learning



Foundational element #2

# Narrative

## Purpose

- to set up the context
- to offer a way into the fiction
- make the learning memorable



Foundational element #3

# Inquiry

## Purpose

- for teachers to create opportunities
- for students to explore and analyze
- for students & teachers to work together



# **Drama elements**

Drama elements

Drama element #1

# Points of view

## Purpose

- to look at events from multiple perspectives
- to provide & explore alternative values
- to challenge student's views
- to experiment with different solutions



Drama element #2

# Tension

## Purpose

- to create excitement & interest
- to create productive energy
- to build resilience





Drama element #3

# Drama conventions

## Purpose

- to play with time
- to investigate people's actions and values
- to give students the power to influence events
- to create a 'safe zone'



# **Mantle of the Expert in action**

Mantle of the Expert  
in action

# Laying the foundation

## Fixtional context

– an island nation

## Narrative

– island is sinking due to rising sea levels

## Inquiry

– reactions and solutions



# Building the core

## Building the core

### **Expert team**

– a team of city planners

### **Client**

– the king of the island (and the citizens)

### **Commission**

– design a new capital city



Grænahverfi



Stjörnutorg



Fjörbær



# Learning through drama

## Learning through drama

### **Different points of view**

- different people on the island and abroad

### **Tensions**

- island sinking, loss of culture, religious inequality

### **Drama conventions**

- imagining island nation, exploring religions and beliefs, adding tension



# **Mantle of the Expert & the 6 Cs**

# The 6 Cs

- **Creativity**
- **Critical thinking**
- **Character education**
- **Citizenship**
- **Collaboration**
- **Communication**





# References

Taylor, T. (2016). *A beginner's guide to mantle of the expert: A transformative approach to education*. Norwich, UK: Singular Publishing.