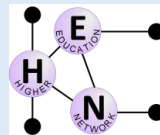


# Diversity Dash!

## A game-based exploration of learner diversity

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Geological Society of London Higher Education Network Annual Meeting 2019 joint with Diversity in Geoscience, UK



Good Practice in Inclusion, Diversity and Equality in GEES HE

Developed from an original idea 'Disability Dash' by Anna Charles-Jones, with contributions from Kath Botham.

Image: [Awakening](#) / Ludosphère / [Creative Commons](#)





# Objectives of the game

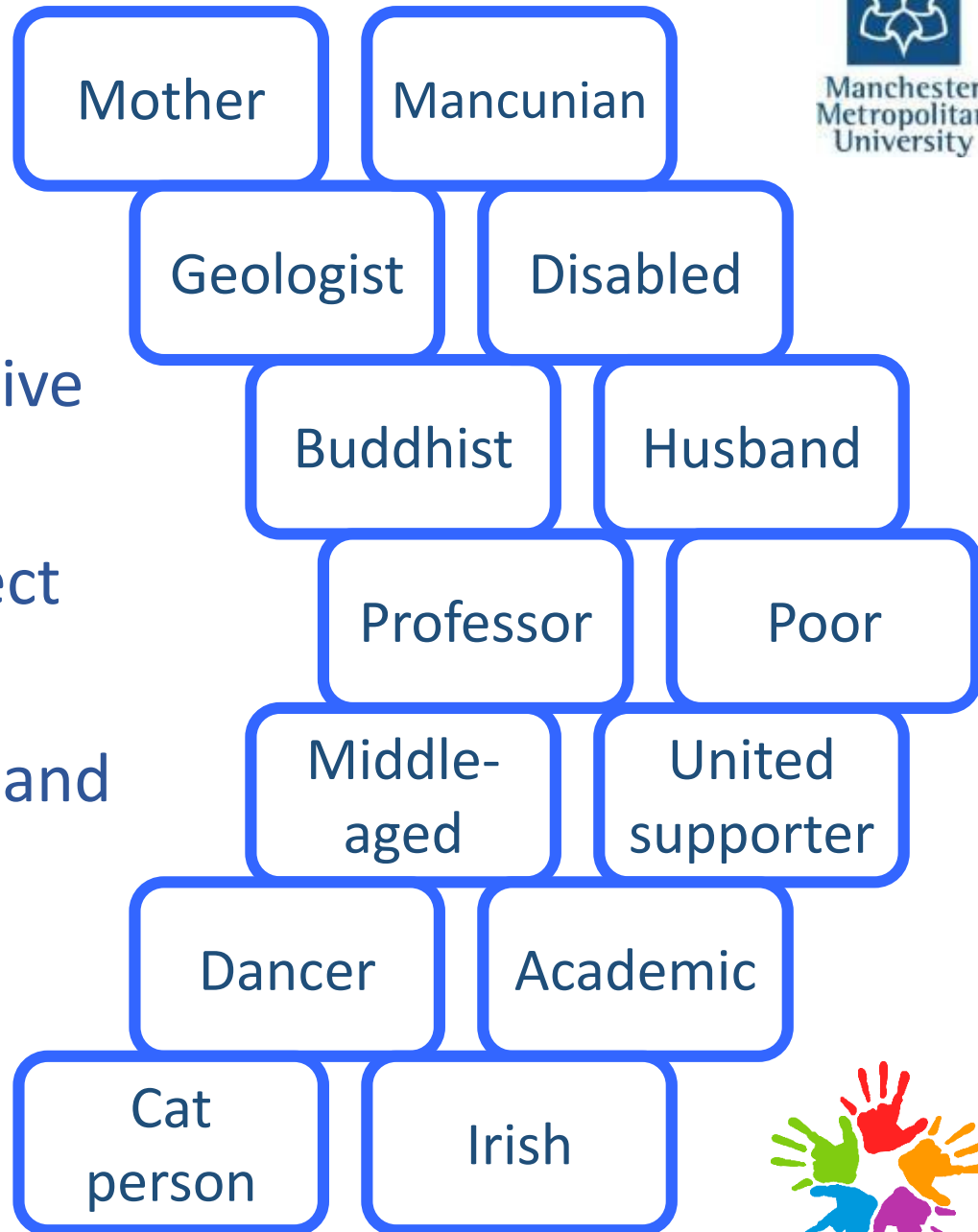
- Raise awareness of learner diversity
- Promote equality of opportunity
- Provide a forum for debate
  
- Identify potential barriers faced by learners
- Help identify and develop simple solutions that can be embedded in our teaching practice





# Background

- Legislative and societal drivers to deliver inclusive curricula
- Inclusion needs to reflect learner diversity
- Maximise opportunity, and minimise barriers, to achieving full educational potential





# Playing the game

- Teams and playing pieces
- Character sheet for each team
- Summary of other teams' Characters
- Object of the game
- Scenarios for each round
- Making progress depends on the extent to which your Character can engage.....





# Moving forward

Spaces	Level of engagement
2	Able to engage with the activity <b>fully</b>
1	Able to <b>partially</b> engage with the activity
0	As for 1, but engaging with the activity causes <b>adverse impact</b> (e.g. pain, anxiety)
-1	<b>Unable to engage</b> with the activity

# Playing your Challenge Cards

- If your team does not agree with the explanation given by another team, you can challenge their decision!
- Facilitator has a '**GOLDEN**' Challenge Card 😊





# Winning the game!

Points are awarded for:	Points
Successfully challenging another team	2
Successfully rebutting a challenge	2
<b>Bonus points are also available for the most...</b>	
Obscure reason for a Challenge	1
Innovative inclusive practice strategy	1
Humorous defence of a position	1



# The scenarios



- Read your Character's description
- Choose your playing piece







Manchester  
Metropolitan  
University

Ready?

Get set...

Let's Dash!



# Taking notes



Manchester  
Metropolitan  
University



- You are taking notes in a lecture
- It's a heavy topic
- There is no handout or online version
- Slides are bland and text-based

Image: [Taking Notes](#) / Red Mum / [Creative Commons](#)





# Interactive lectures

- The lecturer is asking questions based on content
- Randomly selected individuals are expected to respond in front of the class





# Residential fieldwork



- You have to go on a one-week residential field trip
- It's an assessed part of the course
- You have to share a room





# Laboratory practical



- There are complex verbal instructions for a long practical class
- You have to listen, take notes, process, and apply.....





# Game variations



- Express version
- Student version
- Scenarios for specific staff teams
- Add variety
- Modify characters



# Supporting Resources

- Game resources available under Creative Commons License Open Educ. Resource

## MMU Inclusive Curriculum Toolkit

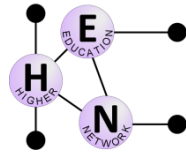
<http://www.celt.mmu.ac.uk/inclusion/toolkit.php>





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Thank you for taking part in  
**Diversity Dash!**  
**Feedback welcome 😊**

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