



Activating Communities Around Playful Learning: The Case of Farrell School

By Shari Hersh and Gamar Markarian

Finding Joy through Playful Learning Virtual Conference

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When they were playing jump rope.

Why we use gameplay?

- Artistic Process - Imaginative Process
- Political - Equity (the right to the city and EJ)
- Align + Model the Values around Playful Learning

WHY WE PLAY GAMES?













Southwark

Schoolyard

a spool
too sit

Basketball
field.

Security
Robber.
camera
3 cameras
every
corner

Climbing
wall.

Robber
Light

Painting and
drawing.

Eating
together.

BENCH


Emojis.

Maple
trees.

Playing with
my friends.

garden

sprinklers

in the Green
House
Slides
and swings.

At my
friends.





Grass
Field

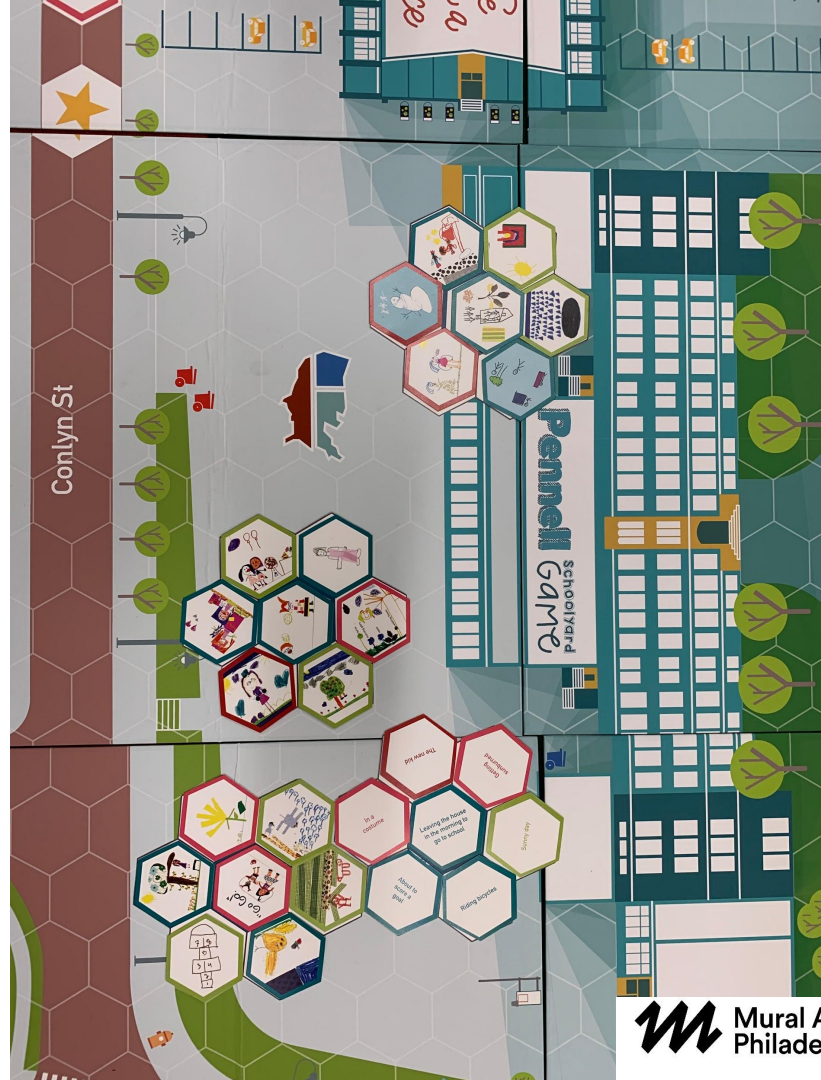

Soccer
players.


Climbing
nets.

Lack of
space to play.









"Getting to know people from other countries." Gabriela

"I feel proud of being part of the project." Yaneth

"A true labour of love." Olga

"Doing something for the school and the community." Elena

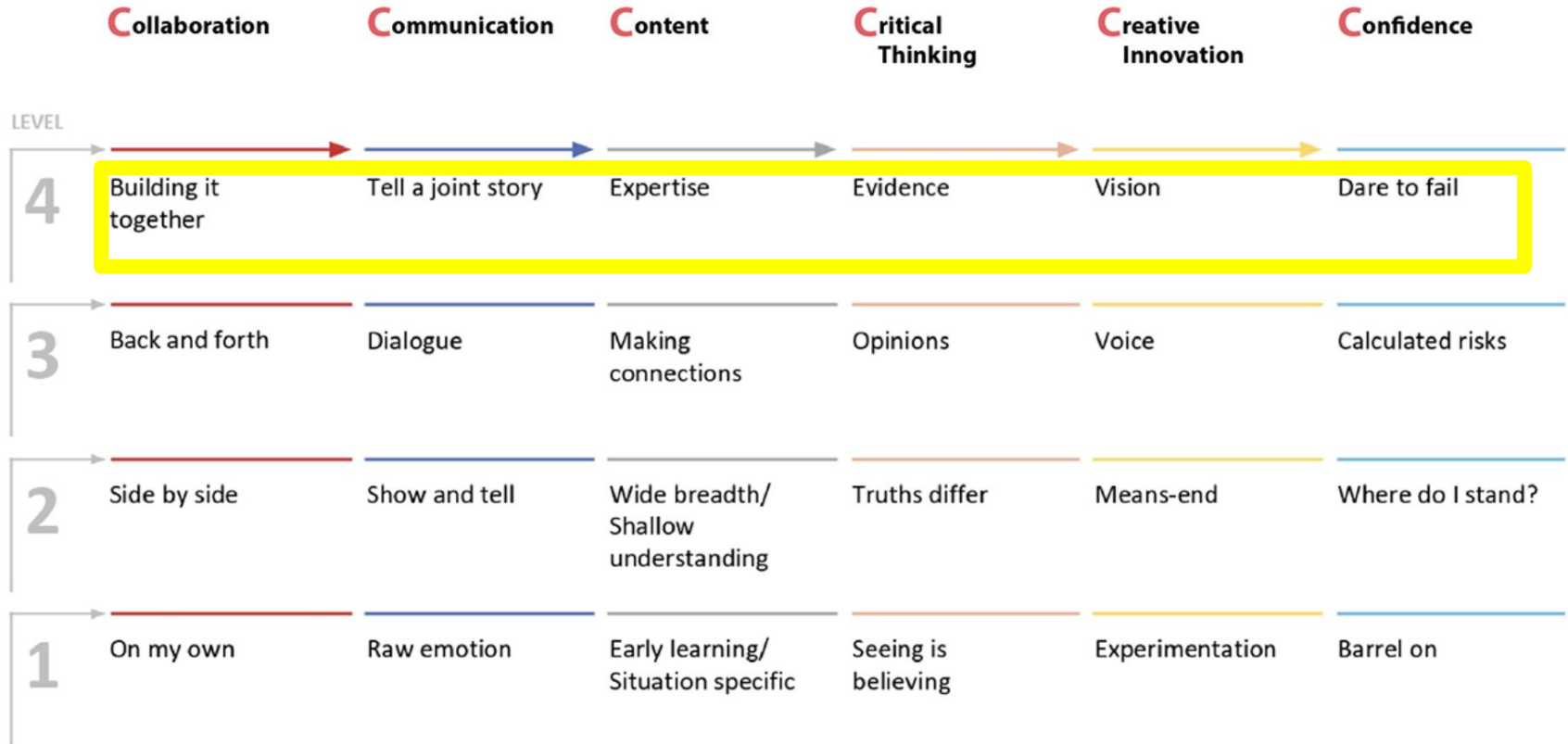
"Doing something for my daughters school" Elizabeth



The example of Farrell School

How to activate community participation through gameplay for the design of literacy rich schoolyard.

The 6 Cs for Development and Academic Achievement



Source: <https://playfullearninglandscapes.com/about/>

FARRELL SCHOOLYARD

A Place that's Alive!



Eliz Huang

THE BIRDS ARE SINGING.
THE SUN IS SHINING
and THE BEES ARE FLYING
AROUND.



THIS IS A HOLE + I DUG IT. ★
Joao



Rosanna & Remy

When they were playing jump rope.

Action



Dancing on stage

Characters



Friends

Place



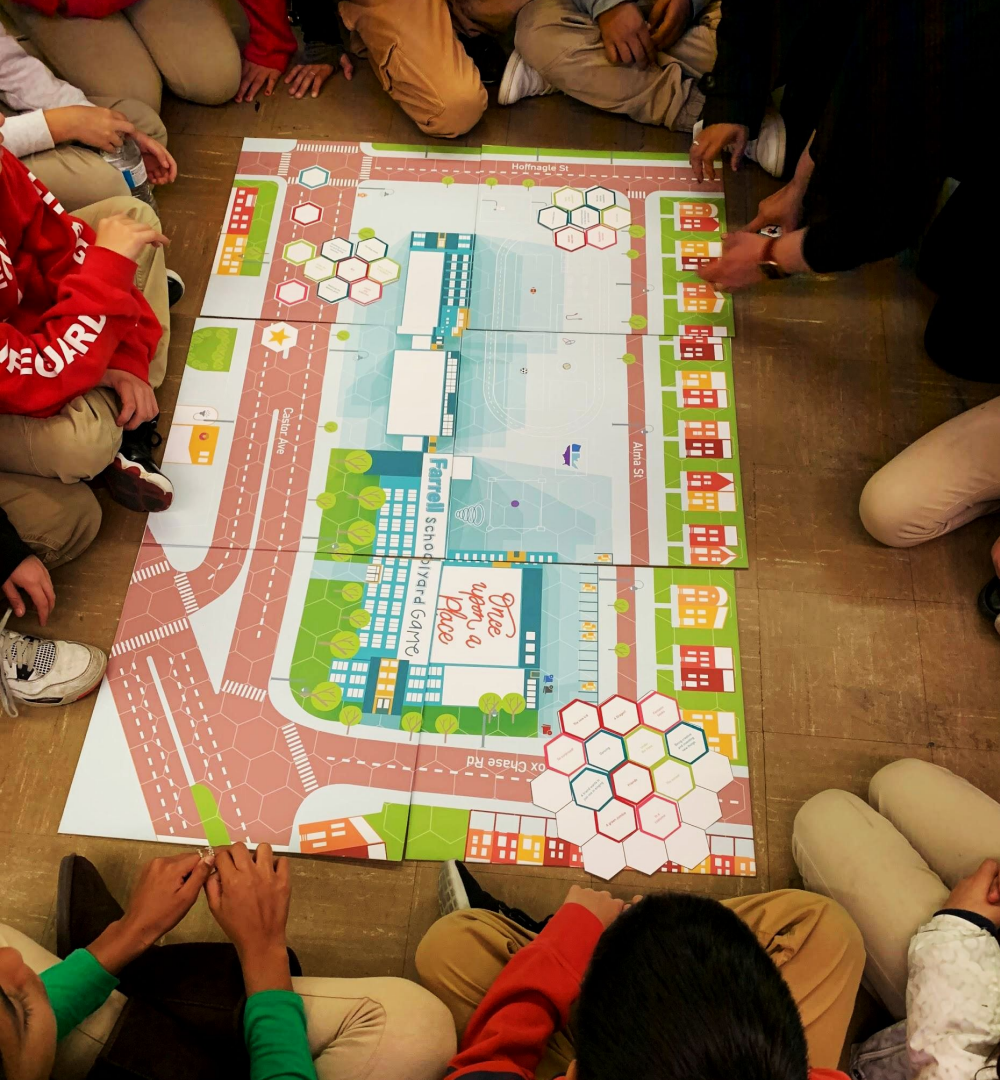
A garden
full of life

Describer



Leaves
and
butterflies





PLAYING “ONCE UPON A PLACE”







Outcome from Stories

Nature - Nature Content

Creative Space

Learning Space

Relaxing

Helping Out

Family Traditions

Taking Care of Schoolyard

Key words/Sentences

Patches of flower in full bloom

Watching plants grow and guessing what they are

Around the tree

Schoolyard filled with animals

Being creative and imaginative

Inventing new things / new games

Cheer each other on

Go outside to learn, explore and play

The schoolyard is a learning place

Breathe in and out and feel peaceful

Relax and chill outside

A place for families - family traditions

Taking care of the schoolyard / of each other

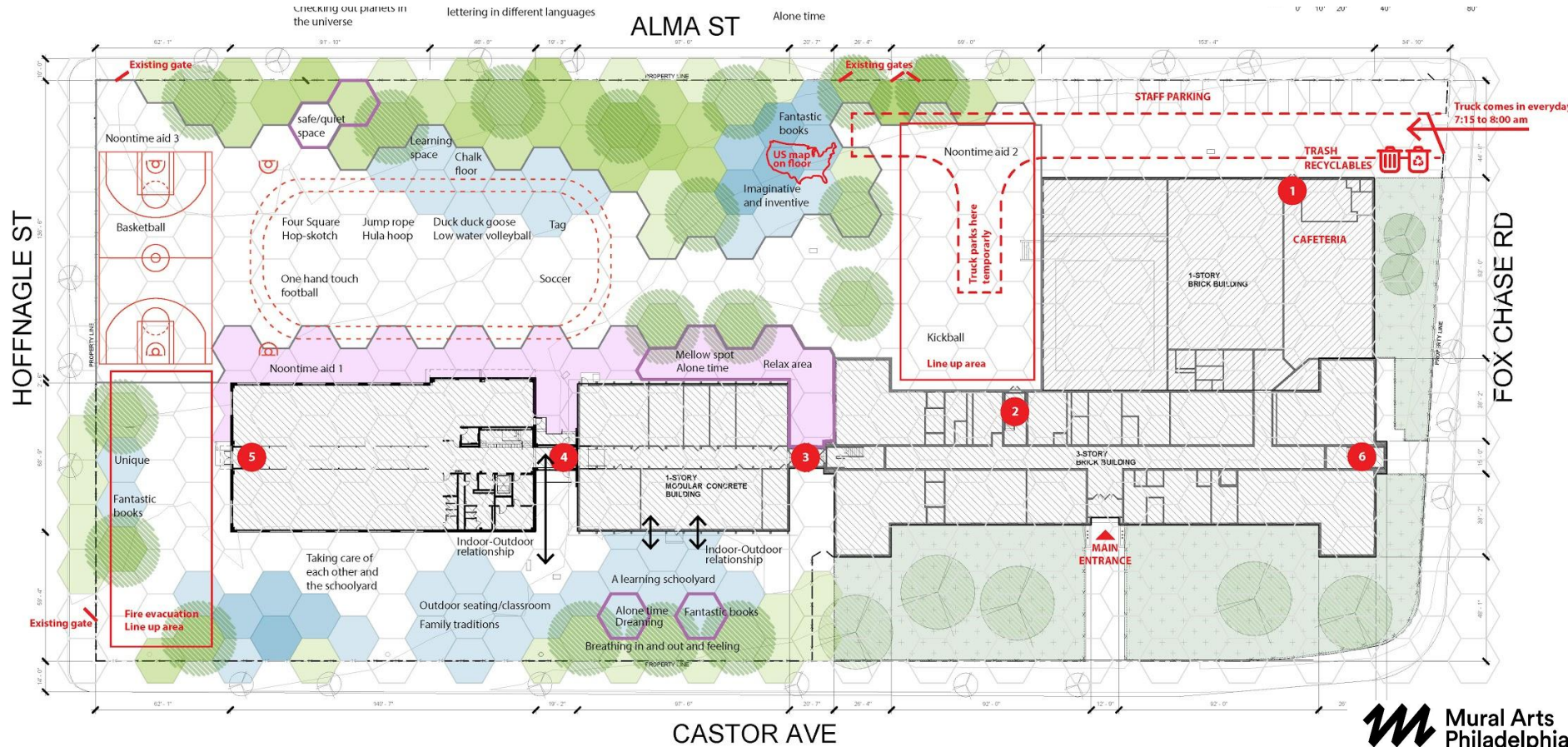
Lending a helping hand

Identifying the 6 Cs in the stories

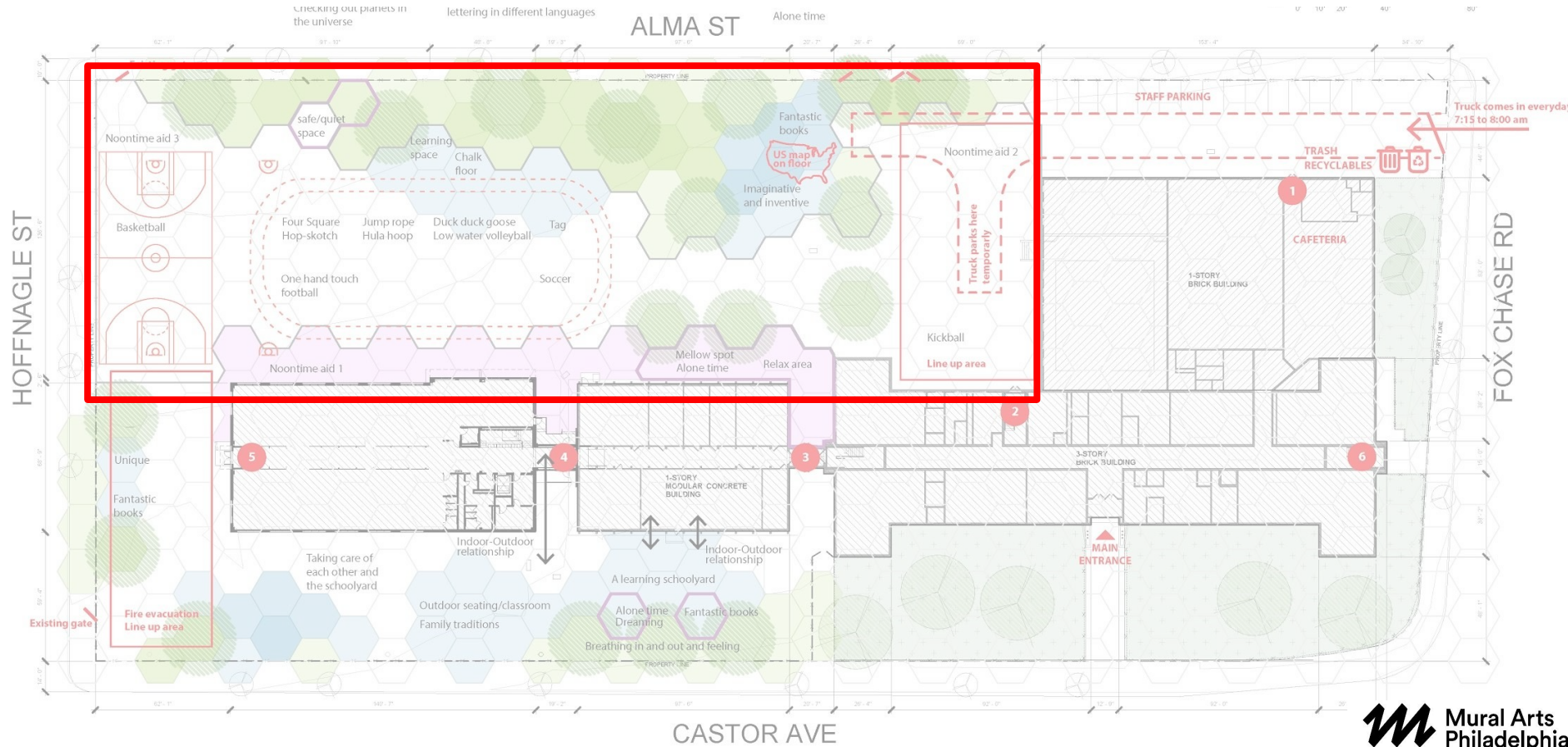
| Collaboration | # | Communication | # | Critical Thinking | # |
|---|----|---|----|---|---|
| Playing games together | 8 | Family traditions/intergenerational communication | 6 | Thinking about how to choose and utilize diverse and distinct types of play space | 3 |
| Playing Music Band | 1 | Playing music | 1 | Sifting through information from stories and relating to each other | 1 |
| Inclusivity | 3 | Sharing/partying in the school yard | 3 | Peaceful collaboration | 1 |
| Sharing/partying in the school yard | 1 | Teamwork | 2 | Exploration/Adventure | 1 |
| Taking care and playing | 2 | Sharing the rules of a new game | 1 | Valuing being observant | 1 |
| Preserving diverse and distinct types of play space | 3 | Sharing favorite books/reading to each other | 1 | Making decision/choices | 1 |
| Taking turns/helping out | 2 | Communicating about help/care/empathy | 1 | | |
| Group performance and asking for participation | 1 | Quiet Space/Relaxing space | 6 | | |
| Intergenerational play | 6 | Encouraging each other | 1 | | |
| | 27 | | 22 | | 8 |

| Creative Innovation | # | Content | # | Confidence | # |
|--------------------------------|----|---------------------------------|----|---|---|
| Pretending to be in a band | 4 | Nature (fauna taxonomy) | 13 | Stage performance | 3 |
| Inventing games | 3 | Space for learning and creation | 1 | Helping each other to perform/play better | 2 |
| Collective innovation | 1 | Reading/Literature | 5 | | |
| Making up songs/dance/costumes | 5 | Color/Art | 1 | | |
| Finding solutions on the spot | 1 | | | | |
| Using nature as inspiration | 1 | | | | |
| Making space for exploration | 1 | | | | |
| | | | | | |
| | | | | | |
| | 16 | | 20 | | 5 |

Ideas Diagram



Literacy loop goes here



The Loop





Storytelling Hive



Storytelling Hive

The hive is alive! Cross-pollinating stories laid out in a hexagonal pattern with multiple entrances will express the interrelation of humans, insects, plants, and the story of pollination. These stories will encourage narrative building through a variety of cues such as color, symbol, character and prompt, and introduce all the elements that will be illustrated throughout the loop. Content will mix science-based stories with silliness, grossness, conflict and resolution.

Symbol-finding, narrative-building, and 'find the B's' prompts will work well here.



Farrell School Literacy Loop Mock-up



THANK YOU!