



**LESLIE** **CHRIS** **BRIAN**  
**KERNER** **RYAN** **HOUSAND**  
**THE PRODUCER** **THE DREAMER** **THE SYNTHESIZER**

It is not the strongest that survives,  
Nor the most intelligent....  
It is the one that is most  
**ADAPTABLE TO CHANGE**  
Those that have learned to  
**COLLABORATE**  
and **IMPROVISE** will prevail.



IMPROV

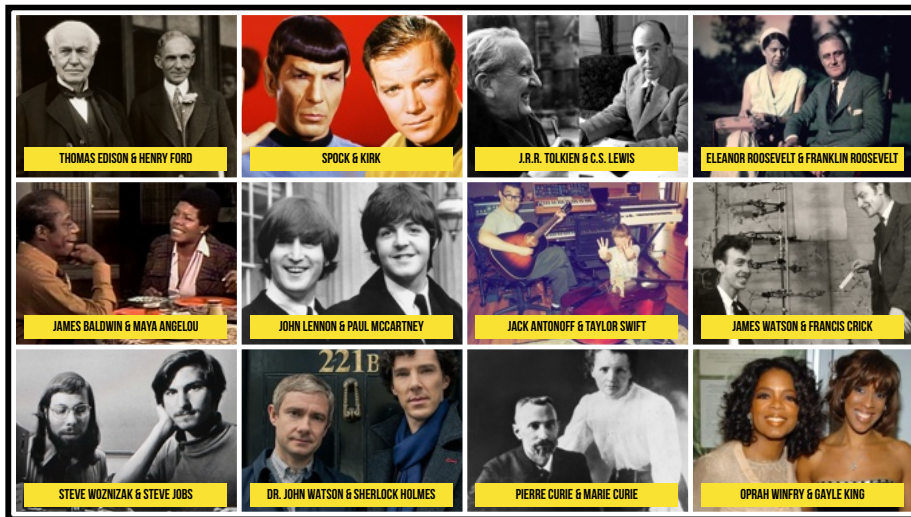
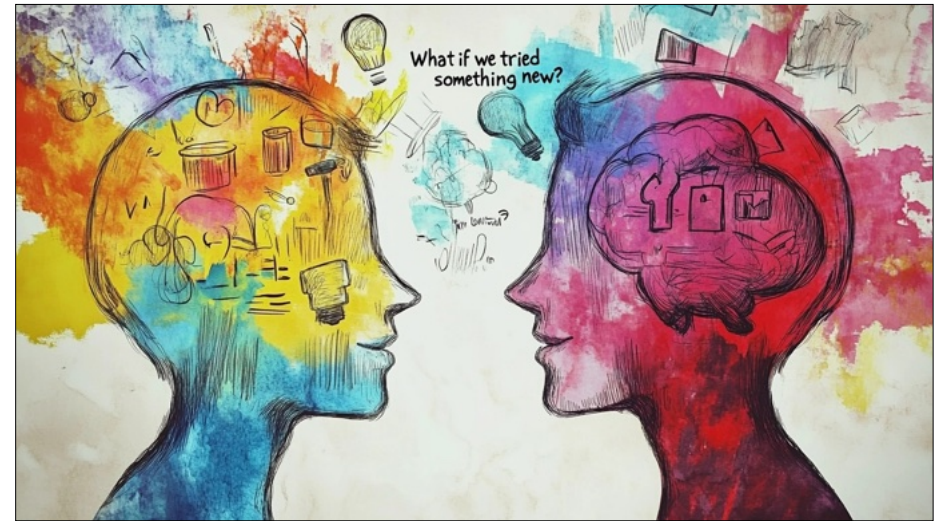


## How **NOT** to form groups.

1. Write each student's name on an index card.
2. Deal the cards into 4 equal piles according to student ability (High, Medium High, Medium Low, and Low)
3. Choose one card from each pile.



**When I die, I want  
the people I did  
group projects with  
to lower me into  
my grave so they  
can let me down  
one last time.**



**A THOUGHT PARTNER IS SOMEONE WHO...**

**CHALLENGES YOUR THINKING**

**CAUSES YOU TO MODIFY OR CHANGE YOUR  
PARADIGMS, ASSUMPTIONS OR ACTIONS**

**HAS INFORMATION OR A WAY OF  
THINKING THAT PROVOKES YOU TO  
INNOVATE OR OTHERWISE LEADS TO  
VALUE CREATION IN YOUR BUSINESS,  
CAREER, OR LIFE.**

# TOUGH CHALLENGES NEED SPECIAL POWERS ("STRANDS")



## FINDPATH

Solve

Drive

Answer

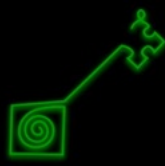


## WEAVERCHANTER

Create

Wonder

Dream



## COMMONSKEEPER

Lead

Gather

Team-Build

**Explorer** thinking is about generating creative ideas

**Planner** thinking is about designing effective systems

**Energizer** thinking is about mobilizing people into action

**Connector** thinking is about building & strengthening relationships

**Expert** thinking is about achieving objectivity & insight

**Optimizer** thinking is about improving productivity & efficiency

**Producer** thinking is about achieving completion & momentum

**Coach** thinking is about cultivating people & potential

# FIND YOUR

# Peeps®

# FIVE NEW FRIENDS



**WHO - CONTACT INFO**  
**WHEN - DATE TO CONNECT**  
**WHY - ESTABLISH PURPOSE**



# MAD LIBS®

I'm a curiosity provoker  
looking for energetic educators  
who want to design experiences

BEING A GOOD  
THOUGHT PARTNER  
TAKES PRACTICE







# GROUP SOLVE-A-MAZE

## GROUP SOLVE-A-MAZE

For both options, place this artifact in a plastic sleeve and use a dry-erase marker, or use a pencil.

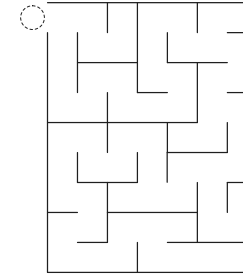
### Option 1: Blindfolded Pairs

One of you is the **Blindfolded Solver**. Put on a blindfold (or close your eyes) and draw an unbroken line through the maze from start to finish. Don't hit any walls! Listen to your partner.

The other person is the **Seeing Director**. Look at the maze and give your partner directions aloud. Don't touch the Solver or the marker/pencil, except to put the writing tool back in the starting circle.

### Option 2: Draw Once and Pass

Make teams of 2-4 people. Your team will race others to complete the maze with one unbroken path. Each of you can only draw straight lines—no bends or turns! After the first person draws one straight line, the next person draws another straight line from the end of the first line, and so on in order. If you hit a wall, you have to erase the last line and redraw it. The first team to draw a path from start to finish without touching any walls wins.



ARTIFACT 1.6

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## QUESTION ONE

I like working with my classmates on group projects.

1

NEVER  
TRUE

2

SOMETIMES  
TRUE

3

OFTEN  
TRUE

4

ALWAYS  
TRUE

## QUESTION TWO

I enjoy listening to other people's ideas when solving problems.

1

NEVER  
TRUE

2

SOMETIMES  
TRUE

3

OFTEN  
TRUE

4

ALWAYS  
TRUE

### QUESTION THREE

I feel proud when my team succeeds together.



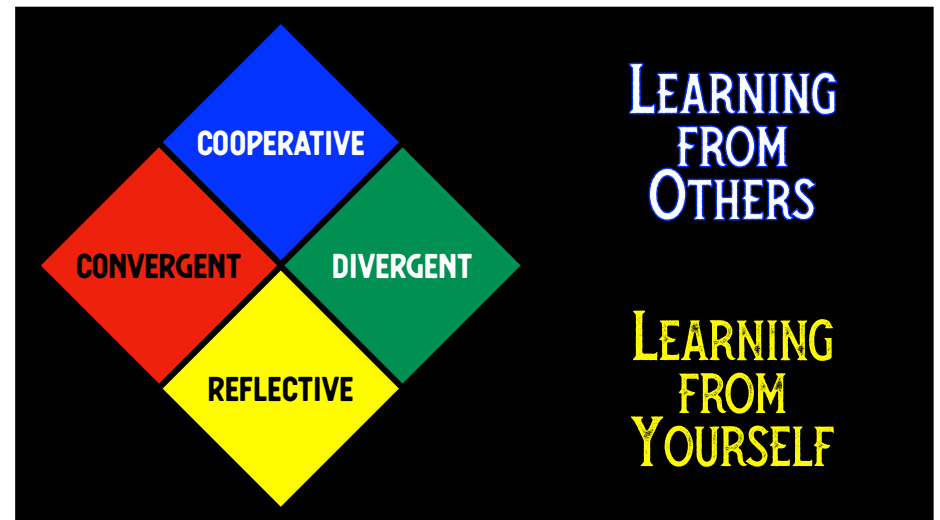
### QUESTION FOUR

I like sharing my ideas and hearing how others can improve them.



### QUESTION FIVE

I work best when I can talk to others about what I'm doing.

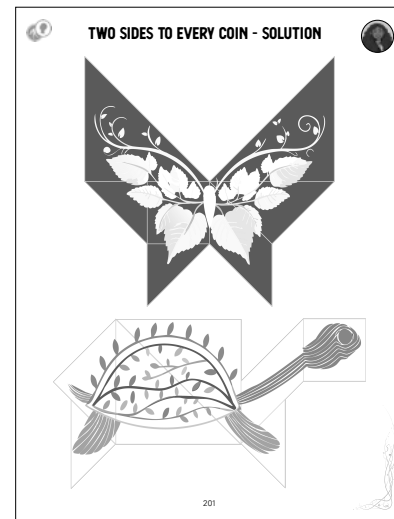




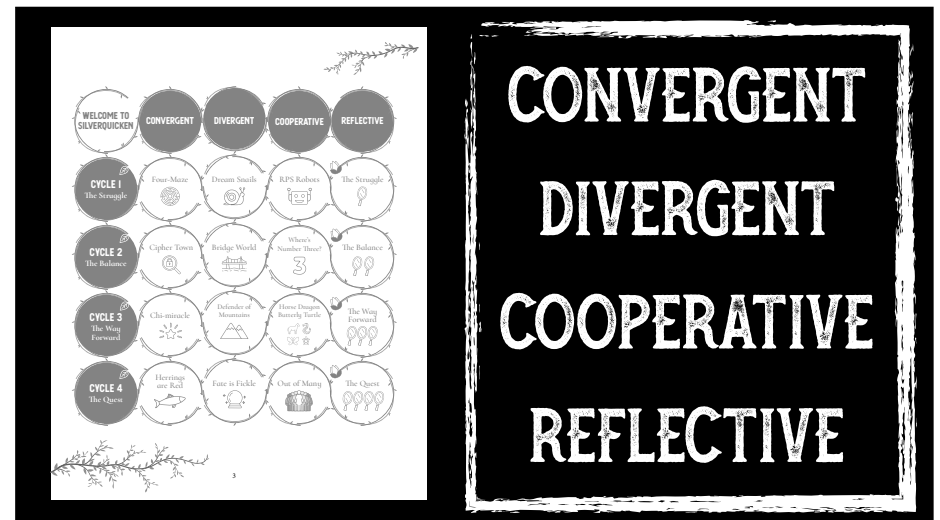
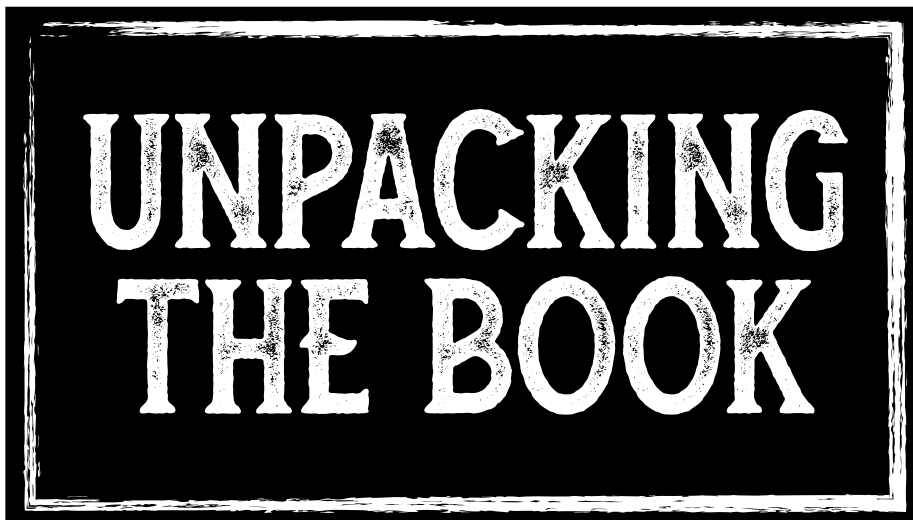
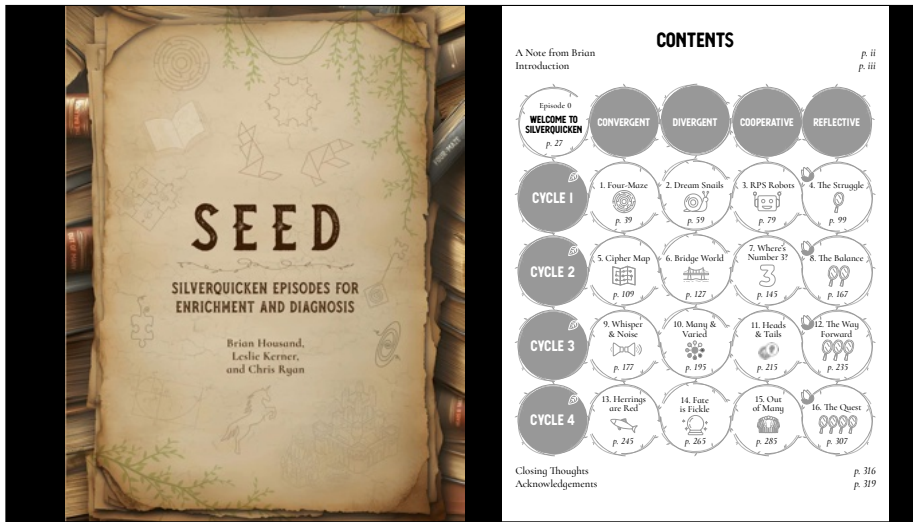
**WHEN HEADS AND TAILS ALIGN,  
THE COIN TELLS  
ITS TRUE STORY.**

**WHAT DETAILS DO YOU SEE  
THAT SEEM UNUSUAL  
OR PURPOSEFUL?**

**INTERDEPENDENCE**



**DID YOU  
KNOW?**





ENGAGE  
EXPLORE  
EXPLAIN  
ELABORATE  
EXTEND



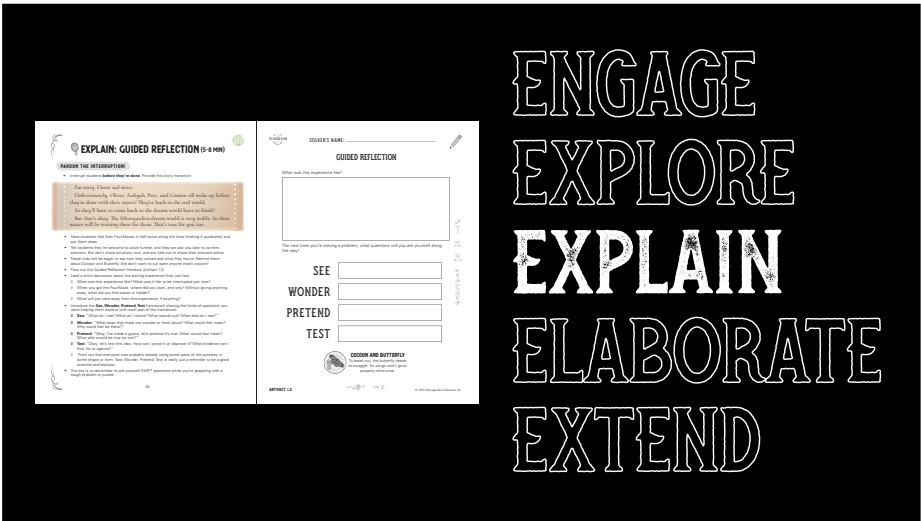
# ENGAGE

## EXPLORE

## EXPLAIN

## ELABORATE

## EXTEND

[illegible][illegible]

**ELABORATE/EVALUATE: AFTERWARDS**

**WHO'S STILL SOLVING?**

- Over the next few days, see who follows up. Who brings back their FourMaze? Note the task persistence of these students. What other characteristics of Convergent thinking are they demonstrating to a significant degree?
- Continue to use **See, Wonder, Pretend, Test** prompts to help students figure out the answers themselves. Use real questions that focus attention without betraying the right answer (in other words, they aren't "leading" or "misleading"). When in doubt, less is more.
- Students who are confused to academic struggle may find aspects of this or other SEED challenges frustrating. Listen closely to your students, reassuring them that you really hear them.
- Then remind them of the **Cocoon and Butterfly** principle. Encourage them to keep working toward the complete solution. And when your students finish solving the puzzle, celebrate the victory!
- Avoid simply sharing the answers on the next pages, which are there to help you understand how each maze works. You don't want to cut the student out of the cocoon or take away the potential for victory against a tough challenge.

Skill	Names and Notes
<b>See</b> Looking at the maze, students identify any details about the maze, including the starting point, the goal, and the obstacles.	
<b>Wonder</b> Bring questions about the details of the maze, including the starting point, the goal, and the obstacles.	
<b>Pretend</b> Acting as if they are in the maze, students imagine the path they would take to solve the maze.	
<b>Test</b> Try to solve the maze, or "test" their solution, to determine if it's the right answer.	

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ENGAGE  
 EXPLORE  
 EXPLAIN  
 ELABORATE  
 EXTEND

**SOLVER NAME**

**MAKE YOUR OWN MAZES**

**1. Make a Maze Maze**

1. Draw a maze on grid paper with a starting point and an ending point.

2. Draw a maze on grid paper with a starting point and an ending point.

3. Draw a maze on grid paper with a starting point and an ending point.

4. Draw a maze on grid paper with a starting point and an ending point.

5. Draw a maze on grid paper with a starting point and an ending point.

6. Draw a maze on grid paper with a starting point and an ending point.

7. Draw a maze on grid paper with a starting point and an ending point.

8. Draw a maze on grid paper with a starting point and an ending point.

9. Draw a maze on grid paper with a starting point and an ending point.

10. Draw a maze on grid paper with a starting point and an ending point.

**SOLVER NAME**

**GROUP SOLVE-A-MAZE**

**Option 1: Worked-Out Maze**

One of you is the **Worked-Out Solver**. One of you is the **Group Solver**. The **Group Solver** will solve the maze by following the path of the **Worked-Out Solver**. The **Worked-Out Solver** will draw the maze on grid paper with a starting point and an ending point.

**Option 2: Group Solve and Pencil**

Make a maze on grid paper with a starting point and an ending point. The **Group Solver** will solve the maze by following the path of the **Group Solver**. The **Group Solver** will draw the maze on grid paper with a starting point and an ending point.

**SOLVER NAME**

**GROUP SOLVE-A-MAZE**

**Option 1: Worked-Out Maze**

One of you is the **Worked-Out Solver**. One of you is the **Group Solver**. The **Group Solver** will solve the maze by following the path of the **Worked-Out Solver**. The **Worked-Out Solver** will draw the maze on grid paper with a starting point and an ending point.

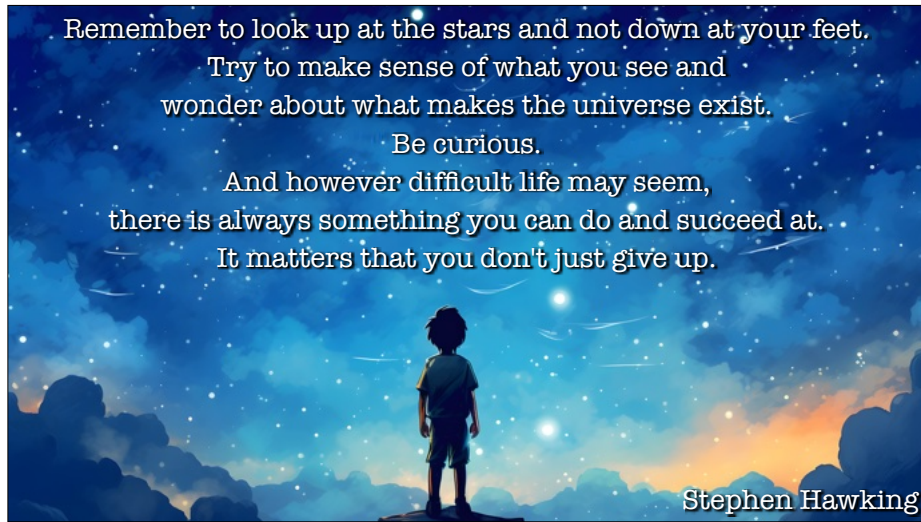
**Option 2: Group Solve and Pencil**

Make a maze on grid paper with a starting point and an ending point. The **Group Solver** will solve the maze by following the path of the **Group Solver**. The **Group Solver** will draw the maze on grid paper with a starting point and an ending point.

ENGAGE  
 EXPLORE  
 EXPLAIN  
 ELABORATE  
 EXTEND

SILVERQUICKEN  
 EPISODES FOR  
 ENRICHMENT &  
 DIAGNOSIS

SILVERQUICKEN  
 EPISODES FOR  
 ENRICHMENT &  
 DIAGNOSIS



**SEED**  
SILVERQUICKEN EPISODES FOR  
ENRICHMENT AND DIAGNOSIS  
Brian Housand,  
Leslie Kerner,  
and Chris Ryan

A book cover for 'SEED: SILVERQUICKEN EPISODES FOR ENRICHMENT AND DIAGNOSIS' by Brian Housand, Leslie Kerner, and Chris Ryan. The cover is a parchment-like texture with various sketches and diagrams, including a spiral, a cross, and a unicorn. The title 'SEED' is in large, bold, serif letters.

**bit.ly/seedlaunch20**

A square QR code with a black and white pixelated pattern. The word 'bitty' is written in a small, cursive font at the bottom right of the QR code.

**20% DISCOUNT  
SEEDLAUNCH20**

A black rectangular area containing the QR code and promotional text. The text 'bit.ly/seedlaunch20' is at the top, and '20% DISCOUNT SEEDLAUNCH20' is at the bottom in bold white letters.