Play Date Facilitator Instructions

*Following a gradual release of responsibility model ***

I. What is it? An intro to the tool and how it works.

1. App Intro
   - can be handled different ways- Facilitator Intro, Volunteer Intro, Exploration
   - Ask for introductory information or tips: Who can demonstrate one or more features of this app? If no one, pull up a video or tutorial for people to see.
   - OR do 5-10 mins of open play, and then ask, "Who could give us a quick tour of what you discovered?" and have volunteers do a quick overview intro
2. Open play- Open play- to learn how to use the app
3. App how-to discussion

II. How do we/could we/should we use it for teaching & learning?

4. Focused play- how could this best be used in the classroom? in *my* classroom? Hands on time; first, view the guiding questions from the google doc and also keep in mind the following guiding questions:
   - How could I use this with my students? What are the strengths and weaknesses of this tool?
   - How could I share what my students would make with this?
   - What are the advantages and disadvantages of this tool?
   - What new learning or creation opportunities does this tool offer?
   - Does this tool present any logistical challenges? (e.g. cumbersome login process, etc.)
   - What is the workflow for using this app?
   - With what other apps/tools does this integrate?

III. Wrap up and synthesis

5. Wrap-up, share, application, extension- what apps are similar? What preliminary knowledge or steps might be needed? What type of classroom use would be best?
6. Evaluation

* Based on [San Jose #playdate14 moderator directions](#)