

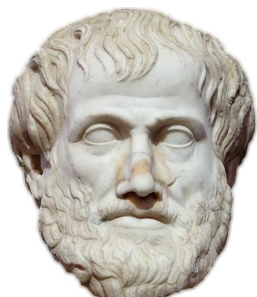
Educating the Will

Doug Blomberg

Institute for Christian Studies

Toronto

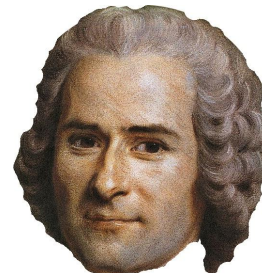
Begin →



Aristotle

Learning is **HABIT** forming.

Habituation to vice must be avoided though.



Rousseau



Gadamer

Habit provides structures to build understanding upon. It isn't always just prejudices.

And pre-judgements *can* be revised.



Piaget



Augustine

I have an idea I call "proairesis", which basically means "intellectual desire".

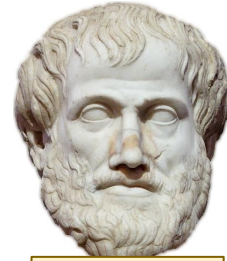
But that leaves out sin! I say that **WILL** directs what we choose to think about and remember.



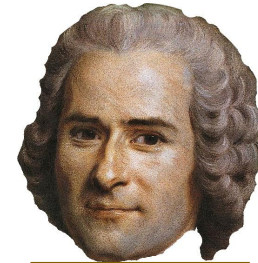
Arendt

The *desire* to learn is still very important. True learning isn't only words and symbols.

Indeed, will makes us the *purposeful creatures* we are.



Aristotle



Rousseau



"...education of the will rather than reason should be paramount, seeking to evoke in students a *purposeful* response in service of God."



BACKWARD DESIGN

A focus on essential *questions* rather than essential *answers* opens up space for responsiveness.

Questions are designed to lead to many answers; the expected *learnings*; not just to single expected answers.

Question-focussed design encourages students to *uncover the content* rather than "racing to cover the curriculum".

Levels of Teaching

1. **Autonomous Development**
2. **Memory**
3. **Explanatory**
4. **Exploratory**





"A primary goal should be facilitating critical awareness (and thus possible revision) of fundamental convictions – prejudices – and their concrete implications, and the making of choices in accordance with these."



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"Empathy...requires an intellectual, imaginative, but ultimately willing identification with another."

Play, Problem-posing, and Purposeful-response

A wisdom-oriented alternative to the theory-into-practice paradigm.



PROJECT BASED LEARNING

The Buck Institute identifies these “essential elements”

- Significant Content
- 21st Century Competencies
- In-Depth Inquiry
- Driving Question
- Need to Know
- Voice and Choice
- Revision and Reflection
- Public Audience



PROJECT DESIGN

King Middle School curriculum coordinator David Grant devised this rubric for project design →



goo.gl/XReQW

1. **Develop a compelling topic...**
2. **Design a comprehensive final product...**
3. **Involve professionals from the community...**
4. **Identify and organize major learning resources...**
5. **Coordinate calendars...**
6. **Plan a culminating event...**

END