

EXPLORE VIOLENT IDEOLOGIES



BELIEFS · What beliefs cause violence actions?



ACTIONS · What are violent actions determined by these beliefs?

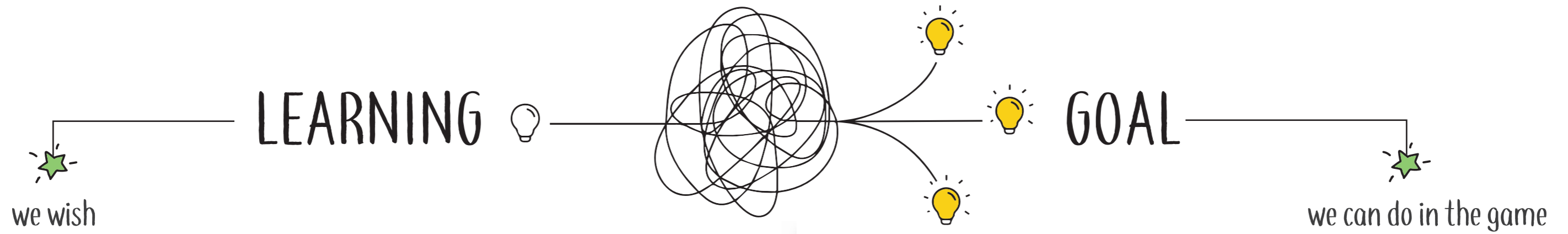


CHANNELS · What kind of communication do violent ideologies use?



MESSAGE · What are the contents of their messages?

DEFINE THE CHALLENGE



DEFINE LEARNING SUCCESS



USER · Who will play with the game?

Lined writing area for the USER section.



IDEA GOAL · What idea do you want to promote?

Lined writing area for the IDEA GOAL section.



EVALUATION · How will learning be evaluated?

Lined writing area for the EVALUATION section.

STORY TELLING GAME

LEARNING GOAL:

METAPHOR:

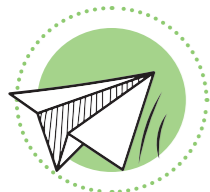
1

2

3

4


5



Brain storming

PUT IN THE GAME INTO ACTION

→  TO DO

→  TEAM
name _____

○ ○ ○ ○ ○

→  Time: ○ = _____ minutes?

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