

Teacher Wong

What should be the role of a teacher in this “Students as Experience Learning Designers Project”? How should it be different from my usual role as a teacher-advisor for an activity? What can I do to help my students to become genuine 'owners' of this project? Shall I interfere if I sense that a problem has occurred? If 'yes', to what extent, and how? If 'no', would the project become a flop? These questions have been on my mind when I worked, not 'instructed', with my students throughout this project.

I share the same rationale behind this project that students can become deep learners, as different from surface and achieving learners, if they can design, execute and evaluate their learning themselves; and deep learning is the most beneficial to students in the long term. My experience is that to achieve this purpose, at the beginning stage, it is of absolute importance to tell the students clearly their roles before recruiting and finalizing the participants, so that they can know the kind of expectations they can make on themselves, their teammates, and the teachers. Then during the process, we really have to 'let go'--let the students go in the way they think is correct. It might not be the way that we prefer, but it is their way, which they believe in and like to try out. If a problem occurs, we don't tell the students how they can solve it, but we provide them with the principles on which a problem can be solved, and they resolve the problems themselves. Thankfully, in this project, they can.

Though it may take more time and effort, students can dig into their potentials and stretch their competence. and the experience, I hope, will be much more memorable to them. We have to allow mistakes to occur, after all a school is a place where students can afford to make mistakes, and success is built on the many mistakes one makes before.

I have learned to humble myself as a teacher and have faith in students' potentials and abilities. If they have put their heart in a project, they wouldn't allow it to become a flop.