

# Educational Leadership Simulation Development Project

University Council for Educational Administration
Annual Convention
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#### Presentation Overview

- Overview of project status
- Key points, considerations, and project highlights
- Implementation in graduate courses and continuing education/professional development programs
- Proposed facilitation model (Sample Facilitator Presentation)
- Further information/Q&A

#### Project Status

- Current simulations (text-based interface)
- Future micro-simulations (multimedia interface)
- Ongoing development work
  - Partnering with NexLearn, LLC, to utilize SimWriter<sup>®</sup> Pro for new multimedia interface
  - Building capacity through a network of simulation "writers"
  - Establishing peer-review standards and procedures for educational leadership simulations

#### **Current Simulations**

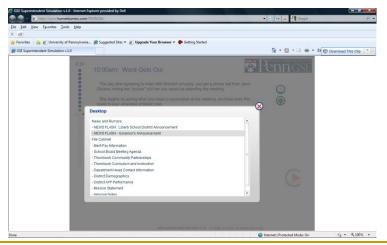
- Initial proto-type: The new superintendent (a simulation of the first days on the job for a new superintendent)
- Macro simulation 1: The budget cut (a simulation of the process around making substantial, hard budget cutting decisions)

# Initial proto-type: The new superintendent

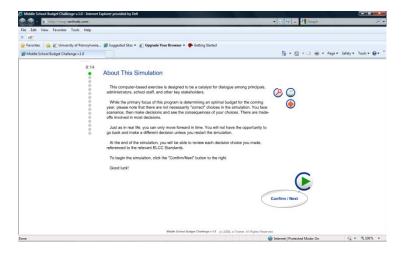


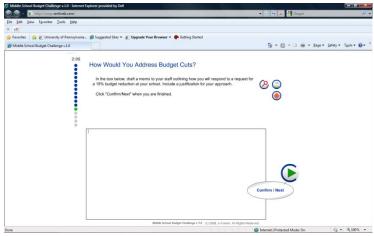




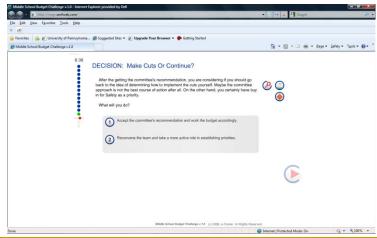


### Macro simulation 1: The budget cut



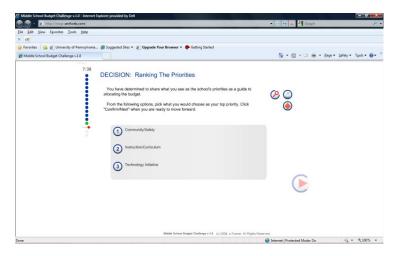




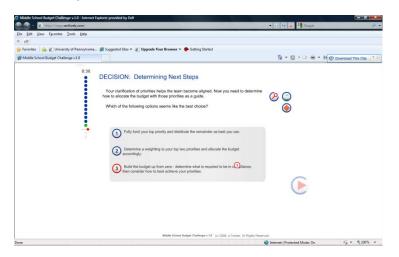


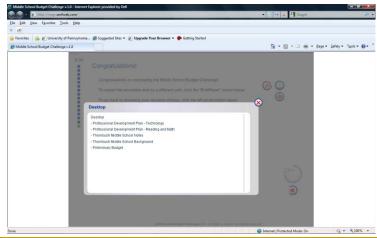
#### Macro simulation 1:

#### The budget cut (continued)









# Future micro-simulations (multimedia interface)

- Focus on instructional leadership
  - The post-conference (a simulation of a post-observation conference with a math teacher)
- Focus on family engagement
  - The parent group (a simulation of a principal's parent advisory group meeting)
- Focus on legal issues
  - The expulsion (a simulation of the response to a significant behavioral incident)
  - The IEP Team (a simulations of an Individualized Education Plan team meeting)

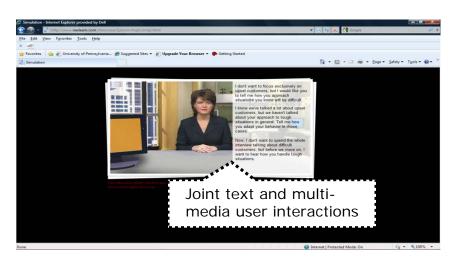
## Ongoing development work

Partnering with NexLearn, LLC, to utilize
 SimWriter® Pro for new multimedia interface

Building capacity through a network of simulation "writers"

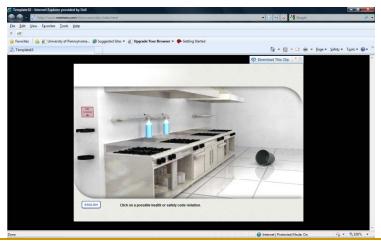
 Establishing peer-review standards and procedures for educational leadership simulations

#### Examples of the SimWriter® Pro multimedia interface









### Some Key Considerations

- This is the Graduate Course/Professional Development version of the simulation
  - Catalyst for learning discussions, both among team members making decisions together, as well as in debriefing with the facilitator
  - Bridging from the simulated world back to the real world of the participants is central to the methodology
- There are a number of tracking possibilities that could go along with implementations of both the PD and Assessment versions (may be able to integrate with Learning Management Systems)
  - what choices were made by most participants
  - what choices were made by specific candidates
  - roll-up results showing results per district implementation, etc.
- Assessment version may have more opportunities for text entry responses.
  - Could be used as a formative or summative course assessment
  - May integrate into a school leadership search process, gathering data comparable to a situational interview for consideration by a search committee to inform and aid hiring decisions

## Standards Alignments

- All decision-points aligned to national standards
  - Currently aligned to Educational Leadership
     Constituents Council (*ELCC*) Standards for
     Advanced Programs in Educational Leadership.
  - Easily also aligned to Interstate School Leaders
     Licensure Consortium (ISLLC) Standards
  - Custom alignment to appropriate local standards is available

## Sample Facilitator Introductory Presentation

Adaptable for use in graduate classrooms, continuing education programs, or professional development environments

## Agenda

- Introduction to simulation
  - Group assignments (small teams of 3-5)
  - Navigation and decision making
  - Run simulation
- Ongoing reflection
  - Within simulation (text entry following key decisions)
  - Ongoing paper notes (questions, thoughts, epiphanies)
- Simulation debrief
  - Consensus building issues
  - Budget prioritization
  - Outcomes
- Process debrief
  - What worked/didn't work
  - What surprised you
  - What will you apply back on the job

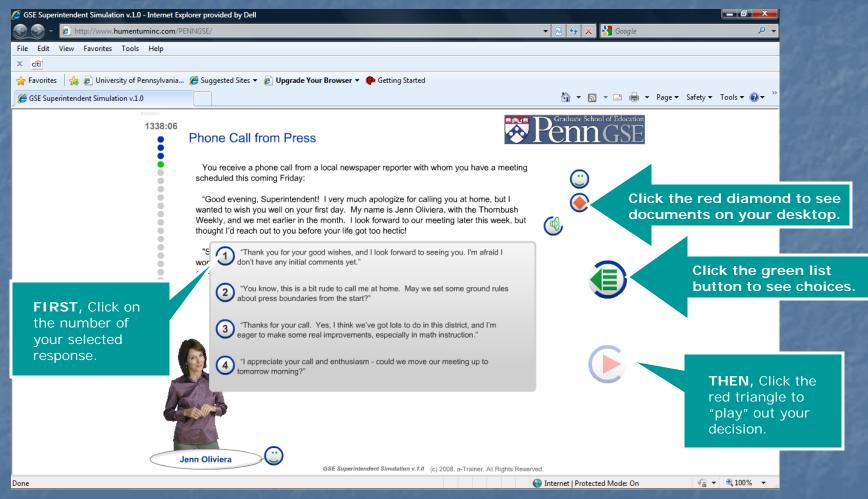
#### What Is the Simulation?

- You will play the role of a middle school principal tasked with making a substantial budget cut after the public acceptance of your original budget
- You will interact with characters, make decisions, and see the consequences of your choices
- You will not be scored, there are not necessarily explicitly correct or incorrect choices
- You will leverage your simulation experience to better understand the issues around these types of scenarios

## Navigation and Decision Making

- Just as in real life, you may only move forward in time and you must live with the consequences of your choices
   there is no going back.
- The best choices may involve trade-offs, and you will need to determine how to optimize among a given set of options.
- Assign someone to use the mouse for the entire round, but make decisions as a group.
- Assign someone to identify "events of interest" that you want to discuss with the large group following simulation play.

## Navigation and Decision Making



## Running the Simulation

- Assign person to use the mouse.
- Assign person to capture "events of interest"
- Be aware of the time and keep moving.
- Simulation should be completed within 45 minutes

#### Simulation Debrief

- Share "events of interest"
- Challenges & Outcomes
  - Consensus building
  - Budget prioritization
- Other thoughts

#### Process Debrief

- What worked/what didn't work?
- What surprised you?
- What will you apply back on the job?

# Discussion/ Questions & Answers

#### Interested in using this tool in your program or district?

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