

**Assignment Title:** Pause Button for Discussion

**Type of Course:** Any Discussion Section

**Mechanic(s):** Time & Chance

**Draft of Prompt:**

It would be really cool to play with pause in a Socratic seminar setting. I have a friend who is currently taking a class on meditation and went on a meditation retreat during Spring Break. He's been thinking a lot about the ways which meditation prompts a more acute awareness of your body and mind. Often in discussion, too many things are being said at once to keep up with... you raise your hand to respond to a point, but by the time you are called on, it's no longer particularly relevant to the subject at hand; there are just too many people in a classroom for the sort of conversation that begets real listening. If the discussion was forced to pause every five minutes or something like that so that students could sit, meditate, ponder all that had just been said, get their bearings, I wonder how that would affect the discussion going forward? Or, if the teacher played around with the function of turns by, for example, having students sit in a circle, and each student had to respond to the student before them in cyclical, recurring order, just as would be protocol were the students playing a dice-rolling game round a game-board, what might happen then? It might force students to pay closer, more active attention to the immediate thought in the room, because they would have nothing to respond to until the turn directly before theirs. There would be no figuring out something smart to say, then tuning out while you raise your hand for your chance to say it.