Eruditus Learning Contract

By signing this contract, I, _____ , agree to the following:

1. Starting a project means finishing it
2. Finishing a project means giving a presentation
3. The official rules as outlined in Rules and Definitions[1]

Name of my dance partner: _____

Title of my presentation: _____

_____

I am a Game Master: Yes ☐   No ☐

Learn location: _____

Date: _____

Signature: _____

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[1] Please review the rules and definitions on the backside of this document

Rules and Definitions

Rules

1. A learning project stretches over four learning days
2. You need a dance partner to be able to attend
3. No phones during learning sessions

Definitions

Game Master

You're game master, great! The role of the game master is very important and ensures the success of a learning project. As game master, you should take care of the following:

1. Bring contracts and ensure they are signed at the beginning of a new learning project
2. Collect and put phones in airplane mode at the start of the learning and teaching day
3. Guide students through the structure of learning and teaching days

Learning Project

The learning project is at the heart of Eruditus. It encapsules learning days and learning sessions as well as the teaching day. It should represent a topic you want to learn more about. A learning project generally consists of four learning days and one teaching day.

Learning Day	Teaching Day
1. Standup (~5 min) 2. Learning Session (120 min) 3. Break (60 min) 4. Learning Recap (~30 min) 5. Learning Session (90 min)	1. Standup (~5 min) 2. Learning Session (120 min) 3. Break (60 min) 4. Presentation Session (60 min) 5. Debrief (60 min) 6. Planning (15 min)

Debrief

The debrief gives students a chance to give feedback and improve Eruditus. 60 minutes should be spend answering the following questions and discussing the answers.

1. What felt good/what worked?
2. What didn't work?
3. What would help us if we'd add it?
4. What would help us if we'd delete it?
5. What would help us if we'd change it?
6. What are interesting experiments?
7. Open questions?
8. Action items

Planning

At the very end of the teaching day, a 15 minute planning session is used to plan and implement any agreed upon improvements or experiments for the next learning project. The outcome should be set calendar dates for all participants for the next learning project.