

# Pathfinder

## Instructions



Discover your purpose in life!

The WAY Game © 2013

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Name \_\_\_\_\_

# Instructions

**Keep it simple.**  
Fill in the blanks.

If you don't understand, ask someone, or just do your best.

Pathfinder is a questionnaire designed to introduce students, parents, and teachers to various ideas and authors to develop your self-awareness, awareness of how unique/different your classmates are and help you understand how you can build your learning potential.

Pathfinder responses are also used in The WAY Game.

**COMMUNICATION**

**1) NAME**

Print your first and last name here.

**2) A.K.A.**

{Also Known As} If you have been given a nickname that you go by, write it here.

**3) PHOTO**

Insert a digital photo here.

**4) HOME PHONE**

Write your home phone number here.

**5) BEST PHONE**

Be it a cell phone, business, or your home number, if teachers have to get a hold of your parents quickly; what phone number would that be?

**6) E - MAIL**

Write your e-mail here. For another method of communication.

**7) BORN**

Write where were you born?

**8) BIRTHDAY**

Use scientific notation to write your birthday e.g. year / month / day.

**9) TODAY'S DATE**

Print - Year / Month / Day

**10) HOMEROOM**

Write your homeroom here.

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**LEARNING MODALITIES**

**11) AGE**

Write your age here. Enjoy the age you are.

**12) AGE I FEEL**

Write how old you feel. Do you feel older, younger, or your actual age?

**13) WORK SPEED**

Circle one of the following: More ☺, Average ☺, or Less ☹. Compared to students your age, would you like more time to complete your work, {*More Time*} the same as others, {*Average*} or, do you need less time {*Less Time*}? Be honest so teachers can give you the time you need to complete your work.

**14) OUTGOING / SHY**

Are you OUTGOING, [active, outgoing, verbal, energetic] or, are you SHY, [passive, laid back, non-verbal, quiet]. Circle one or the other.

**15) INSIDE / OUTSIDE**

Would you rather spend your time indoors or outside?

**16) OTHER CULTURE**

If you speak another language[s], write it here. What culture is your heritage?

**17) 8 SUBJECTS**

Estimate what grades you think you could earn in 4 core subjects. Write in other subjects you take.

## 18) LEFT BRAIN OR RIGHT BRAIN

Complete the following 'quiz' and enter the results on your Pathfinder sheet. Our brains are made up of two halves, or hemispheres. One hemisphere is usually more dominant than the other; since different brain areas are responsible for different functions {memory, creativity, speech, movement and so on}, some people are naturally good in some areas, while others have different gifts and talents.

Which word list describes/appeals to you best - 1 or 2? If need be, ask your teacher to explain the ideas below.

There are no right or wrong, good or bad, word list, it's just who we are. The world need balance, it needs both types of thinkers.

**1} I am logical, I like things orderly, I don't like when things change, I believe in the power of individuals.**

**List form, formal, specialized, rules, verbal, good at 'core' subjects, linear, detailed.**

**2} I am creative, I don't mind disorder, I don't mind when things change, I believe in the power of the group.**

**Web form, informal, general, rights, non-verbal, good at 'elective' subjects, holistic, sees the 'big picture'.**

### Key to Left / Right Brain Lists

List 1 = LEFT BRAIN

List 2 = RIGHT BRAIN

## LEARN HOW TO LEARN

### 19) HEAR/SEE/TOUCH – Listen/Look/Feel

One of these senses is the one you learn best with; what is your dominant sense in learning?

Listening, Seeing or Touching. Put a number 1 next to your first choice and a 2 next to your second, a 3 for last.

Always pay close attention to these three senses in learning situations. Understanding which 'sense' you prefer to learn with is not always easy to figure out. Being aware of your senses is the first step. Think of it this way, if you were to lose one of these senses, which one do you think you'd miss the

## 20) BEST LEARNING PRACTICES

Circle the statement that applies to you, then transfer the number at the beginning of the sentence into the corresponding box on the Pathfinder sheet. If you practice these eight ‘tips’ consistently, you will dramatically improve your chances of a successful education!

*Google titles at will.*

### 1} Learn HOW to Learn

For the most part, schools teach students what to learn, [curriculum content – names, dates, facts and formulas etc...] not how to learn [mnemonics, questioning skills, note taking, textbook analysis etc...] You may have learned some of these skills; how much do you know about learning how to learn? If you know how to learn, learning ‘what’ to learn becomes easier. Be honest, which describes you?

1. I don’t know much about learning how to learn.
2. I know something about the topic.
3. I know more than the average person about learning how to learn.

### 2} Positive Self Talk

Positive self-talk develops confidence and self-esteem; it’s that little voice in your head that gives you a positive, or negative outlook on life. Your experiences in life will help determine your ‘self talk’ and these messages are played over and over in your mind, helping to shape your character. Be honest, which describes you?

1. Quite often, I think bad thoughts about myself and others.
2. My thoughts are generally good about myself and others.
3. I make a conscience effort to remove negative thinking from my mind.

### 3} Chew Good Food

When you chew your food thoroughly, your body absorbs nutrients more effectively, which makes it ‘run’ better. Did you know that you use 30% of daily nutrients to ‘run’ your brain? ‘Good food’ means a balanced diet. Be honest, which describes you?

1. I eat quickly and I don’t eat a lot of fruits and vegetables.
2. I make an attempt to eat a balanced diet; I don’t eat a lot of ‘junk food’.
3. I eat slowly; I eat a lot of fruits and vegetables. I eat a balanced diet.

### 4} Drink Water

Our bodies are made up of 70% percent water. Our brains and bodies need water to work properly. You need to drink lots of pure water on a daily basis. Be honest, which describes you?

1. I rarely drink water; I mostly drink pop and juice.
2. I drink water from the fountain, but I drink more pop and juice.
3. I drink water on a regular basis; I have a water bottle at my desk and I drink water at home.

### 5} Sleep

Growing bodies need at least 9 hours of sleep each night. How well do you sleep? Do you wake up in the morning feeling rested?

1. I stay up late most nights; I often feel tired during the day.
2. I try and get enough sleep, but I don’t always sleep well.
3. A good night’s sleep is important to me; I get eight to nine hours a night.

### 6} Meditate

Learn to relax, take time to be quiet on a daily basis. Learn how and practice meditation.

1. I don’t know what meditation is, or how to do it.
2. I enjoy my time alone without any distractions.
3. I meditate on a regular basis

### 7} Exercise

What kind of shape are you in? If you don’t exercise when you’re young, you won’t likely exercise when you’re old, and that will lead to a poor quality of life.

1. I don’t exercise or play sports.
2. I play on a team, but apart from that, I don’t exercise.
3. I play sports and exercise on a regular basis

### 8} Clean as You Go

How clean is your binder, your desk, your locker, your room? Do you need to be told to organize your things, or do you do it by yourself?

1. My room, desk, backpack and binders are always a mess.
2. I’m fairly neat, I can usually find things.
3. I am very organized; I take pride in how organized I am.

# HOW DO YOU SERVE OTHERS?

## GARDNER'S MULTIPLE INTELLIGENCES

21) This section is based on the work of Howard Gardner's Multiple Intelligences. Complete the following questionnaire. Each statement should be ranked from 1 to 5, with 1 being least like you, and 5 being most like you. Add up each section; then enter results on the Pathfinder sheet next to the corresponding gift and talent. Rank yourself in comparison to people your own age. See the scoring sample on the next page. {There can be ties as seen on the sample.}

### 1. Artistic

- 1 2 3 4 5 I like to draw / doodle.
  - 1 2 3 4 5 I like to design things.
  - 1 2 3 4 5 I like to decorate my room.
  - 1 2 3 4 5 I put a lot of effort in creating graphics, models and props for projects I do.
  - 1 2 3 4 5 I believe I have a natural talent for art and design.
- Total \_\_\_\_\_

### 2. Athletic

- 1 2 3 4 5 I like to play sports.
  - 1 2 3 4 5 I'm one of the better players in the sports I play.
  - 1 2 3 4 5 I'm coordinated.
  - 1 2 3 4 5 I exercise on a regular basis.
  - 1 2 3 4 5 I believe I have a natural talent for athletics.
- Total \_\_\_\_\_

### 3. Spiritual

- 1 2 3 4 5 I pray / go to church.
  - 1 2 3 4 5 I trust and follow my feelings.
  - 1 2 3 4 5 I notice coincidence in my life.
  - 1 2 3 4 5 I meditate.
  - 1 2 3 4 5 I believe I have a natural talent in this area.
- Total \_\_\_\_\_

### 4. Logical

- 1 2 3 4 5 I like to solve puzzles.
  - 1 2 3 4 5 I'm good at math.
  - 1 2 3 4 5 I'm good at estimating.
  - 1 2 3 4 5 I like to be organized.
  - 1 2 3 4 5 I believe I have a natural talent for logical thinking.
- Total \_\_\_\_\_

### 5. Mechanical

- 1 2 3 4 5 I like to build things.
  - 1 2 3 4 5 I like to fix things.
  - 1 2 3 4 5 I have a number of friends who have similar interests in mechanics.
  - 1 2 3 4 5 I like to know how things work.
  - 1 2 3 4 5 I believe I have a natural talent in this area.
- Total \_\_\_\_\_

### 6. Musical

- 1 2 3 4 5 I have friends who like to play music.
  - 1 2 3 4 5 I like to listen music.
  - 1 2 3 4 5 I like to sing, hum, tap, whistle.
  - 1 2 3 4 5 I play an instrument.
  - 1 2 3 4 5 I believe I have a natural talent for music.
- Total \_\_\_\_\_

### 7. Natural World

- 1 2 3 4 5 I like plants and animals.
  - 1 2 3 4 5 I have/had pets that I care for.
  - 1 2 3 4 5 I like camping and nature walks.
  - 1 2 3 4 5 I like to do nature based projects at school.
  - 1 2 3 4 5 I believe I have a natural interest in this area.
- Total \_\_\_\_\_

### 8. Social

- 1 2 3 4 5 I have lots of friends, they are very important to me.
  - 1 2 3 4 5 I enjoy talking more than listening.
  - 1 2 3 4 5 I love to read and have a good vocabulary.
  - 1 2 3 4 5 I need to be 'where the action is'.
  - 1 2 3 4 5 I believe I'm naturally a socially active person.
- Total \_\_\_\_\_

## SCORING SAMPLE

Here is an example using just the first three set of questions. After each category is totaled, transfer scores.

### 1. Artistic

1 2 **3** 4 5 I like to draw / doodle.

1 **2** 3 4 5 I like to design things.

1 **2** 3 4 5 I like to decorate my room.

1 2 **3** 4 5 I put a lot of effort in creating graphics, models and props for projects I do.

1 2 **3** 4 5 I believe I have a natural talent for art and design.

Total     13    

Gardner's Multiple Intelligence							
Artistic	13	Athletic		Spiritual		Logical	
Mechanical		Musical		Nature		Social	

### 22) GOLEMAN'S EMOTIONAL INTELLIGENCE

This section is based on the work of Daniel Goleman and his book Emotional Intelligences. He asks, "What does it mean to be smart? Does emotional intelligence matter more than having a high IQ? What matters more, how well you do on tests, or how well you can get along with people?"

Which of the following statements describes you? Write [Y] for the words that describe you. Write [D] for the one's you'd like to develop.

**Altruistic** – how concerned are you with the welfare of others?

**Courage** – how brave are you when it comes to doing things?

**Empathetic** – how well can you identify with the thoughts and feelings of others?

**Impulse Control** – how well can you put off reward; are you able to control your actions?

**Moralistic** – are you guided by moral principles?

**Persistent** – do you keep trying until you succeed at the things you do?

**Self-aware** – how well do you know your thoughts, feelings and desires?

**Zealousness** – how eager or enthusiastic are you when you take on 'projects'?

### 23) Dr. Torrance's Creative Thinking

The following was inspired by an article in the ATA Magazine, Spring, 2011 – Testing the Whole Mind – Educating the Whole Child, by Garnet Millar, Christine Dahl and John Kauffman. In an attempt to summarize the findings of Dr. E. Paul Torrance I have listed 12 attributes that the authors of this article summarize as the foundation of creativity as found on Dr. Torrance's Creativity test.

**Enter [Y] for Yes, [N] for No or [S] Somewhat if the description applies to you.**

#### 1. Find the essence

Can you find the main idea of a lesson, a book, show or other source of learning? Do you understand what people really mean? Can you read 'between the lines'? Can you cut through unnecessary and confusing messages to get to the truth?

#### 2. Open your mind

Can you look at a problem without judgment, can you 'see' through the eyes of someone else, can you use something in new ways? Can you come up with many solutions to a single problem?

### 3. Aware of emotions

Are you aware of how you feel in different situations? How many 'emotions' can you name? Do you know what triggers emotional responses in you? Do you know how emotions are tied to ideas?

### 4. Combine ideas

Do you combine two or more ideas/articles to create a new way of doing things?

### 5. Visualize richly

When you write, or create something do you use rich or colorful images to describe, defend or extend the 'idea'?

### 6. Sense of humour

Do you get it? Can you see the humor in things? Can you laugh at yourself or others without judgment or cruelty?

### 7. Extend boundaries

Can you take an idea and move it beyond what it was intended to be used for?

### 8. Unusual perspective

Most people see things one way, straight on. Can you see things from the 'side', 'top' or 'beneath'?

### 9. Enrich imagery

Can you make things better by seeing what the 'end product' may look like? Can you take someone else's work and improve it?

### 10. Fantasize

Do you have fantasies about people, places or things? How vivid are these 'movies of your mind'?

### 11. Put ideas in context

Can you see or understand how things work together?

### 12. Glimpsing Infinity

Do you get ideas and wonder where they came from? Do you wonder at the simple complexity of the word?

## 24) FAVORITE SUBJECTS

What are your two favorite subjects?

## 25) FAVORITE PROJECTS

What are your favorite projects in school? Look at the projects in the table below; pick your two favorites. If there is a project that you like that doesn't appear on the list, write it in.

Puppet Show		Report		Comic		Field Trip		Lab	
Tri-fold		Game		Model		Video		Poster	
Experiment		Skit		Debate		Computer		Your idea	



# BE HAPPY, HEALTHY, WEALTHY & WISE

## 26) Favorite Seasons

What are your two favorite seasons?

## 27) Favorite ?

What else is a favorite of yours that you would like to tell others about?

## 28) FAVORITE CORE VALUES

Pick your 4 most important core values. Check-off words that you feel strongly about, then narrow your choices down to 6 of your favorite values. Do your values guide your decision-making? Are your 'top' values really how people see you? If you don't see a value you believe in feel free to write your own in.



Adventure	Athletics/Sports	Competition
Beauty	Calm/Quiet	Celebrity-Worship
Charity	Chastity	Civic Duty
Cleanliness	Communication	Compassion
Community	Conformity	Consumer Rights
Cooperation	Courage	Creativity
Democracy	Diplomacy	Discipline
Education	Entertainment	Equal Opportunity
Fairness	Family	Fate
Fitness	Force	Freedom
Friendliness	Friendship	Fun
Generosity	Gratitude	Happiness
Heritage	Honesty	Human Rights
Humor	Justice	Leadership
Innovation	Loyalty	Manners
Learning	Money	Neighborliness
Love	Order	Patriotism
Open Minded	Perseverance	Personal Growth
Peace	Power	Privacy
Pleasure	Prosperity	Protection
Progress	Reason	Regulations
Punctuality	Respect	Responsibility
Religion	Sacrifice	Safety
Rights	Self-Respect	Sincerity
Self-Reliance	Speed	Spirituality
Solitude	Teamwork	Tolerance
Strength	Truth	Trust
Tradition	Variety	Wisdom
Values	World Unity	Women's Rights
Fill in your own ideas:		

## 29) FAVORITE FICTIONAL CHARACTER

Books, movies, TV... It's not so much the character, but the qualities that make up the character that we like. Would we like to see those qualities in ourselves? List your two favorite fictional characters.

# Students don't plan to fail, they fail to plan!

## 30) In 10 Years I'll...

What do you see yourself doing in ten years time?

## 31) MEDICAL

Summarize any medical concerns that your teachers need to know about.

## 32) I LIVE WITH

Circle who you live with. Write the ages of any brothers and sisters that you live with.

Are you an 'only' child? Are you the oldest, youngest, do you live with both parents?

This information can assist teachers in understanding your unique learning situation.

## I...

Circle the answers that are most like you. How well do you know your own character? In order to understand others, you must understand yourself first. You may use the associated statement to discuss/reflect on each I... idea

1. **I can remain on task** – Long time      Average      Short time

Grades improve when you study smarter, not harder. How long can your brain remain on task? Don't study for longer than your natural abilities will permit you.

2. **I am organized** – Very      Average      Not at all

When you look at your binders, backpacks, desks and lockers, do you see a disorganized mess, or someone who is organized? Clean as you go.

3. **I do my best work** – Morning      Afternoon      Evening

Are you a morning person, or a night-hawk?

4. **I remember facts easily** – Yes      Somewhat      No

Everyone learns at different rates; be understanding of others.

5. **I like to work** – In groups      Partner      Alone

What does this say about you?

6. **When receiving instruction I need** – Little help      Some help      Lots of help

It is important that teachers know who needs extra help early in the year.

7. **I need \_\_\_ to study** – Music      Some Sound      Quiet

Getting the 'sound' that you need to study to will improve performance.

8. **Teacher need to discipline me** – Often      Sometimes      Rarely

If you put 'Often' then ask yourself why?

9. **I am a risk taker** – Yes      Somewhat      Not at all

Risk, combined with wisdom, creates opportunity.

10. **My feelings are easily hurt** – Very                      Somewhat                      Not at all

What does this say about your character?

11. **I like to share my knowledge** - Very much                      Somewhat                      Not at all

Helping others is good.

12. **I like to read** – Very much                      Somewhat                      Not at all

Knowing how to read and understand what you read is important.

13. **I consider the feelings of others** – Always                      Sometimes                      Not at all

Putting yourself in ‘someone else’s shoes’ builds empathy.

14. **I watch a lot of television** - Yes                      Sometimes                      No

Think about what you watch, and why you watch it.

15. **I always try my best** – Yes                      Sometimes                      No

Do you always put in your best effort? If not, do you know why?

16. **I am competitive** – Very                      Somewhat                      Not at all

Is winning more important than playing?

17. **I like the way I look** – Yes                      Somewhat                      No

If you answer no, is it important to improve your self-image?

18. **I am patient** – I can wait                      Sometimes                      I can’t wait

Being patient with people reduces conflict.

19. **I worry about things** – A lot                      Somewhat                      Not at all

If you worry a lot, try and understand what, and why you worry about. Does it help?

20. **I have lots of friends** – Yes                      Average                      No

Should you try and include someone who might not have friends?

21. **I have \_\_\_ self esteem** – High                      Average                      Low

What is self-esteem and how does it impact your life?

22. **I am honest** - Yes                      Sometimes                      No

How does honesty affect your character?

23. **I am usually on time** – Yes                      Sometimes                      No

Why is being on time important?

24. **I am busy after school** – Yes                      Somewhat                      No

How does this affect homework and other activities?

25. **I’m lucky** – Yes                      Somewhat                      No

Do you count your blessings?

26. **I bully people** – Yes                      Sometimes                      No

There are many ways to bully people; can you name them?

## Today...

**27 to 57** What are some of your favorite things? Keep your answers to a one or two-word summary. How often do you think about these things? How can knowledge of your favorite things be applied to your life and your education? Parents can use this information to improve rewards and adventures as motivation for a job well done. Your answers will change over time as you develop.

27. Activity I do
28. Animal
29. Band or singer
30. Colour & number
31. Discipline
32. Great achievement
33. Food, fruit, veg.
34. Movie/T.V. show
35. Place to stay
36. Reward I get
37. Sport or hobby
38. Team
39. Thing I own
40. I wish I could
41. My best memory
42. I like to make
43. I'd like to drive
44. I like to buy
45. My mentor
46. I collect
47. Instrument I'd play
48. I'd like to try
49. A thing I'd change
50. I worry about
51. ___ makes me happy
52. I find ___ difficult
53. ___ is/are beautiful
54. ___ is/are funny
55. ___ makes me mad
56. ___ Charity I'd support
57. I'm grateful for...

## DRAW SCHOOL MEMORIES

What do you remember most about your last year in school? Draw symbols/pictures of what you remember most about last year.

## CAREER PATHS

Which of the following career paths most interesting to you? Rank the top three 1<sup>st</sup>, 2<sup>nd</sup> 3<sup>rd</sup>. Defining interests early can lead to a lifetime of fulfillment. Would you be good at: creating the good or service, managing, maintaining, supporting, reporting or, avoiding it? Enter your top three choices on the pathfinder response sheet.

Agriculture	Architecture/Design	Arts/Visual	
Arts/Performing	Business	Computers	
Construction	Education	Engineering	
Food Services	Government	Health Care	
Installation/ Repair	Law	Management	
Media	Office Support	Personal care	
Production	Sales	Social services	
Sports/Fitness	Transportation	Your Choice	

## REMEMBERING MY TEACHERS

Fill in the names of your teachers who have taught you over the years. When you remember your teachers, you remember their lessons. A lot of people are responsible for your education; remember them and their lessons!

After elementary school, students have many teachers in a year. You may write the name of your most influential teacher, perhaps your advisor, or homeroom teacher.

# Home & School Applications

How and when The Pathfinder Project’s ‘tools & techniques’ are used is at the discretion of individuals.

## Home

- 📖 An Introduction to Lifelong Learning
- 📖 A Self-Reflection Tool for Students
- 📖 Parents Check-in, to Check-out their Kids
- 📖 A Historical Record of Children
- 📖 Meet the Teacher Nights
- 📖 Homework – The WAY Game
- 📖 Customize Study Routines
- 📖 Motivation & Discipline
- 📖 Customize School Projects

## School

- 📖 Professional Development
- 📖 Relationship Building
- 📖 Differentiate Instruction
- 📖 Student of the Day
- 📖 The WAY Game
- 📖 Is Everything Alright?
- 📖 For Student’s Records
- 📖 Personalize Get-well Cards
- 📖 A ‘Buddy’ Class Activity [Scribes]
- 📖 Classroom Icebreaker Activity
- 📖 The ‘About Me’ Collage

# Home

## **1. An Introduction to Lifelong Learning**

Pathfinder will introduce you to ideas that will make your learning easier. These ideas are called *learning processes* or learning HOW to learn. Once you understand these learning processes, you can apply them in all situations for the rest of your life. This is called lifelong learning.

## **2. A Self-reflection Tool**

Life is a mystery; you are here for a purpose; it's your responsibility to try and figure out what that purpose is. Pathfinder is a 'tool' to help you on this journey of self-discovery. You must try to 'define' yourself, the things you believe in and stand for. Self-knowledge will help you with all of the decisions you make daily. Who will be my friends, how will I spend my time, will I help people or hinder them, will I try my best to learn, or not... But know this, we are all here to serve one another; we will find true happiness when we match how we serve one another with our natural gifts and talents!

## **3. Parents Check-in, to Check out their Kids**

A copy of Pathfinder is provided for parents at the beginning and end of each school year. Childhood and adolescence is a time of physical, mental, and emotional change in students' lives; having a tool to monitor these changes is beneficial for parents if they intend to be their child's first, longest and most important teacher.

Parents may provide input to student responses, giving their children insight and support when needed.

Pathfinder can be a powerful tool for students if completed over an extended period. Trends of values, talents, likes and dislikes and so on emerge over time, helping students make important life choices in terms of education, careers, leisure choices and friendships.

## **4. A Historical Record of Your Children**

When Pathfinder is completed over several years, parents and students may study past responses and look for any patterns that emerge. This information can be extremely valuable when making higher education programs or career choices. It's easy to forget our passions when we were young; Pathfinder helps preserve these memories.

## **5. Meet the Teacher Nights**

Especially important at the beginning of the year, parents can help teachers to get to know their students better and faster than ever before. By discussing Pathfinder responses, parents can offer essential insights into the accuracy of student responses. It underlines the professionalism of teachers by putting the needs of children first, by collaborating with parents.

## **6. Homework – the WAY Game**

Students produce the Game Cards needed to play this game for homework. The game is designed to help students know their classmates better and build academic skills.

## **7. Customize Study Routines**

Students and parents use information from Pathfinder to develop a time, place and routine for study.

Being aware of the time of day your brain is functioning best, how long to study for, what senses to use and what 'tools' you use should all be considered.

## **8. Motivation & Discipline**

Knowing when and how to reward and punish children must be thought out ahead of time; use Pathfinder information to help you make these decisions.

## **9. Customize School Projects**

"One size doesn't fit all" when it comes to learning. Whenever parents and teachers can create projects that appeal to individual learners, they will enjoy the 'work' more and, consequently, do a better job.

# **School**

## **1. Professional Development - Time Well Spent**

Administrators should set aside professional development time so that teachers can invest time learning about their students' unique natures. Things about students may take months to learn, or perhaps never can be uncovered early in the school year. This is a time to talk to colleagues about students with unique concerns.

## **2. Relationship Building**

When teachers take time to get to know students better, trust and relationships can be built with 'knowing' comments or inquiry. If a student knows that their teacher has taken the time to get to know them personally, good things happen.

## **3. Differentiate Instruction**

One size doesn't fit all when it comes to learning; increasingly, teachers are being asked to customize learning to meet students' needs. The first step in this process is to help 'define' the learner's needs. Pathfinder provides teachers, students and parents with almost one hundred 'pieces' of information that can be used to help customize learning processes. Pathfinder is not intended to put the onus on teachers alone; students and parents should play the most critical role in differentiating students' education. When to study, how to study, which 'sense' should be used, how often material is repeated, how long to study, who should I

learn with are all factors that influence learning. This information is found in Pathfinder.

#### **4. Student of the Day**

The best teachers know the value of investing time in developing good relationships with their students. It's simple, students will work harder for teachers they know and trust and when students know and trust their classmates. Student of the Day is when one student is picked to share a little bit about themselves with their classmates. The Student of the Day sits in front of the class while each student gets to ask them one question from Pathfinder. The student asking the question says the section and number [if it applies] of the question being asked to speed things along. The Student of the Day has the right to refuse to answer any question asked for whatever reason. The student asking the question is chosen randomly by a fellow student using WAY Cards. Students are to pay attention to responses and lose their turn if the question has already been asked.

Teachers are encouraged to fill out Pathfinder and be the first 'Student of the Day.' The idea being, teachers, shouldn't ask students to do things that they wouldn't do themselves. This process helps 'personalize' teachers, who are often looked upon as people 'without a life' outside of the classroom.

#### **5. The 'WAY' Game**

Pathfinder, Game Cards and Pathfinder Clue Cards are used to play a classroom guessing game called WAY [Who Are You]. Students produce the Game Cards needed to play for homework. The game is designed to help students know their classmates better and build academic skills.

#### **6. Is Everything Alright?**

Sometimes kids will let on in subtle and at times not so subtle ways when things may be bothering them. Pathfinder can act as an early 'warning system' when a student may be disturbed about something.

#### **7. For Student's Records**

Teachers may access information about students in various situations: case conferences, transfer students, or for teachers to get to know the students they will teach for the upcoming school year.

Pathfinder is a valuable document for student record files.

#### **8. Personalize Get-well Cards for Sick Classmates**

Let's hope you don't have to use Pathfinder for this, but you will have students who get sick for extended periods if you teach long enough. Having classmates personalize get-well cards can lift spirits and help move a child toward wellness.

#### **9. A 'Buddy Class' Activity**

Younger students can use older students as 'scribes' to help them explain and fill in Pathfinder.



## **10. Classroom Icebreaker Activity**

After students have filled in Pathfinder responses, students then talk to as many classmates as possible within a set time to see who can find classmates with similar interests.

## **11. The 'About Me' Collage**

An 'About Me' collage is a collection of images [pictures, drawings or articles] representing elements of a student's character on poster paper. The About Me collage is closely related to the Vision Symbol section of Pathfinder; it's designed to motivate students to pursue their dreams. Before dreams are followed, they must be defined; creating an About Me Collage helps students clarify their goals. Collages should be displayed in classrooms or in the student's bedroom. Students can choose as many ideas from Pathfinder as they like. Look to 'My Favorites and the 'Today...' sections of Pathfinder for collage ideas.

