

Paper Football PDSA Activity



Carnegie Foundation
for the Advancement of Teaching

Objective

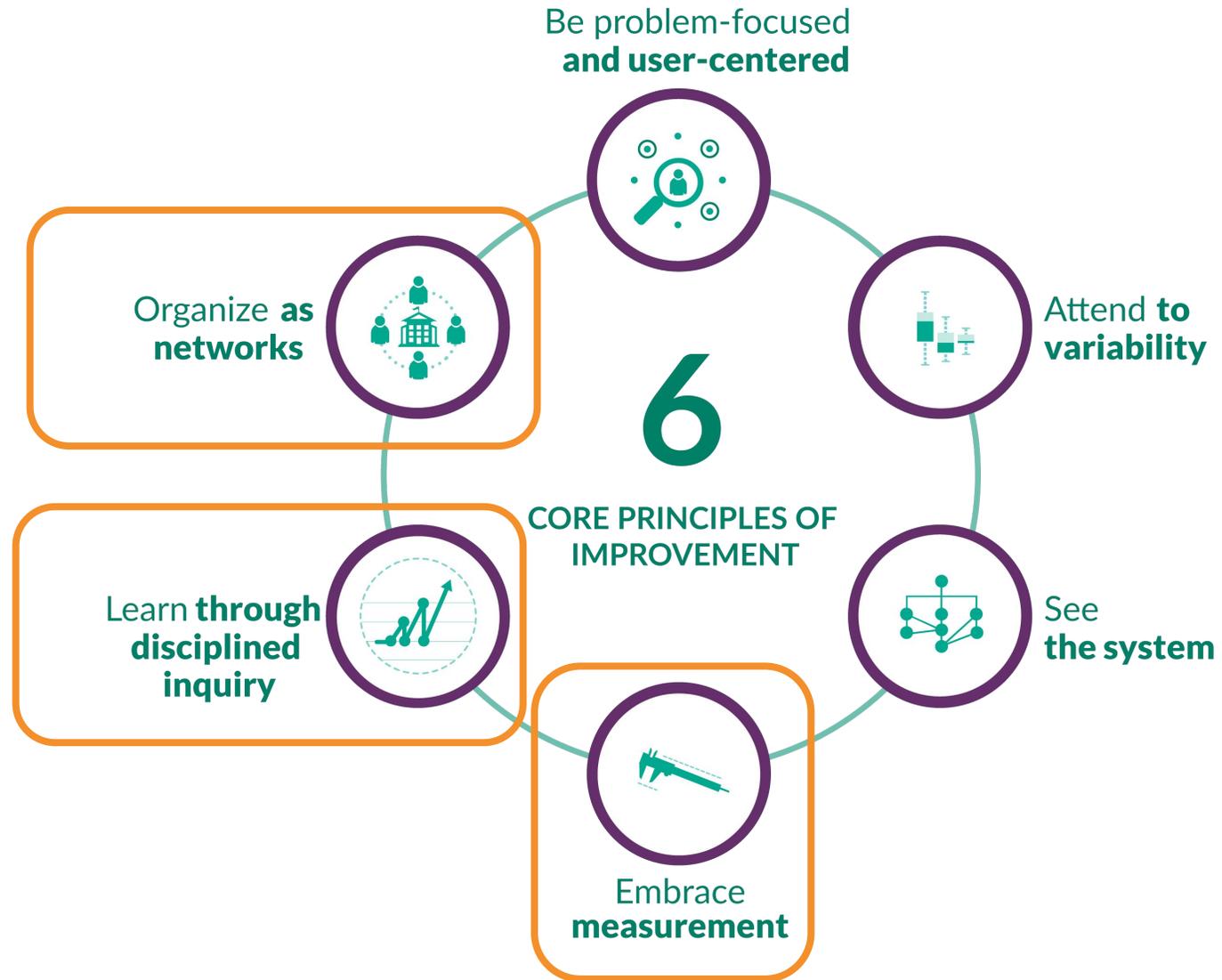
- Experience using measurement for improvement in disciplined inquiry.

Your Task Today

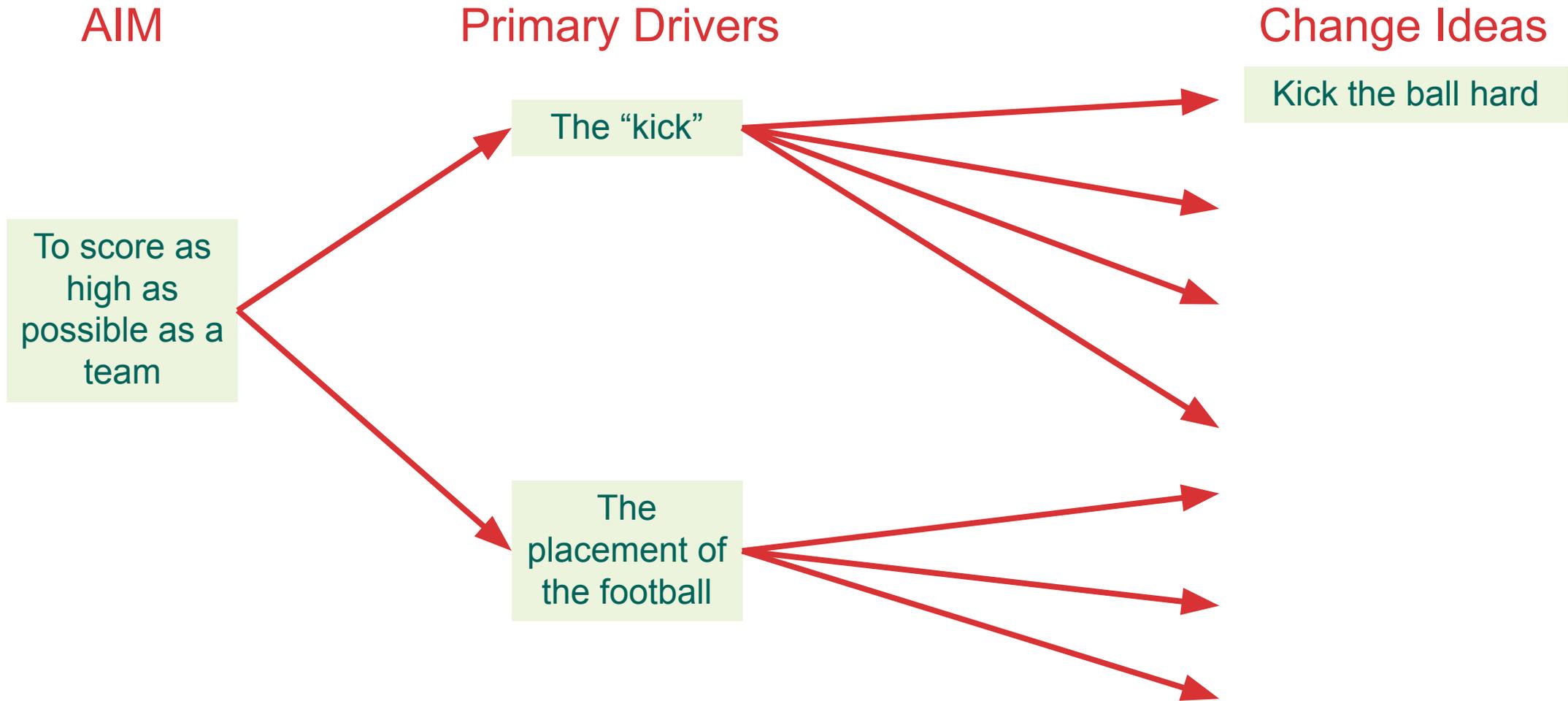
- Work individually and as a team to “kick” paper footballs and to score consistently.
- Use measurement and collaboration to improve your performance along the way.



6 Principles of Improvement



Paper Football Game Driver Diagram



An Engine for Learning: The PDSA Cycle



We Cannot Improve at Scale what We Cannot Measure

Measurement for Accountability

- Did the kick score a goal?



Measurement for Improvement

- Did the football land:
 - On or off the field?
 - Far or close to the goal?
 - Too left or too right?
 - With bounce or without bounce?



PDSA Cycles

Round	Kick	What change idea are you testing?	What's a prediction you have about what the football will do? Why do you think this?	Results					Did the predicted outcome happen as expected?	Adopt/Adapt/Abandon
				Score (Land on goal = 2, Touching goal = 1, Off goal = 0)	Closest to which line?	Left/Right/Middle ?	Side A/Side B/ In between/Off the field?	Bounce?		
Example		<i>Lighter flick; start in kick zone; flick more toward point</i>	<i>I think this will get me close to the goal - maybe a score of 1</i>	0	20	<i>Too right</i>	<i>Side B</i>	<i>No</i>	<i>Prediction was wrong. Major fail. Just flopped down.</i>	Abandon
	1	PLAN		DO					STUDY	ACT
	2									
	3									
	4									
	5									
				Score 1:						



Getting Familiar with the Materials

1. Move to the tables with paper football fields on them (4-6 ppl per table).
2. Quickly take a look at the materials:
 - a. Individual Data Collection Sheets
 - b. Team Tally Sheets
 - c. Paper Footballs





Rules of the Game



You can only kick a maximum of 5 times per round.



You get **2 points**, if your football is **fully** inside or **fully** covering the GOAL.
You get **1 point**, if your football is **touching** the GOAL.



Make sure you start kicking at or behind the “kick zone.”



First half of the game

- Individual Task (5 min)
 - 1. Record the change idea and prediction in the **Individual Data Collection Sheet**.
 - 2. Try the change idea.
 - 3. Record results in the **Individual Data Collection Sheet**.
 - 4. Repeat this process 5 times.



Individual Data Collection Sheet

Player Initials: _____										
Round	Kick	What change idea are you testing?	What's a prediction you have about what the football will do? Why do you think this?	Results					Did the predicted outcome happen as expected?	Adopt/Adapt/Abandon
				Score (Land on goal = 2, Touching goal = 1, Off goal =0)	Closest to which line?	Left/Right/Middle?	Side A/Side B/ In between/ Off the field?	Bounce?		
<i>Example</i>		<i>Lighter flick; start in kick zone; flick more towards the middle</i>	<i>I think this will get me close to the goal - maybe a score of 1</i>	<i>0</i>	<i>20</i>	<i>Too right</i>	<i>Side B</i>	<i>No</i>	<i>Prediction was wrong. Major fail. Just flopped down.</i>	<i>Abandon</i>
1	1									
	2									
	3									
	4									
	5									
				Score 1:						



Half-Time

- Fill out the **Team Tally Sheet** with results from the first half of the game (3 min)
- Engage in a round robin and a team discussion (15 min)

Round 1 Score							
Ex. Player 0	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6	Team Average Round 1 Score
3							
Round 2 Score							
Ex. Player 0	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6	Team Average Round 2 Score
5							
Total Score							
8							Team Average Total Score



Second half of the game

- Individual Task (5 min)
 - 1. Record the change idea and prediction in the **Individual Data Collection Sheet**.
 - 2. Try the change idea.
 - 3. Record results in the **Individual Data Collection Sheet**.
 - 4. Repeat this process 5 times.



Individual Data Collection Sheet

2	1									
	2									
	3									
	4									
	5									
				Score 2:						



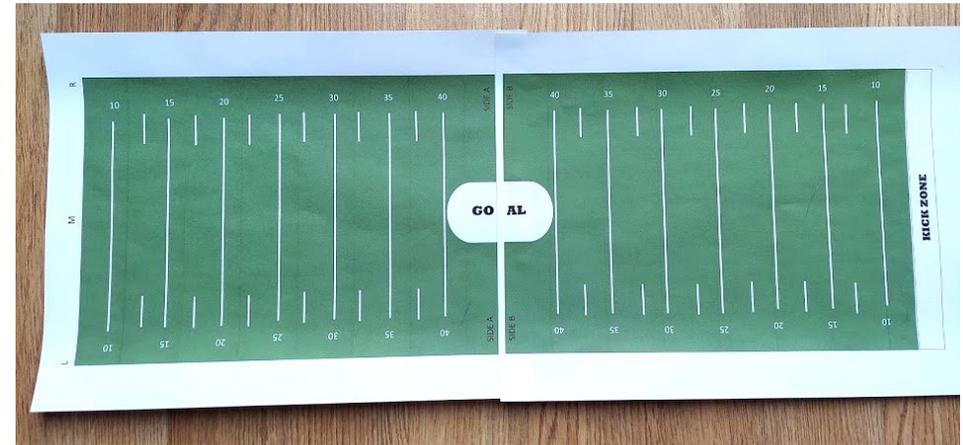
Final Scoring

- Complete the **Team Tally Sheet** with results from the second half of the game (3 min)
- Engage in round robin sharing and a team discussion (9 min)

Round 1 Score							
<i>Ex. Player 0</i>	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6	Team Average Round 1 Score
3							
Round 2 Score							
<i>Ex. Player 0</i>	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6	Team Average Round 2 Score
5							
Total Score							
8							Team Average Total Score



Are you Ready?



It's Game Time!



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First Half of the Game

- Individual Task (5 min):

- 1. Record the change idea and prediction in the **Individual Data Collection Sheet**.
- 2. Try the change idea.
- 3. Record results in the **Individual Data Collection Sheet**.
- 4. Repeat this process 5 times.



Half-Time

- Fill out the **Team Tally Sheet** with results from the first half of the game (3 min).
 - Don't forget to come up with a team name!
- Engage in round robin sharing: *What have you learned from your data?* (8 min).
- Participate in team discussion unpacking: *How might we improve our scores together? What are our team strategies going into the second half of the game?* (7 min).



Second Half of the Game

- Individual Task (5 min):
 - 1. Record the change idea and prediction in the **Individual Data Collection Sheet**.
 - 2. Try the change idea.
 - 3. Record results in the **Individual Data Collection Sheet**.
 - 4. Repeat this process 5 times.



Final Scoring

- Fill out the **Team Tally Sheet** with results from the second half of the game (3 min).
- Engage in round robin sharing: *How was this round different from the first round for you?* (5 min)
- Participate in team discussion unpacking: *What have we learned as a team from our data?* (4 min)
- Be prepared to share one key learning from your team with the whole group.



Whole Group Discussion

- How did we do?
- What do you think have contributed to your team's success?
- How did you learn from your efforts?
- Any ah-ha moments?



Learn our Way Into Solutions

- Using evidence to inform our “solutions”
- Social learning/collective inquiry

