

This guide and the First Nations, Métis, and Inuit professional learning website are designed for use by individual educators, cohorts, school communities, and school authorities.

www.fnmiprofessionallearning.ca/learning-to-know/

This professional learning guide builds educator capacity by connecting intergenerational trauma and the legacy of residential schools to neuroscience principles.



Playing the **Brain Architecture Game** allows educators to learn how stress can impact a child's development and ways to create supportive educational environments. This session is designed for senior administrators, school administrators, teachers, educational assistants, school psychologists, and support staff. Facilitation includes Indigenous perspectives and content on the legacy of residential schools and intergenerational trauma.

This professional learning guide is intended to support the incredible information that is on the **Brain Architecture Game** website at <https://dev.thebrainarchitecturegame.com/>. For information about the game, the materials, and the videos, visit the website for up to date information. For ideas on how to facilitate the **Brain Architecture Game** in your educational community, this guide will provide considerations to support implementation.

The first section includes logistics for getting the game ready. The second section includes resources and suggestions for connecting the legacy of residential schools and intergenerational trauma with the brain science principles which are explored by playing the game. The third section provides resources for facilitating a session and the final section includes debrief activities to engage in a professional dialogue.



Getting Ready



You can order your own copy of the **Brain Architecture Game** from the Brain Architecture Game website at <https://dev.thebrainarchitecturegame.com/>.

Buy the **Brain Architecture Game** at <https://dev.thebrainarchitecturegame.com/get-a-copy/>.

You will have the option to "Do-It-Yourself" for which you can print the game pieces as well as purchase and assemble the materials to play the game.

There is also the option to order "Ready-Made" kits where the materials will arrive and you are ready to go! Check the website for availability of stock and shipping times.



Getting Ready

Find required and free materials for the **Brain Architecture Game** in <http://dev.thebrainarchitecturegame.com/get-a-copy/free-materials/>.



Download the **Brain Architecture Game Life Journal** at https://dev.thebrainarchitecturegame.com/wp-content/uploads/2016/02/Life-Journal_v3.pdf.



Download the **Brain Architecture Game Rule Book** at <https://dev.thebrainarchitecturegame.com/wp-content/uploads/2016/02/Rules-v3.pdf>.

Make sure you give yourself enough time to prepare the kits – while there are not that many items to assemble, it can take a considerable amount of time. You may gather a group together and watch some of the media resources found on the website while you're preparing. The **Brain Architecture Game** works well when the room is set up with small table groups.

Using one large poly envelope for each group helps keep the **Brain Architecture Game** resources in order and easy to pack. The following are items you can store in the envelope: fine point tip dry erase markers, dry erase eraser, **Provincial First Nations, Métis, and Inuit Professional Learning Project Poster** at www.dropbox.com/s/fha8kwnszeua1kw/ARPCD%20Professional%20Learning%20Project%20Poster%2011x17%20PDF.pdf?dl=0 and lists of resources about residential schools and intergenerational trauma. The dry erase markers and eraser are for one of the sheets of paper included in the game – you might want to laminate the sheet for reuse.



To provide background information, consider sending the following video prior to participants prior to the **Brain Architecture Game** session: **How Brains are Built: The Core Story of Brain Development** at www.albertafamilywellness.org/resources/video/how-brains-are-built-core-story-of-brain-development. It's also important to let participants know that the session includes information about the legacy of residential schools and intergenerational trauma. The topics that come up playing the game or during the debrief can trigger an emotional response. As a reminder to care for self and others, share regional contact information for mental health support networks; including, for example the Alberta Community and Social Services Support Line at 211. Check www.ab.211.ca/.



Making Connections

















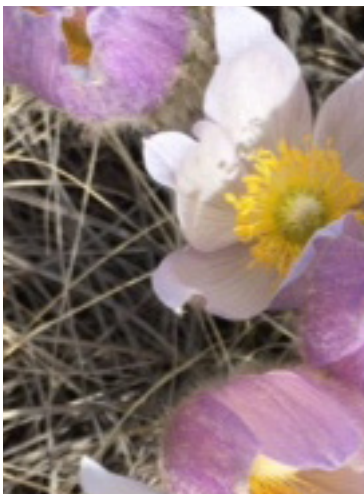
The **Brain Architecture Game** is an opportunity to create connections between neuroscience and the intergenerational trauma associated with the legacy of residential schools. Prior to facilitating a session, respectfully engage in conversations with regional community members, Elders councils, wisdom and guidance committees, Indigenous advisory groups, and educational leadership about the information you want to present about the legacy of residential schools. You may find it helpful to prepare a list of the key points you want to raise throughout facilitating the professional learning opportunity.



Making Connections

Having follow-up information and resources to share with participants after the session may be a way to continue the conversation and deepen understanding.

-  Download the PDF **Our Way is a Valid Way Educator Resource Document** at <https://education.alberta.ca/media/563981/our-way-is-a-valid-way.pdf>.
-  Access the PDF **Our Way is a Valid Way Educator Reflection Guide Document** in sections on the ARPDC **Our Way is a Valid Way Moodle Site** at <https://learning.arpdc.ab.ca/course/index.php?categoryid=170>.
-  Visit the **Walking Together Digital Resource** at www.learnalberta.ca/content/aswt/.
-  Access the Google Doc **Walking Together Directory for Educators** at https://docs.google.com/document/d/1wfrm_AXaoTsWAO1fPNU1T4v-eV_AbC2SH0ku5dHgfi0/edit.
-  View the **CBC's 8th Fire** (subscription) at <https://curio.ca/en/collection/8th-fire-1615/>.
-  Download the PDF **8th Fire Guide for Educators** at https://media.curio.ca/filer_public/e5/c9/e5c95239-396c-4772-ae5-cf84389c7e00/8thfireguide.pdf.
-  Download the PDF **Truth and Reconciliation Commission: Calls to Action** at http://nctr.ca/assets/reports/Calls_to_Action_English2.pdf.
-  Visit the **National Centre for Truth and Reconciliation** at <https://nctr.ca/map.php>.
-  View the **Project of Heart Ebook** at www.bctf.ca/HiddenHistory/ or download PDF resources.
-  Visit the **Legacy of Hope Foundation** at <http://legacyofhope.ca/> and access **Teacher Resources** at <http://legacyofhope.ca/education/>.
-  Download the PDF **Our Words Our Ways** at <https://education.alberta.ca/media/3615876/our-words-our-ways.pdf>.
-  Download the PDF **Education is Our Buffalo** at [www.teachers.ab.ca/SiteCollectionDocuments/ATA/Publications/Human-Rights-Issues/Education%20is%20Our%20Buffalo%20\(PD-80-7\).pdf](http://www.teachers.ab.ca/SiteCollectionDocuments/ATA/Publications/Human-Rights-Issues/Education%20is%20Our%20Buffalo%20(PD-80-7).pdf).
-  Download the PDF **United Nations Declaration on the Rights of Indigenous Peoples** at www.un.org/esa/socdev/unpfii/documents/DRIPS_en.pdf.
-  Visit the **Empowering the Spirit** website at <http://empoweringthespirit.ca> to find a comprehensive collection of additional resources.



You may also want to go through the modules and materials listed in the **Intergenerational Trauma Resource** list. This collection was compiled with support from Glenda Thiel, Edmonton Public Schools. Consider the resources you have available in your educational community and find ways to share them with other educators.

-  **Alberta Human Services: Children's Mental Health Learning Series** at www.alberta.ca/childrens-mental-health-learning-series.aspx. Find E-Learning Modules in **Alberta Health Services: Trauma Informed Care E-Learning Series** at www.albertahealthservices.ca/info/page15526.aspx. Find toolkits and related links at **Alberta Health Services Trauma Informed Care Resources** at www.albertahealthservices.ca/info/Page15526.aspx.



Facilitating

The following facilitation tools may be useful:



Use the ARPDC The Brain Architecture Game Google Slides Presentation at https://docs.google.com/presentation/d/1L-fiBtA2HR YtTly3j56jSTKTPWP2Y0N7Ex0IJGk9xbU/edit#slide=id.g1c83fcf0d6_0_37.



Find **Media Resources for the Brain Architecture Game** at <https://dev.thebrainarchitecturegame.com/media-resources/>.



Find the **Brain Architecture Game Rule Book** at <https://dev.thebrainarchitecturegame.com/wp-content/uploads/2016/02/Rules-v3.pdf>.



Debriefing

Support



Ideas from an **Expert Moderator, Dr. Judy Cameron**, found at <https://dev.thebrainarchitecturegame.com/get-a-copy/expert-moderator-notes-judy-cameron/>, can support debriefing.

During the debrief, you may want to hold a Talking Circle. A **Fact Sheet**, at www.learnalberta.ca/content/aswt/talkingtogether/facilitated_talking_circle_fact_sheet.html, and **Sample**, found at www.learnalberta.ca/content/aswt/talkingtogether/facilitated_talking_circle_sample.html, are provided in the **Guide for the Walking Together Digital Resource**, accessed at www.learnalberta.ca/content/aswt/talkingtogether/index.html.

Questions for debriefing

What life experiences made the most significant impact on the brain architecture?

How does knowing about brain architecture relate to understanding children and youth in your educational community?

How does understanding brain architecture impact your role in your educational community?

How can you contribute to supporting children in your educational community?

What can educators do in the classroom to best support students?

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