

Using the Body to Enhance the Student Learning Experience

Good teaching practice integrates body and mind by engaging
Intellect, *SENSES* and Movement

The CRISPA Application Model

The aesthetic work of educational philosopher John Dewey suggests that the interactions and experiences that help us make sense of the world all have the potential to **WOW** our senses and translate to something truly memorable – what we call an “aesthetic experience.” If it is true that all experiences have the potential to wow our senses, learning, too, can create (or constitute) an aesthetic experience. The challenge as an instructor is to create a learning environment where we encourage this to take place.

The CRISPA Model outlined below provides strategies for students and teachers alike to explore their creativity and attempt to create aesthetic experiences in their learning environment. (For more information on CRISPA, see <http://www.crispateaching.org>)



- **C**onnections are the ways in which an individual interacts with an idea or object in the learning environment. These connections may be intellectual, emotional, sensorial, or communicative.
- **R**isk taking refers to students’ opportunities to try something new - to step out of their normal realm of experience.
- **I**magination refers to the manipulation of ideas that can be characterized as a sudden rush of insight, a combination of unexpected elements (such as a talking tree), or by creating an actual object/product.
- **S**ensory experience takes place when a student has a sensory interaction with a real object (such as a vase or a painting) or with text, music, a landscape, an image, or something in nature.
- **P**erceptivity describes an intentional, deepened sensory experience. It extends beyond noticing the surface features of an object and relies on more in-depth examination to notice subtle qualities.
- **A**ctive engagement requires students to be decision makers in directing their learning. This could include physical activity, meaning creation, or making choices about how to represent their knowledge.

My objective:

How I could apply this in my classroom (integrating intellect, senses and movement):