

A sample set of assessment questions is only one potential activity type. The following activities, when implemented as discussed here, create an intense, creative, and interesting adult learning experience:

- Case studies
- Movie clips
- Video clips of teachers and leaders in action
- Role plays, simulations, games, and modeling

What follows are descriptions of each of these activities and the practices that make their use most effective.

Case Studies Effective case studies are written intentionally with the end goal objectives embedded thoughtfully and creatively within the story. Case studies most often serve one (or more) of three distinct purposes:

- Solving a problem
- Learning from failure
- Identifying best practices in success

Each purpose is effective for different circumstances, as outlined in Table 6.3. *Making case studies effective:* The story must be authentic and realistic, and this is most often accomplished by writing a narrative that includes both positive and negative actions (otherwise the case will feel more like a caricature of reality). For example, in the Springsteen Charter School Case Study, the participants will be able to detect most of the major errors in data-driven instruction within the context of a leader who made genuine effort to improve his school. This sets the stage for discussing effective principles later in the workshop. The Douglass Street Case Study has the purpose of a success story: the most effective drivers of data-driven instruction are subtly embedded in a case study that on the surface appears to be a failure. By discovering principles embedded within a case study, participants develop the capacity to look beyond the superficial in order to focus on the building blocks for effective change. This is a critical skill for any effective school leader!