



GRADE 11

Social Dynamics in Tabletop Role Playing Games

SD43 Coquitlam

Social Dynamics in Tabletop Role Playing Games (Social Dynamics in TTRPGs) is a course option for students who have a desire to strengthen their interpersonal, intrapersonal, and leadership skills. This course will provide an environment that empowers them to use their interests and strengths to accomplish this goal. Social Dynamics in TTRPGs would be included in the Leadership department. Aimed at students whose interpersonal profile may cause them to not enroll in typical Leadership classes.

Credits: 4

Approval Date: Nov 2022

Hours: 120

Trax Code: YIPS

GOALS AND RATIONALE

Social Dynamics in TTRPGs will facilitate the acquisition of interpersonal and intrapersonal competencies as students work collaboratively in a shared storytelling environment. The knowledge acquired in this course will help students recognize and understand the importance of building strong working relationships with others. Beyond content knowledge, we know the strong correlation between social-emotional competencies and life success.

BIG IDEAS

Interactive Storytelling: Oral storytelling to explore how we interact with others in a meaningful way. Building Positive Relationships: Working with others towards a shared goal requires creating meaningful relationships/respectful connections. Internal Connectedness: Recognizing intrapersonal strengths/weaknesses informs my understanding of group dynamics. Leadership: Leadership & positive membership of a group are intertwined & essential for success. Creative Design: 2D/3D artistic expression.

ADDITIONAL INFORMATION

Social Dynamics in TTRPGs facilitates opportunities for making meaningful connections with others as student groups interact with captivating storytelling. For players to truly buy into the game, they must feel welcome and included within their group before any gameplay even begins. Interaction is a key element of a successful session in a role-playing game. How we choose to interact with others in this session will dictate how positive the experience is for everyone at the table. The First Peop