

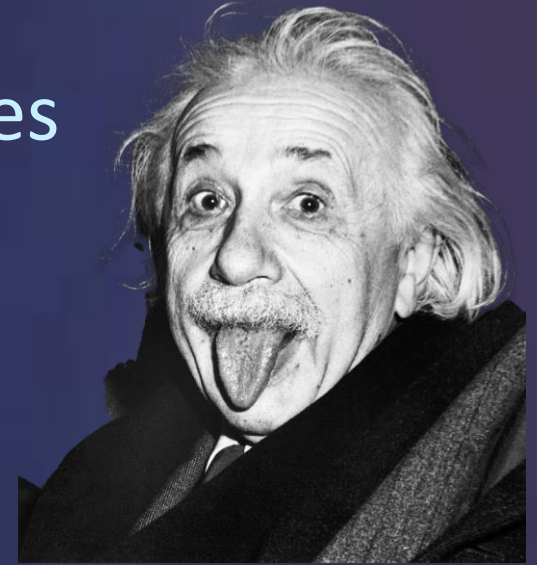
Two questions for us to discuss

Do our curricula help our students to become more effectively curious?

By supporting sociable curiosity, can we also promote student wellbeing?

Are we cultivating curiosity well?

“It is a miracle that curiosity survives formal education.” (Albert Einstein)



“Research is formalized curiosity. It is poking and prying with a purpose.”
(Zora Neale Hurston)



“The scout ...enjoys the freedom and thrill of discovery ...a scout's goal ...is to go out, survey the territory, and come back with as accurate a map as possible “— Julia Galef

SOLDIER MINDSET VS. SCOUT MINDSET



VS.



Soldier Mindset

- Motivated reasoning
- Want our ideas to win
- Fear & desire shapes how we interpret information

Scout Mindset

- See things as they are
- Understanding the condition
- Get a clear picture of reality

Two different reasons for being a curious student:

- *you learn stuff* ('d-type' curiosity; didactic teaching for knowledge)
- *you get interested in stuff* ('i-type curiosity'; teaching for curiosity)

Three approaches to education

Pedagogy - teaching children

Heutagogy - learning how to learn

Andragogy - adult/lifelong learning

Social curiosity project: 3 main interests:

- Curiosity and questionological intelligence as means and ends of learning
- Collaborative, experiential, and reflective learning versus individualistic, hyper- intellectualised learning
- How important is sociable curiosity/collaborative learning for student wellbeing?

What do we know about how students spend their learning time?

Lectures	20
Programme Level Learning and Teaching Hours	4
Directed and Independent Learning	176
Total	200 Hours

Stages in development of curiosity

Get curious

Reflect on your curiosity

Filter your curiosities

Structure your curiosities

Share your curiosities

Three moral claims

- Curiosity should be the paramount value of a modern university
- Effective curiosity development must be socially intelligent
- Curiosity has intrinsic value, not just instrumental value