**Unfreezing Exercise 2: Rethinking Your School’s Current Practice**

**via Double-Loop Reflection**

According to Nelda Cambron-McCabe and Janis Dutton, double loop reflection requires “reconsider” and “reframe”. Consider adopting these questions when discussing with your fellow educators on how to improve STEAM education in your school:

“Reconsider” refers to the reconsidering of basic assumptions and conclusions and the reasoning that led one to them. Example questions may include:

* Is this project/initiative appropriate? Who wins and who loses? Is this the right way to do this project?
* What is the collective view of reality that underlies our choices?
* What will be the consequences of a new approach?
* What values are we communicating?

“Reframe” refers to the articulation of new possible guiding ideas and reflection on whether they will expand one’s capabilities. Example questions may include:

* How else might we approach our project/initiative?
* Is it the right project, the right goals, and the right objectives?
* Who decides? Who decides who decides?
* What are the conditions here that prevent us from taking risks?
* What images might we adopt for our preferred future and the most appropriate values and actions for us?
* Why are we doing this? To what end?
* What do we have to do to enact these images, values, and actions?