

The School Design Game

Introduction

What is it?

An enjoyable way to explore the path of design in developing new ideas for a school experience.

Why use it?

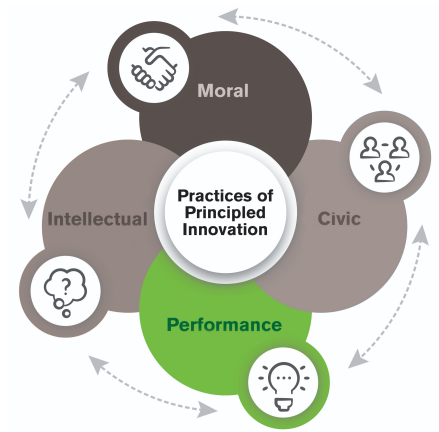
The path of design is complicated, filled with conundrums—some expected, others not so much. There are many possible support strategies to address uncertainty as we iterate our way to the finish line. The School Design Game seeks to explore some of these complexities in a risk-free, collaborative, conversation-driven manner. Enjoy.

What you need:



20-30 minutes

- The attached instructions
- 3-5 players
- A start and finish card
- A six-sided die.
- Three stacks of game cards

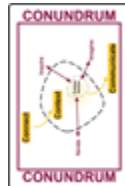


The School Design Game

Instructions



Pathway cards



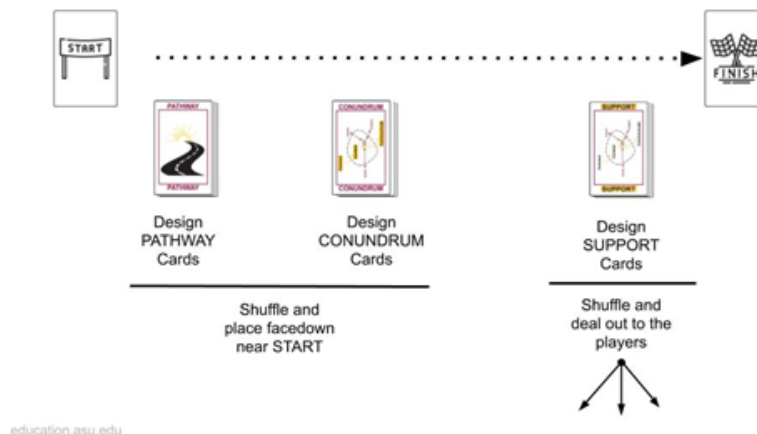
Conundrum cards



Support cards

GAME SETUP

1. Place **START** and **FINISH** cards at opposite ends of the table.
2. Shuffle and set the **Pathway** and **Conundrum** cards in stacks face down on the table, beside the **START** card.
3. Deal out all of the Design **Support** cards to players.



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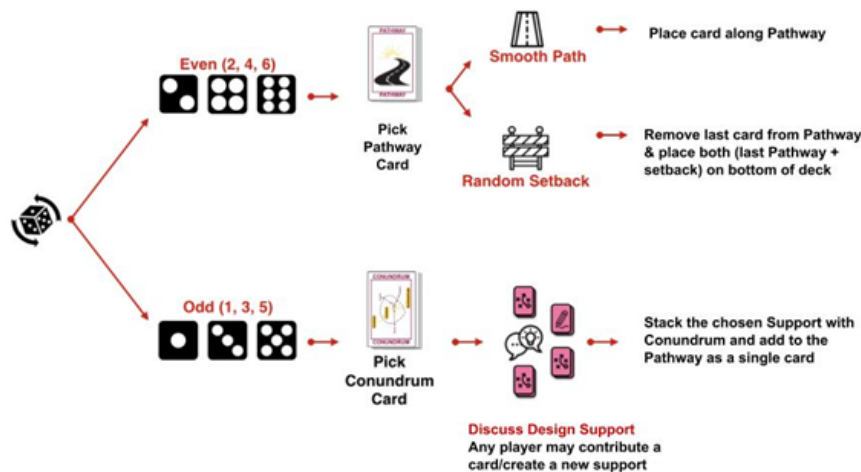
This game is adapted by the Office of Scholarship and Innovation, Mary Lou Fulton Teachers College, at Arizona State University. It builds on work from Monomyth Online, by Angela Gunder, Cathy Russell, Jessica L. Knott, Keegan Long-Wheeler and John Stewart. It is licensed under a CC-BY -SA 4.0 Permissions beyond the scope of this license may be available at monomythonline.com.

PLAYING THE GAME

1. Play rotates clockwise/to the left. The player who checked their phone most recently takes the first turn by rolling the die.
2. **If an EVEN number is rolled:** The player takes a **Pathway** card and reads the card aloud, which will reveal one of two possibilities:
 - a. *Smooth Path*: If the card reveals a smooth path, the player adds the card to build out the journey, moving from **START** to **FINISH**. This ends the player's turn.
 - b. *Random Setback*: If the card reveals a random setback that can spring up (e.g. a meeting cancellation or a snow day), remove the last card in the sequence that was placed on the journey, and return it to the bottom of the **Pathway** deck, along with the setback card you just drew. This ends the player's turn.
3. **If an ODD number is rolled:** The player takes a **Conundrum** card and reads the card aloud. The way to solve a conundrum is by adopting a Design **Support**. **All players discuss** which of their **Support** cards might be best used to remedy the situation. Any player may contribute the card. "Wild Cards" are also available, if the group chooses to create their own design strategy.

Note: There are no firm *right/wrong* answers. Rather, the group discusses which design support strategy might work best in any given situation.

The chosen **Support** card is paired and stacked with the **Conundrum** card, and both are then added to the journey *as a single card*. This ends the player's turn.



END OF THE GAME

The design journey is complete when the group has successfully played 30 **Journey** cards from **START** to **FINISH**.