

#### **Printable Prototype**

Edit, adapt, and use what is useful. If you play, let me know how it goes. This is a work-in-progress, and I look forward to collaborating. Thanks,

Helen

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Printing tip: use different colored cardstock, and print slides 3-14 double-sided





Connecting educators to their values and one another

Play with your people. In a group of 2-5 folks, come together in a space. Give yourselves some time and start a conversation.

# There are 3 rounds of game play:

- REFLECT... Where players individually reflect on our values.
- EXPLORE... Where players collaboratively explore connections between our values and our schools.
- SPARK... Where players collectively envision to spark ideas and goals.

#### Round 1: REFLECT

Objective: center yourself in what matters most Set up: Place all VALUE cards face up across the table, and the REFLECT cards face down in a stack. Keep the ADD ON and STORY cards nearby where all players can reach them.

**Step 1:** Each player selects 3 personal values for themselves. Go around the circle choosing one value at a time.

**Step 2:** Now that each player has 3 VALUE cards, draw one REFLECT card at a time to

Continue for 2 rounds of drawing. Players may choose to share their answers or just share the question for the group to think about.

## Round 2: EXPLORE

Objective: investigate how what matters shows up in your work

**Set up:** Clear REFLECT cards to the side, set the EXPLORE Cards face down in a stack.

**Step 1:** As a group determine 1-3 values that your team wants to focus on. Come to an agreement and place these cards at the center of the table. These values will be the ones your team will focus on for the rest of the game.

Step 2: Each player draws 2 EXPLORE cards each. Of the two, each player will select one question to GIFT to someone else around the table.

Recipients can choose to answer or simply read out the question for the group to think about.

This round works well when every player gets a question. Sharing questions can continue for multiple rounds.

#### Round 3: SPARK

Objective: generate ideas for the near and distant future

**Set up:** Clear EXPLORE cars, set SPARK Cards face up on the table. Keep your group values out. **Step 1:** Players can promote SPARK cards for group discussion. Everyone has a chance to respond to each question posed- Use "Yes, and" to build off the previous response. Some cards focus on next week, others are far thinking into the future. *Think beyond systems in place today.* 

Final Step: Decide on a tagline or name for the game, as if you were saving it on your computer. Write it on a KEEP Card. On the flip side, write or draw anything you want to take with you from the game.

## Advice and reminders:

- Conversations are encouraged. They may take you out of the game flow, and that's ok.

  All sharing is opt-in.
- Tell stories. We understand each other best through our stories.
- Resist the urge to jump to solutions while playing.
- Take care of each other.

#### Special Cards:

- Add On: grab this card to play if you want to add on to someone else's response
- Story: pull this card out to encourage someone to get specific in their answer and share a story
- Keep Card: to take home from the game with reminders of your conversation

Optional Extension: Share an ask with the group. Did something come up (or not come up) that you are wrestling with? Take a couple minutes before leaving the conversation to solicit advice and ideas from the group. More Extensions at

helenhig.wixsite.com/re-ignite

## Thank one another. Thank yourself. Thank you for playing Re-Ignite.

Adapt, have fun, use what is useful. **Tell me how it goes.** Helen Higgins – ReigniteCards@gmail.com



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BELONGING/ IDENTITY	CREATIVITY	INDEPENDENCE	GENEROSITY
HUMOR/ FUN	APPRECIATION	HELPFULNESS/ SERVING SOCIETY	HEALTH/ WELLNESS
COURAGE	ACHIEVEMENT	HONESTY/ INTEGRITY	CONNECTION WITH NATURE
JUSTICE/ INCLUSION	KINDNESS/ COMPASSION	SPIRITUALITY/ RELIGION	RESPECT/ DIGNITY
LEARNING/ KNOWLEDGE	JOY/ HAPPINESS	CURIOSITY	CREATE YOUR OWN:































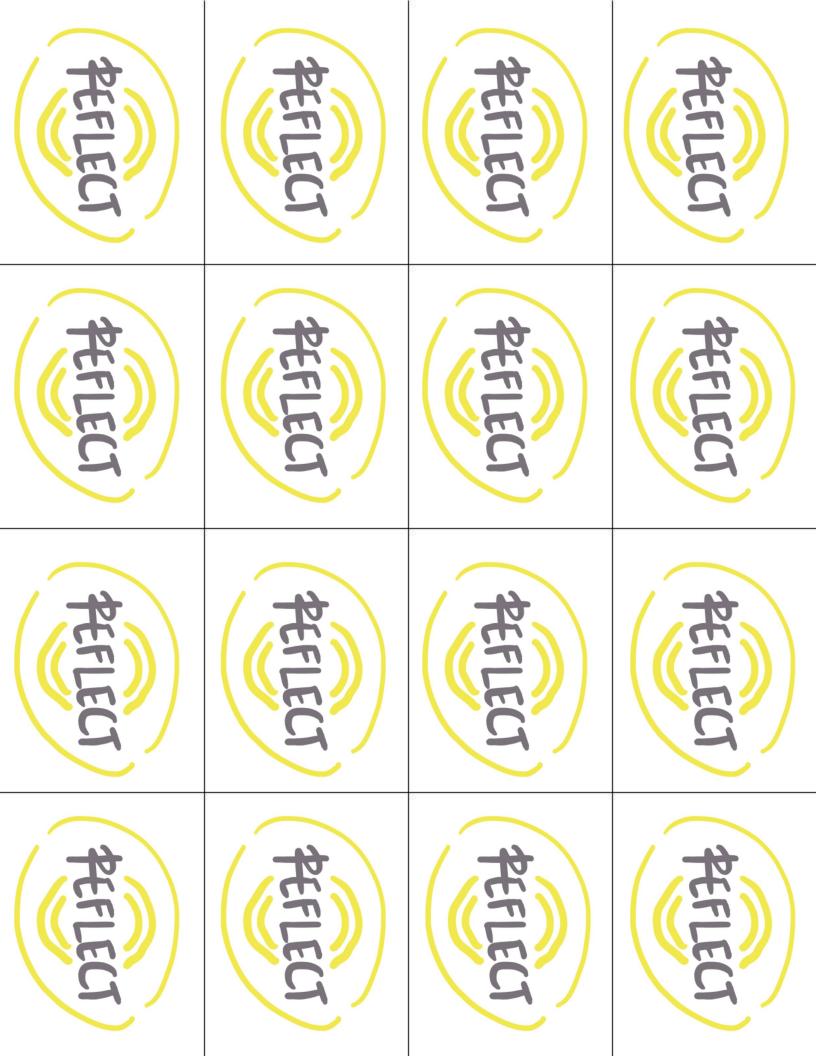




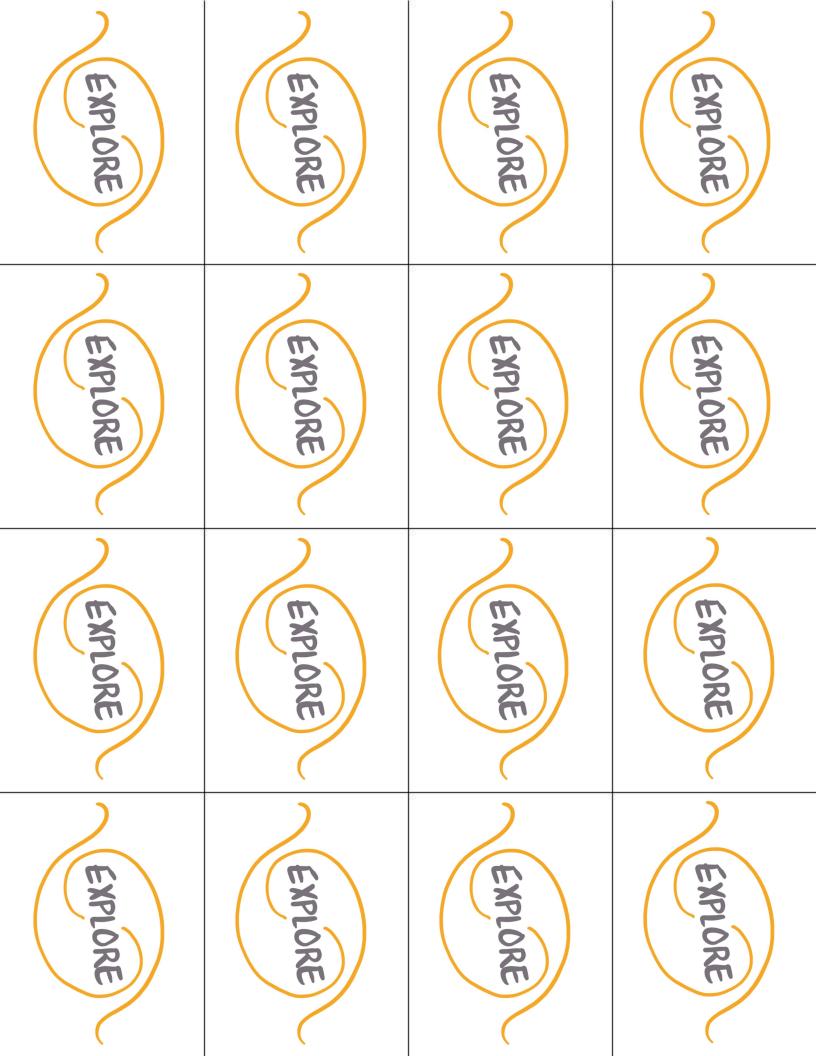




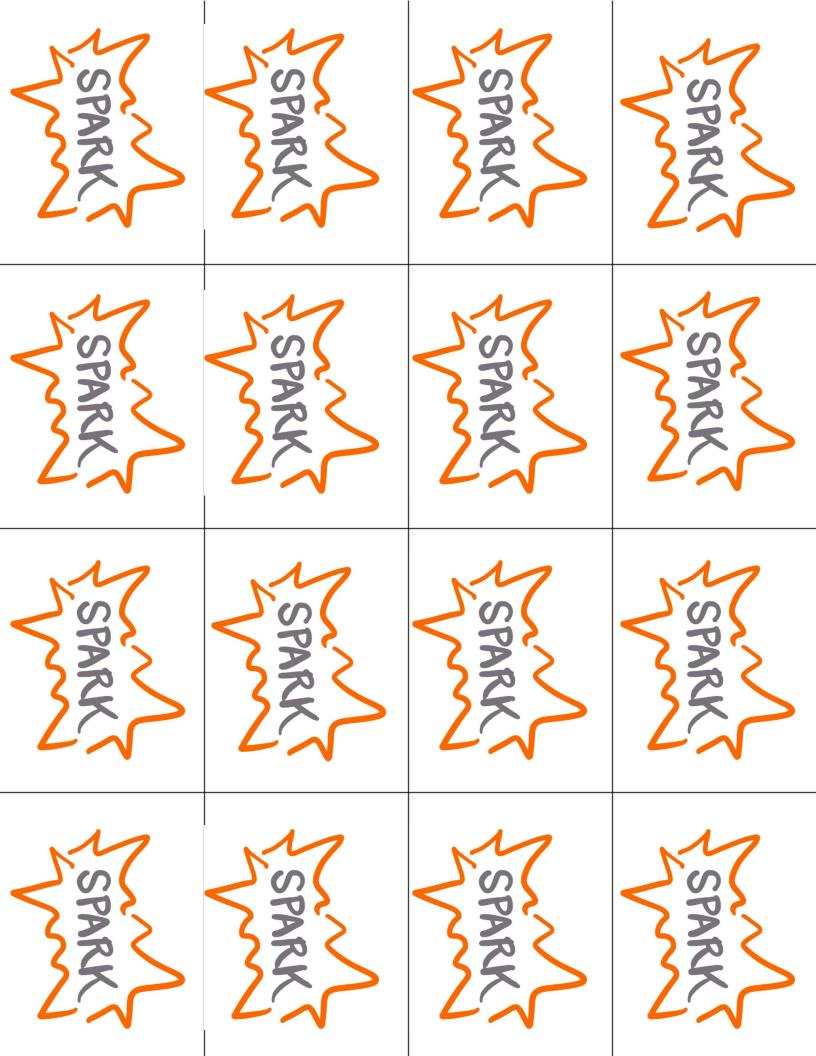
HOW DOES THIS VALUE SHOW UP IN YOUR LIFE?	HOW HAS THIS VALUE GROWN OR CHANGED OVER TIME?	WHAT IS A CHALLENGE IN LIVING ACCORDING TO THIS VALUE?	HOW HAS THIS VALUE INFLUENCED YOUR LIFE?
WHAT IS SOMETHING YOU ARE GRATEFUL TO THIS VALUE FOR?	NHAT MAKES YOU FEEL CAPABLE OF BRINGING THIS VALUE INTO YOUR NORK & LIFE?	WHAT IS A MAY OTHER PEOPLE HELP YOU LIVE UP TO THIS VALUE?	WHAT MAKES THIS VALVE FEEL USEFUL TO YOU RIGHT NON?
WHY IS THIS VALUE IMPORTANT TO 100?	WHEN WAS THE FIRST TIME YOU RECOGNIZED THIS AS A VALUE IN YOUR LIFE?	NHAT MAT SURPRISE OTHERS ABOUT YOUR RELATIONSHIP TO THIS VALUE?	WHERE DO YOU FEEL MOST CONNECTED TO THIS VALUE?
WHAT TO 100 WANT TO UNDERSTAND UNDERSTAND WALUE?	WHAT IS SOMETHING NEW YOU HAVE RECENTLY LEARNED ABOUT THIS VALUE?	DESCRIBE A TIME WHEN THIS VALUE HAS SHOWN UP IN YOUR LIFE	WHO ELSE IN YOUR LIFE SHARES THIS VALUE?



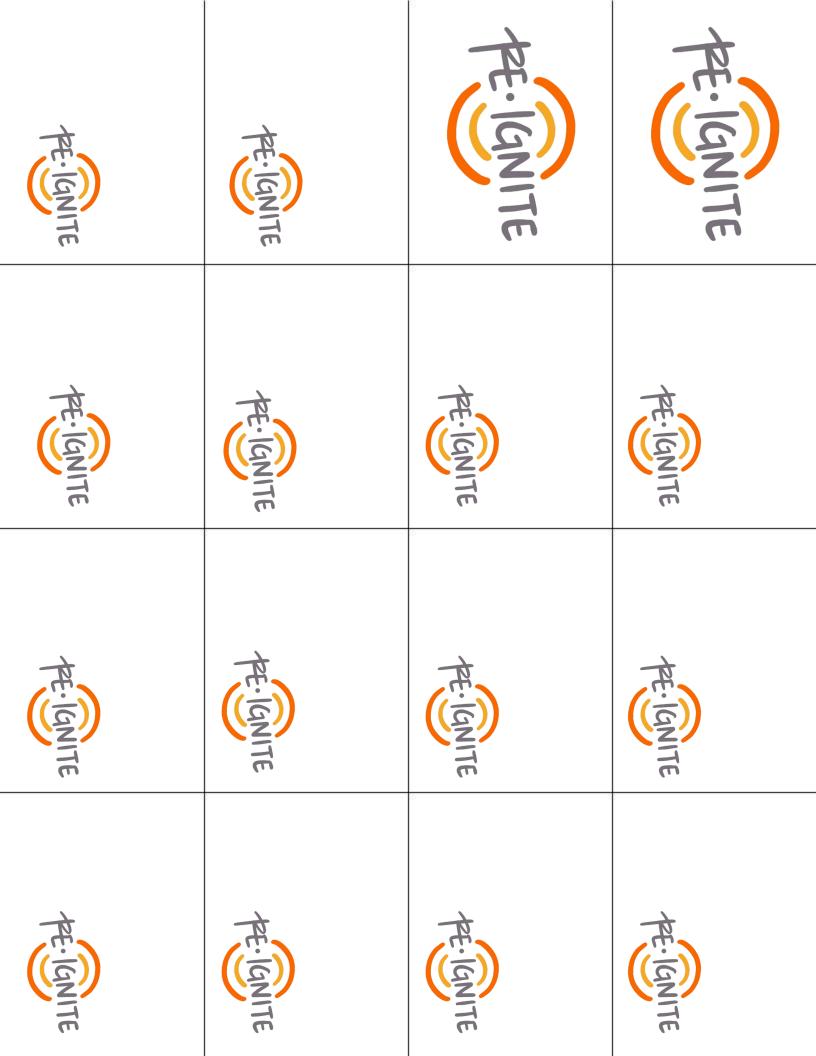
IF SOMEONE WANTED TO CREERVE THIS VALUE IN ACTION AT YOUR SCHOOL, WHERE NOULD YOU TELL THEM TO LOOK?	HOW DOES THIS VALUE PLAY A ROLE IN THE LIVES OF DIFFERENT STAKEHOLDERS?	DESCRIBE A MOMENT WHEN YOU OBSERVED THIS VALUE IN YOUR SCHOOL THIS WEEK
BEYOND SCHOOL WALLS, WHAT ARE WAYS THIS VALUE SHOWS UP IN YOUR COMMUNITY?	HON DOES THIS VALUE SHOW UP DIFFERENTY IN CLASSES VS. OUTSIDE OF CLASSES?	WHO ARE SOME PEOPLE HELPING TO BRING THS VALUE INTO YOU SCHOOL?
THINK ABOUT WHERE THIS VALUE IS PRESENT WHAT EXISTS THERE & WHAT IS ABSENT FROM THERE THAT ENABLES THIS VALUE TO BE PRESENT?	WHAT MIGHT YOU NEED FOR THIS VALUE TO BECOME MORE PRESENT IN YOUR TEACHING?	SHARE A COUPLE OF PLACES YOU SEE THIS VALUE SHOW UP IN YOUR SCHOOL
HON MIGHT THIS VALUE CONNECT TO STUDENT LEARNING?	HOW IMPORTANT DO YOU THINK THIS VALUE IS FOR STUDENTS? WHEN IS IT IMPORTANT TO THEM?	SHARE A STORY OF WHEN THIS VALUE HAS SHOWN UP IN YOUR TEACHING



	SPACES OF LEARNING, HOW WILL SYSTEMS BE SET UP TO SUPPORT ALL STUDENTS?	IN SCHOOLS OF THE FUTURE, WHAT DOES LIKE?
	WHAT ARE SOME STEPS WE CAN TAKE NOW TO PROMOTE OUR VALUES IN SCHOOLS OF THE FUTURE?	WHAT WILL THE ROLE OF COMMUNITY BE IN FUTURE LEARNING ENVIRONMENTS?
	WHAT ARE AREAS OF POTENTIAL THAT COULD BE BUILT ON TO GENERATE A POWERFUL FUTURE OF LEARNING?	WHAT ARE SOME CHANGES (big or small) WE COULD MAKE TODAT TO CULTINATE HOPE FOR THE FUTURE OF LEARNING?
	HOW CAN THE VALUES WE SELECTED HELP US MAKE CHANGE FOR FUTURE STUDENTS?	WHAT MIGHT LEARNER SUCCESS LOOK LIKE IN THE FUTURE?



KEEP CARD	KEEP CARD	KEEP CARD	ADD ON
TAGLINE FOR THIS GAME:	TAGUNE FOR THIS GAME:	TAGLINE FOR THIS GAME:	
KEEP CARD	KEEP CARD	KEEP CARD	TELL US A
TAGLINE FOR THIS GAME:	TAGLINE FOR THIS GAME:	TAGLING FOR THIS GAME:	STORY
KEEP CARD	KEEP CARD	KEEP CARD TAGLING FOR THIS GAME:	KEEP CARD
TAGLING FOR THIS GAME:	TAGLINE FOR THIS GAME:		TAGLINE FOR THIS GAME:
KEEP CARD	KEEP CARD	KEEP CARD	KEEP CARD
TAGLINE FOR THIS GAME:	TAGLINE FOR THIS GAME:	TAGLINE FOR THIS GAME:	TAGLINE FOR THIS GAME:



#### Thank you for playing!

Follow up with any questions, ideas, or reflections. All feedback is helpful to the process. I'm happy to support you in adapting or using the Re-Ignite framework. Reach out to connect.

Thanks,
Helen Higgins
ReigniteCards@gmail.com

