



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:

1. REFLECT... Where players individually reflect on our values.
2. EXPLORE... Where players collaboratively explore connections between our values and our schools.
3. 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 answer.

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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CONNECTING EDUCATORS
TO THEIR VALUES AND
ONE ANOTHER

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?

WHAT MAKES YOU FEEL
CAPABLE OF BRINGING
THIS VALUE INTO YOUR
WORK & LIFE?

WHAT IS A WAY OTHER
PEOPLE HELP YOU LIVE
UP TO THIS VALUE?

WHAT MAKES THIS
VALUE FEEL USEFUL TO
YOU RIGHT NOW?

WHY IS THIS VALUE
IMPORTANT TO YOU?

WHEN WAS THE
FIRST TIME YOU
RECOGNIZED THIS
AS A VALUE IN YOUR
LIFE?

WHAT MAY SURPRISE
OTHERS ABOUT YOUR
RELATIONSHIP TO THIS
VALUE?

WHERE DO YOU FEEL
MOST CONNECTED TO
THIS VALUE?

WHAT DO YOU
WANT TO
UNDERSTAND
MORE ABOUT THIS
VALUE?

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 OBSERVE THIS VALUE
IN ACTION AT YOUR SCHOOL,
WHERE WOULD 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?

HOW DOES THIS VALUE
SHOW UP DIFFERENTLY
IN CLASSES VS. OUTSIDE
OF CLASSES?

WHO ARE SOME
PEOPLE HELPING TO
BRING THIS VALUE
INTO YOUR 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...

HOW 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...

EXPLORE

EXPLORE

EXPLORE

EXPLORE

EXPLORE

EXPLORE

EXPLORE

EXPLORE

EXPLORE

EXPLORE

EXPLORE

EXPLORE

EXPLORE

EXPLORE

EXPLORE

EXPLORE

IMAGINING FUTURE SPACES OF LEARNING, HOW WILL SYSTEMS BE SET UP TO SUPPORT ALL STUDENTS?

IN SCHOOLS OF THE FUTURE, WHAT DOES LEADERSHIP LOOK 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 TODAY TO CULTIVATE 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
TAGLINE FOR THIS GAME:

KEEP CARD
TAGLINE FOR THIS GAME:

KEEP CARD
TAGLINE FOR THIS GAME:

ADD ON

KEEP CARD
TAGLINE FOR THIS GAME:

KEEP CARD
TAGLINE FOR THIS GAME:

KEEP CARD
TAGLINE FOR THIS GAME:

TELL US A
STORY

KEEP CARD
TAGLINE FOR THIS GAME:

KEEP CARD
TAGLINE FOR THIS GAME:

KEEP CARD
TAGLINE FOR THIS GAME:

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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

