



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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