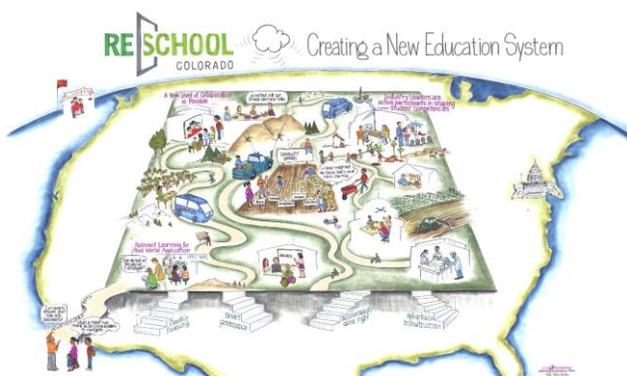


Welcome to the ReSchool Colorado Game Team Version



This card-based learning tool is designed to help participants explore the possibilities of unique pathways for learning. Teams take on the role of a learner, aged 17-21. Based on their goal, a challenge and an interest, learners choose opportunities and resources that match their needs and meet the expectations of a learning framework.

In approximately 30 minutes of play, learners are challenged to build a powerful story of learning that represents one year in a learner's life. Although the game was designed to help others better understand core features of the ReSchool Colorado design such as learner cohorts, the learner advocate, and bundled pathways within a competency-based model, it has triggered reflection and ideas for participants' current work as well. Past sessions have led to conversations about characteristics of effective learner profiles, access to community learning resources, competency-based learning strategies and the coordination of formal/informal learning environments.

Facilitator tips:

- ✓ Have a timer! Play can get away from you fast and it's tricky to facilitate the game and watch the clock.
- ✓ Prepare the deck of cards in advance. Keep the situation cards separate and only include six wild cards per game. Make sure to shuffle the resource cards thoroughly.
- ✓ It's up to you if you want to play *and* facilitate, or just facilitate. We discovered the latter is easier, but when groups playing the game are small, it's helpful to jump in and build another pathway, thereby deepening the conversation.
- ✓ Allow additional time after play to debrief and share your experience. We've prepared a brief survey of questions designed to prompt reflection and add personal context to the game. Please go to bit.ly/295B4At to capture your thoughts.
- ✓ If time permits, a practice run of the game before you facilitate is helpful. We do suggest at least reviewing the different cards in advance.
- ✓ Share your story! Take some photos of play and post on Twitter. Tag @ReSchool_CO and use the hashtag #ReSchoolCO.
- ✓ Any questions? Feel free to reach out to reschoolcolorado@dkfoundation.org.

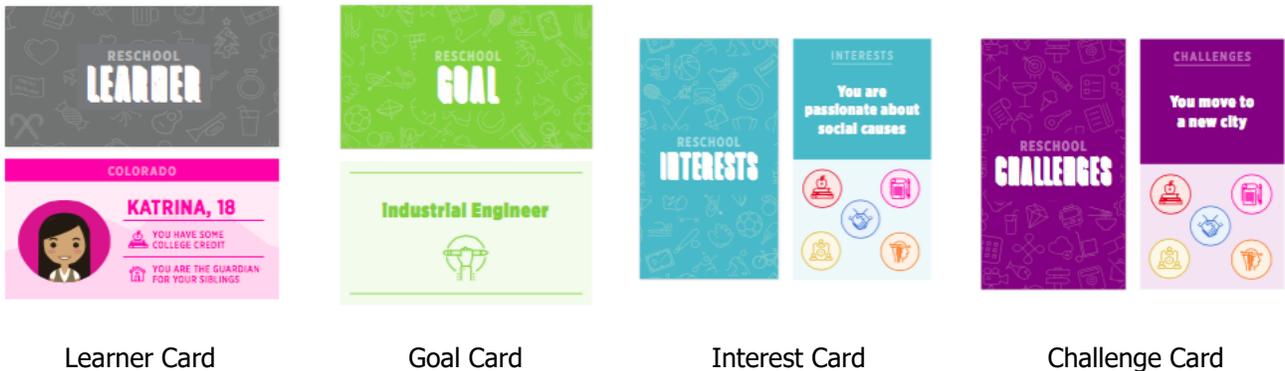
Phase 1

The facilitator welcomes everyone to an immersive experience in a learner-centric system.

- **Highlight the goal of the game:** To build a powerful story of learning that aligns to your goal, interest, challenge, and the demands of the learning framework - Participants will be experiencing 1 year as learner.
- **Frame your role as facilitator:** To reflect core attributes of a learner-centric system: ensure quality and appropriate matches, foster connections and cultivate a welcoming environment.

Step 1: Teams build a learner profile by collecting a learner card, a goal card, an interest card and a challenge card. (Simply hold out cards for participants to choose from and ask players to lay all cards facing up so everyone can see them).

The team will also grab a stack of resource cards.



Step 2: Team reads the cards and begins to understand their learner and then put themselves in the shoes of their learner. Given the learner's goals, interests, family context, and challenge, how might s/he proceed forward in the coming year (so what is realistic for them to do/accomplish in a year's time) to bundle together a purposeful mix of learning, relationships, and other experiences to move her/him closer towards her/his goals, alleviate challenges, explore interests, etc.

Step 3: The group can utilize Resource cards to help inform their thinking about things the learner might be able to do/experience on their learning journey. They can also use the post-its to write down real resources that the players of the game know exist that could be useful opportunities for the learner. If a group is feeling stuck and doesn't seem to have resources cards for a specific need they have, they can either create a new experience and list that on the post it (may not be something that exists now in CO but pretend it does) OR they can walk around and look at the resource cards that other teams have and borrow/share them with each other.

Step 4: After 30-35 minutes each team will introduce their learner to the larger room. Who were you at the start of the game as a learner and what did you do over the course of this past year to move you closer to reaching your goals and aspirations and solving for challenges. What might you do next in your journey, given where you are today? Each group shares this story with the larger community.

Following the sharing of the learners' stories, the group can then debrief with each other about the experience of playing this game. Some potential questions for discussion:

- What resonated with you about the experience of the learner in this context?
- What made you uncomfortable or worried?
- How does playing this game impact how we think about creating agile, learner-centered systems of education?
- What may you take away from this experience to impact your work going forward?

Next Steps and Variations

- ✓ As recommended in the tips for facilitators, the game is most valuable when followed by a debrief exploring observations, questions and insights for implementation. Head to our survey for prompts for reflection and to capture your thinking at bit.ly/295B4At
- ✓ We encourage you to add variations to the game! The team at ReSchool has played a few variations, each time learning more about how to best serve individuals in reaching their potential. Some of our variations have included:
 - Shuffle situation cards into the resource deck. Although it requires more time to play, this pushed towards greater collaboration across the team and built a deeper understanding of how to serve as an advocate for a learner. This version also highlighted the complexities of a learner's life.
 - Partner play. In a version played with students, we matched them with adults in the game. At first students struggled to see how the experiences represented learning opportunities, but with the adults offering suggestions, they quickly saw value in resources and were able to build interesting, powerful stories.

The ReSchool Colorado Game was designed in collaboration with Greater Good Studio.

