# The School Design Game

*The **journey** of design is complicated, filled with **conundrums**—some expected, others not so much. There are many possible **strategies** to address them 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.*
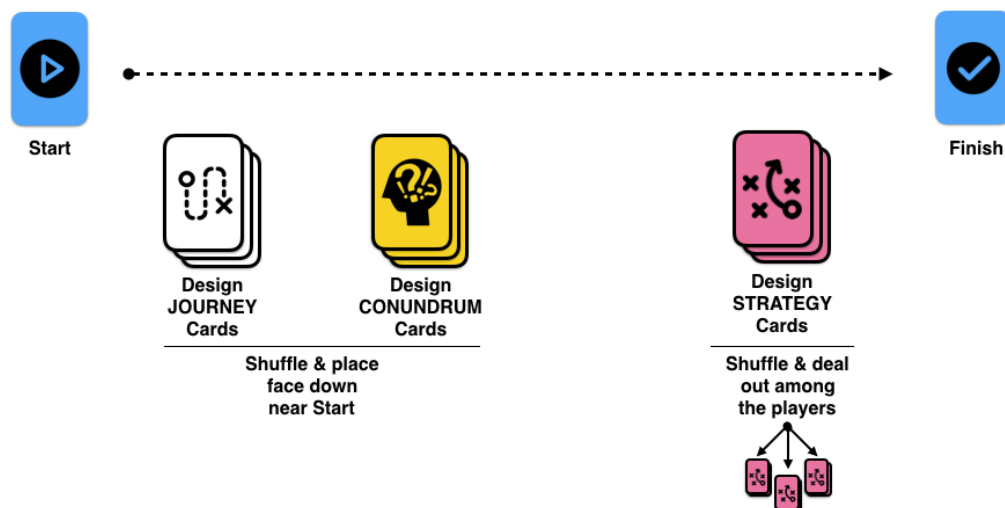
## WHAT YOU NEED

A table. 3-5 players. A **Start** and a **Finish** card. A six-sided **die**. Three stacks of game cards:

| Journey cards (White) | Conundrum cards (Yellow) | Strategy Cards (Pink) |
|---|---|---|
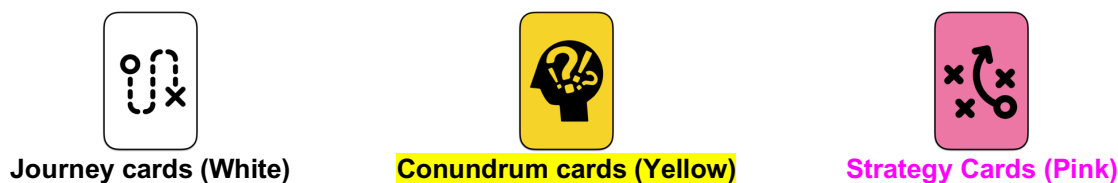
## GAME SETUP

1. Place **START** and **FINISH** cards at opposite ends of the table.

2. Shuffle and set the **Journey** and **Conundrum** cards in stacks face down on the table, beside the **START** card.

3. Deal out all of the **Design Strategy** cards to players.



Start

Design
JOURNEY
Cards

Design
CONUNDRUM
Cards

Shuffle & place
face down
near Start

Design
STRATEGY
Cards

Shuffle & deal
out among
the players

Finish

## 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 **Journey** 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 **Journey** 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 <mark>Conundrum</mark> card and reads the card aloud. The way to solve a conundrum is by adopting a <span style="color:magenta">Design Strategy</span>. **All players discuss** which of their <span style="color:magenta">Design Strategy</span> 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 strategy might work best in any given situation.

   The chosen <span style="color:magenta">Design Strategy</span> card is paired and stacked with the <mark>Design Conundrum</mark> card, and both are then added to the journey *as a single card*. This ends the player's turn.
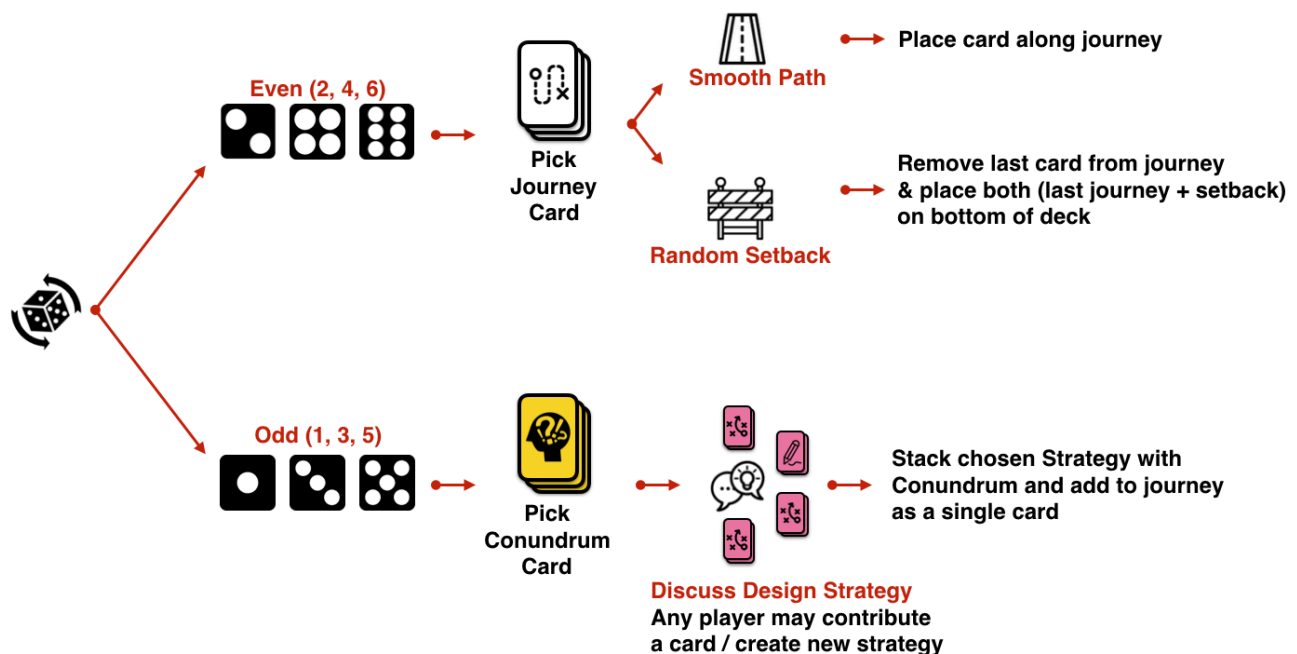


### END OF THE GAME

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