PEOPLE TOOL

LEARNING DESIGN

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Modeling	Instructing	Facilitating	Guiding
Partnering	Supporting	Collaborating	Training

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DESIGN

MAKING+
LEARNING

PEOPLE TOOL

The People Tool encourages us to consider and reflect on the many interests, skills strengths and perspectives that people bring to a making experience. This includes each team members' unique contributions and fulfillment of the roles and responsibilities needed for a makerspace to successfully support learning.

Rehearsing

Adapting

Responding

Reflecting

Mentorship

Curating

Shadowing

PEOPLE TOOL

RESEARCH & DEVELOPMENT

Giving Feedback

Sharing

Writing

Summarizing

Documenting

Evaluating

Testing

Prototyping

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RESEARCH & DEVELOPMENT

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Idea Gathering

Assessing

Surveying

Data

Analyzing

Brainstorming

Speaking

PEOPLE TOOL

PROGRAM MANAGEMENT

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PEOPLE TOOL

PROGRAM
MANAGEMENT

Developing

Coordinating

Fundraising

Planning

Visioning

Leading

Managing

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MATERIALS & PROCESSES

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Recycled / Everyday Materials

Mixed Media

Coding

Electronics

Fabric

Metal

Plastic

Wood

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Yarn

Software

Hardware

Tape & Adhesives

Drawing & Painting

Cardboard

Animation

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Tinkering	Inquiring	Seeking Out Resources	Sharing Resources
Complexifying	Simplifying	Hacking	Repurposing

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Creating or Imagining

Iterating

Revising

Persisting

Problem Solving

Developing Fluency

Expressing Intention

PEOPLE TOOL: RULES OF THE GAME

Making+Learning is a cooperative agreement between the Children's Museum of Pittsburgh and the Institute of Museum and Library Services.

The goal of the game is to collect a hand of cards that represents your interests and/or strengths and expertise by the time the entire deck has been revealed.

1. Shuffle and deal each player cards (3-4 players: 7 cards; 5 players: 6 cards; 6 players: 5 cards; 7+ players: 4 cards)

2. Place remaining cards in a stack face down in the center of the table and choose a starting player.

3. All players look at their cards privately and think about how and in what ways the descriptive qualities on each of the cards represents one of their strengths, interests, skills or areas of existing or desired expertise. Ultimately, each player should have a handful of cards that they feel represents these qualities about themselves.

4. For the first turn of the game, the starting player must draw a card from the deck and choose whether to keep it or discard it. If the card is kept, it must take place of one of the cards in hand.

5. The discarded card is laid face up in front of the player discarding.

6. In each subsequent turn, players can choose to draw a face-down card from the deck or choose a face-up card from in front of another player. Any time a card is kept, the discarded card must be laid face up in front of the player.

7. Play continues until the last face-down card is revealed and either kept or discarded.

8. All discarded cards are moved to the side (but can/should be referenced for discussion).

9. All players reveal their cards, laying them face up on the table. Each player takes a turn describing their cards and discussing the implications of their choices, themes that have emerged, etc.

10. Once all players cards have been revealed, players should look at the chosen and discarded cards. Group the chosen cards into similar categories. Players take turns discussing any themes that emerge about the team's perceived strengths, skills, interests and areas of expertise, as well as those areas that are not well-represented in the chosen cards.

DISCUSSION QUESTIONS

1. What do the cards you selected say about you?

2. Were there any card choices that were surprising to you or the group?

3. How can your team adapt roles, projects and assignments to reflect the interests/strengths of individuals?

4. What sort of actions can you make as an individual to work in areas that are suited to your strengths/interests?

5. What areas are not well represented? What are the implications of this for your makerspace or program?

6. How might the structures, goals, programming, etc. of your makerspace/program change to better reflect and/or accommodate the strengths and interests of your staff?

Game mechanic borrowed from Insight:Card Game by Levi Baer