


FÖMcore CATALYST CARD DECK INSTRUCTIONS

The FÖmcore Catalyst Card deck has been created to inspire and catalyze the creation of contemporary learning spaces. The deck is a design tool that connects the essential elements of learning space design together in a simple yet powerful interface that helps educators think about space in new ways. Playing the deck encourages users to reflect about teaching and learning, think critically and creatively about their learning space needs, and engage in productive conversation about the design of learning environments.

The card deck provides structure to the design process while at the same time offering the opportunity to rearrange, mix, and collide cards together to create new design combinations in a fun and playful way. We hope that the deck is engaging and moves the conversation beyond furniture to focus on the essential aspects of teaching and learning associated with learning space design.

THE DESIGN OF THE DECK

- The deck is composed of 54 cards: 52 design cards and 2 Catalyze Wild Cards.
- There are five strands (Where We Learn, How We Learn, Learning Outcomes, Catalyze Wild Cards, and FÖmcore Products).
- There are seven PowerCards - these cards provide a big picture context for the design of the learning experience and are identified by this symbol. 
- To provide a customized experience, there are three cards that encourage you to add your own conditions into the deck that might not be addressed in the deck. (These are identified as “Your Environment,” “Your Approach,” and “Your Outcome”).
- Each card is color coded by strand and is identified by a number. The cards of different strands contain information and prompts that can catalyze your thinking and the process of learning space design.
- The back of each card contains a traditional playing card deck designation (e.g. 2 of spades, 9 of diamonds). Since there are 52 cards and 2 Wild Cards (or Jokers) the deck can be used to play traditional card games (when not designing learning spaces!).

HOW TO PLAY

By engaging in the following six steps, you can play the deck to promote a conversation that will help you first focus on your expectations for teaching and learning and then select furniture that can support those expectations.

STEP 1

Begin play by selecting a card or cards from “Where We Learn” to identify the learning environment you are designing for. On the back of the card, explore “The Opportunity” and “The Catalyst” to help stimulate your thinking about what is possible in the space you have selected.

STEP 2

Select a card or cards from the “How We Learn” to identify the type of learning that the space will support. Add a PowerCard to your selection to add a big-picture focus (either teacher or learner-centered). Use “The Opportunity” and “The Catalyst” on the card back to catalyze your thinking about what is possible for a particular approach to learning.

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HOW TO PLAY *Continued*

STEP 3

Select a card or cards from the “Learning Outcomes” to identify what you want to accomplish with students. Add a PowerCard to your selection to add a big-picture focus (Build Knowledge, Skills or Habits) into the conversation.

The selection of cards through the first three steps provides a design framework for a learning space that is rooted in expectations for teaching and learning.

STEP 4

Consider the questions on the Catalyze Wild Cards for additional conversation prompts to stimulate even more thinking and reflection.

STEP 5

Lay out the Fōmcore Product Cards so that the entire line can be viewed at once and continue the conversation by selecting furniture cards that you believe will support the educational experience identified in Steps 1-4. To make your ideas become more visible, consider sketching your space as you talk and develop ideas.

STEP 6

Record the numbers of the cards in sequence as a way to record the pathway or “design stream” that reflects your decision-making process and conversation.

ADDITIONAL WAYS TO PLAY

- Begin the process by using any of the first four strands (excluding the furniture cards) as an entry point to the conversation.
- Select a “North Star” card that might initiate a discussion before playing the Catalyst Card design game to set the stage.
- Use any card as a source of ideation and conversation.
- Identify “Keystone Cards” that represent “non-negotiables” and “must-haves” that are part of every learning space that you would like to design.
- Identify parts of conversation stimulated by the deck that were challenging and that might require a conversation with others. The deck can help you identify what you don’t know or what needs to be clarified before moving forward.
- Use multiple decks in a workshop setting with multiple groups. Have each group design a particular space. Present each solution and have the larger group provide feedback to advance individual designs. Use all of the designs to create a composite that reflects the trends and patterns associated with each individual design.
- In a collaborative setting, lay a sequence of cards that have been selected from each strand on a large piece of paper and have users supply feedback, either by conversation or on sticky notes.
- For fun, use the deck to play any card game that uses a traditional playing card deck!
- Most importantly, have fun with the deck and invent your own approach and game!



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