

# GET SCHOOLED!

*A storytelling strategy game about reimagining school*



## Overview

In *Get Schooled!*, **you are running a high school with a particular educational philosophy**. You've gotten to know some 6th graders in your district and have learned about their strengths and needs. **You have three years to improve your school** before they will choose which high school to attend.

Each year, you make choices about how to hire teachers, train them to teach unique courses, and run special projects - all the while trying to meet National Mandates. The quality of your school will be determined by:

- The total number of cards you play
- How many students decide to attend your school
- Your ability to meet your school's Philosophy



4-5 Players



60 minutes



Ages 10+

5 Philosopher Boards  
5 Curriculum Boards  
4 Student Profiles

8 Family Cards  
12 Strength Cards  
12 Weakness Cards

37 Year 1 Cards  
48 Year 2 Cards  
48 Year 3 Cards  
9 National Mandate Cards

1 Whiteboard Marker  
1 30-second Timer

GAME CONTENTS

# SETUP

## 1 Each player chooses a Philosopher Board

Read the description and take note of your Bonus and Ability.

## 2 Take a Curriculum Board

## 3 Shuffle the National Mandate cards

Place them face down in the center of the table.

## 4 Prepare the Year cards

Separate the cards into three decks: Year 1, Year 2, and Year 3. Shuffle each deck, and place them in the center of the table.

## 5 Fill in 4 Student Profiles

Each should have 1 family, 2 strength, and 2 weakness cards. Place the Students in the center of the table.



The area below your boards is called your **Play Area**.

# GAMEPLAY

## Introduce the Students

To kick-off the game, **take turns introducing the students out loud!** The ultimate goal of the game is to meet their needs and to develop courses that will convince students and their families that your school is the best option for them.

Then, review the information on your **Philosopher Card** and share a brief overview with the group.

## Playing through Years 1, 2, and 3:

### 1. Choose and pass cards

At the start of each Year, take the corresponding deck of cards (1, 2, or 3) and **randomly deal 7 cards to each player face down.**

Each year has 6 turns during which you all play simultaneously. On your turn:

1. Choose a card and put it in your Play Area
2. Pass the remaining cards to your neighbor

On the final turn in each Year, you will receive two cards from your neighbor. **Choose one and discard the remaining card** in a pile in the center of the table.

Pass to your **left** during Years 1 and 3, and to the **right** for Year 2.

When cards are in your Play Area, you can move them around as much as you like.

**At any time**, you can:

Discard 2 cards to take any General Training card from the Year 1 deck (including discarded cards).

## 2. Make courses

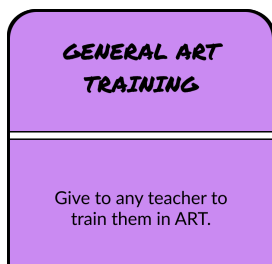
After choosing cards, each school must decide what courses to add to their curriculum. A course consists of either:

- One teacher and at least one training
- One teacher and a special project for which the school meets the requirements listed on the card.

To make a course, **place the appropriate cards on your Curriculum Board** and write its course title with a whiteboard marker. Feel free to get creative!

Once you make a course, you can't alter or add new cards to it.

### TYPES OF CARDS



#### General Training

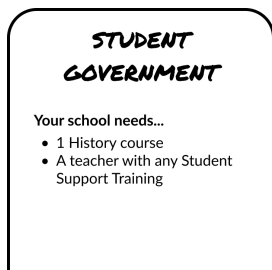
Place on top of any teacher to form a Course.



#### Specialized Training

Place on top of a teacher to form a Course. The teacher must be trained in the relevant subject (i.e. to play a Specialized Math Training, they must be a Math Teacher or have General Math Training).

Method cards and Student Support cards can be placed on any Teacher.



#### Special Projects

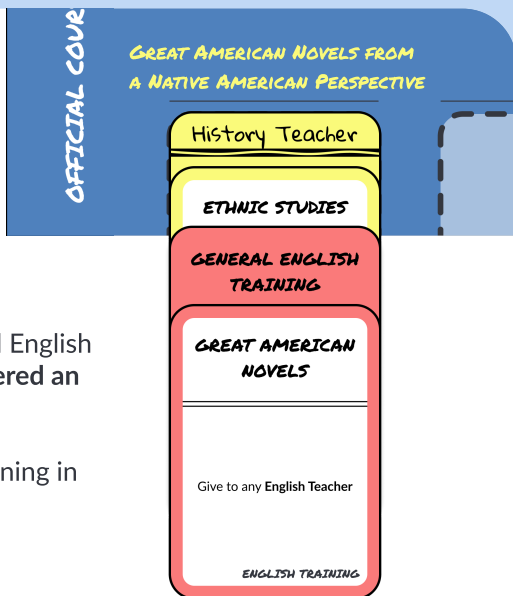
Place on top of a teacher to play. Your school must meet the listed requirements.

## EXAMPLE

You can make a course with these 4 cards by placing it on the Curriculum Board and coming up with a title.

This History Teacher has General English Training, **so they are also considered an English Teacher.**

They can receive Specialized Training in both History and English.



## 3. Address National Mandates

**YEAR 1** Flip over a National Mandate card, which will apply next Year.

**YEAR 2 and YEAR 3** If your school does not meet the National Mandate, discard the teacher and confirmed course that is worth the most points. This teacher is leaving your school for a better funded school!

You lose both the teacher and all of their training.

Discard the National Mandate card and flip over a new one.

## 4. Update Students & Families

**YEAR 1 and YEAR 2** Announce your new courses out loud, including who is teaching them and what they are trained in. Be specific about how the courses address student needs.

Each player has 30 seconds for the update.

**Repeat steps 1-4 with the Year 2 and Year 3 Decks**

# Ending the Game: Choosing Schools

Once you have completed all three years, it's time to decide what school each student will attend. This is the final update to students and families.

First, each player has **30 seconds to explain how their school demonstrates the ideals of their philosopher** and why that would benefit students broadly.

Then, for each student, players take turns explaining why the student should attend their school. **Each player will have 30 seconds to pitch.** After everyone has pitched, players vote to decide which school be the best fit for each student.

- You may not vote for yourself.
- In the case of a tie, use rock-paper-scissors to choose a winner.
- Vote honestly! Imagine these are real kids with real needs. Send them to the school that you genuinely believe would benefit them the most.

---

## Scoring

Tally up your scores as follows:

- 1 point for every Teacher and Training card you have played
- 3 points for every Special Project card
- Extra points from the Ability specified on your philosopher card
- 10 points for every Student

The player with the highest score wins. In case of a tie, the player with more students wins. If there is still a tie, all tied players win together.

## Post-game Discussion Questions

- What factors make meeting student needs difficult in this game? How do these factors connect to real-world challenges?
- Re-examine the profile of a student who you did not “win.” What do you think their experience would be like at your school?
- How well does the school you created actually reflect your educational philosophy?
- Having created a school inspired by a particular educational philosophy, what are some of the pros and cons of this approach?
- What changes to the real-world education system might support schools that are more adaptable to different student needs?