

| <b>Relationships</b>  | <b>Dots</b> | <b>Location</b>  |
|---|-------------|------------------|
| Mistakes will happen and are embraced   | 22          | showroom         |
| Empathy   | 9           | showroom         |
| I can take a risk (safe)  | 9           | kitchen/gameroom |
| Vulnerable - trust  | 9           | kitchen/gameroom |
| Collaboration   | 9           | kitchen/gameroom |
| Being flexible and responsive to student needs                                    | 8           | showroom         |
| Multiages   | 7           | kitchen/gameroom |
| Connectedness -> <-   | 7           | kitchen/gameroom |
| Vulnerability - teachers, kids, everyone  | 6           | showroom         |
| All voices are heard - equally and at everyone's invitation, accountability       | 6           | showroom         |
| Energetic, positive vibes   | 6           | kitchen/gameroom |
| Students share their mistakes as openly and as much enthusiasm as their successes | 5           | showroom         |
| Takes time, determination, patience - some kids have walls built up               | 5           | showroom         |
| Strength perspective, opportunities   | 5           | kitchen/gameroom |
| Smells like "coffee" - something is brewing                                       | 5           | kitchen/gameroom |
| Feeling a part of something   | 4           | kitchen/gameroom |
| Empathy   | 4           | kitchen/gameroom |
| Listening to and understanding the needs of others                                | 4           | kitchen/gameroom |
| Teaching kids to be happy and healthy   | 4           | kitchen/gameroom |
| EQ  | 4           | kitchen/gameroom |
| Uplifting   | 3           | showroom         |
| Motivation  | 3           | kitchen/gameroom |
| Community   | 2           | showroom         |
| Conversations - including hard ones   | 2           | showroom         |
| Circles of trust  | 2           | showroom         |
| At the hard of it   | 2           | showroom         |
| Knowing yourselves and others   | 2           | kitchen/gameroom |
| Silence and noise   | 2           | kitchen/gameroom |
| Choices   | 2           | kitchen/gameroom |
| Organized chaos   | 2           | kitchen/gameroom |
| Feel like they are missed when they are not there                                 | 2           | kitchen/gameroom |
| Respectful of and accepting of differences  | 1           | showroom         |
| Use differences to your advantage   | 1           | showroom         |
| Nucleus   | 1           | kitchen/gameroom |
| Not always harmonious   | 1           | kitchen/gameroom |
| Organic norms   | 1           | kitchen/gameroom |
| Knowing how to contribute to different groups - your strengths and others         | 1           | kitchen/gameroom |
| Laughter  | 1           | kitchen/gameroom |
| Respectful  | 1           | kitchen/gameroom |
| Honest  | 1           | kitchen/gameroom |

| <b>Rigor</b>  | <b>Dots</b> | <b>Location</b>  |
|---|-------------|------------------|
| Not more...deeper   | 14          | showroom         |
| Don't steal the struggle  | 13          | showroom         |
| Failure feeds forward   | 11          | kitchen/gameroom |
| Real/authentic  | 11          | kitchen/gameroom |
| Grounded in skill and in passion                                      | 10          | kitchen/gameroom |
| Creating  | 9           | kitchen/gameroom |
| Students drive the work   | 9           | kitchen/gameroom |
| Choice  | 8           | kitchen/gameroom |
| Redefining failure  | 8           | showroom         |
| A good tired  | 7           | showroom         |
| Creative assessment - choice in assessment                            | 7           | kitchen/gameroom |
| Supported   | 6           | kitchen/gameroom |
| Authentic learning  | 5           | showroom         |
| Learning to learn   | 5           | showroom         |
| Messy   | 5           | showroom         |
| You have to struggled even if you're good at it                       | 5           | kitchen/gameroom |
| Challenging - but not just more                                       | 4           | kitchen/gameroom |
| Depth in understanding  | 4           | kitchen/gameroom |
| Flow  | 4           | kitchen/gameroom |
| Stretching  | 4           | kitchen/gameroom |
| Students should be asking the questions                               | 4           | showroom         |
| All students involved - participation                                 | 3           | showroom         |
| Failure is an option in rigorous activity                             | 3           | showroom         |
| Flow  | 3           | showroom         |
| Looks different for each kid  | 3           | showroom         |
| Many entry/access points  | 3           | kitchen/gameroom |
| Natural engagement - connected to relevance                           | 3           | kitchen/gameroom |
| Thinking about learning   | 3           | showroom         |
| A step beyond understanding - interpret, analyze, change              | 2           | showroom         |
| Balance between learning guided by objectives but not limited by them | 2           | kitchen/gameroom |
| Every child deserves to be challenged every day                       | 2           | showroom         |
| No start/stop...ongoing...takes time                                  | 2           | kitchen/gameroom |
| Rewarding   | 2           | kitchen/gameroom |
| Uneasy  | 2           | kitchen/gameroom |
| At their direction  | 1           | showroom         |
| Connected to relevance  | 1           | kitchen/gameroom |
| Debate - Socratic seminar   | 1           | showroom         |
| Engaging  | 1           | kitchen/gameroom |
| Equitable   | 1           | showroom         |
| Innovative  | 1           | kitchen/gameroom |
| Opportunities to synthesize   | 1           | showroom         |
| Problem solving   | 1           | showroom         |
| Questioning doctrine  | 1           | showroom         |
| Scaffold for each - not rescue  | 1           | showroom         |
| Stimulating   | 1           | showroom         |

Student voice  
Uncertainty/complexity  
Uncomfortable

1 showroom  
1 kitchen/gameroom  
1 showroom

| <b>Relevance</b>   | <b>Dots</b> | <b>Location</b>  |
|--|-------------|------------------|
| Teacher is on the sideline - coach, mentor, resource, newworker, curator | 21          | showroom         |
| Students will seek learning beyond the school day                        | 15          | showroom         |
| Dialogue over monologue  | 15          | kitchen/gameroom |
| Collaboration with experts in real world                                 | 13          | showroom         |
| Choice   | 12          | kitchen/gameroom |
| Sense of "Don't want to or can't miss this!"                             | 11          | showroom         |
| Teachers give opportunities for students to explore and discover         | 10          | kitchen/gameroom |
| Responding to real world, current issues                                 | 10          | kitchen/gameroom |
| Outside of school  | 7           | showroom         |
| Engagement over compliance   | 7           | kitchen/gameroom |
| Flexible   | 7           | kitchen/gameroom |
| Students have questions about what they are learning                     | 6           | showroom         |
| Students feel like they are in charge                                    | 6           | showroom         |
| Listen to kids' needs and interests                                      | 6           | kitchen/gameroom |
| Organic  | 5           | showroom         |
| Equitable  | 5           | showroom         |
| Stems from a desire to understand something more deeply                  | 5           | kitchen/gameroom |
| Knowing why you need to know   | 5           | kitchen/gameroom |
| Learning linked to past experiences                                      | 4           | showroom         |
| Current and ever-changing  | 4           | showroom         |
| Learn it when you need to know it - scaffolding                          | 4           | showroom         |
| Let me try... I have an idea...  | 4           | showroom         |
| Broadening their awareness of what is relevant both today and in future  | 4           | kitchen/gameroom |
| Sharing experiences and discoveries                                      | 4           | kitchen/gameroom |
| Not always immediate...future  | 4           | kitchen/gameroom |
| Excitement   | 3           | showroom         |
| Students want to experience more   | 3           | showroom         |
| How does intervention or my mindset from intervention affect my passion? | 3           | showroom         |
| Planting a seed  | 3           | kitchen/gameroom |
| Knowing when to add and when to start over                               | 3           | kitchen/gameroom |
| Relevance is experience dependent, people dependent                      | 3           | kitchen/gameroom |
| Evolving   | 3           | kitchen/gameroom |
| Connected  | 2           | showroom         |
| Wondering - get to know yourself better                                  | 2           | showroom         |
| Using contemporary resources   | 2           | showroom         |
| Students are not afraid to take risks, fail, or succeed                  | 2           | showroom         |
| Opportunity  | 2           | kitchen/gameroom |
| Pondering, wondering, questioning  | 2           | kitchen/gameroom |
| Connectedness  | 2           | kitchen/gameroom |
| Meaningful   | 2           | kitchen/gameroom |
| Teacher is okay being questioned   | 1           | showroom         |
| Short term connections - If you can do this, you can do this             | 1           | showroom         |
| Students are excited to go do  | 1           | showroom         |
| What if...   | 1           | showroom         |
| Deeper connections - not "fluffy"  | 1           | showroom         |

|  |   |                  |
|--|---|------------------|
| Cross-curricular                                   | 1 | showroom         |
| Transferable                                       | 1 | showroom         |
| Students justify why it's important                | 1 | showroom         |
| Legitimate answer to "Why do I have to know this?" | 1 | showroom         |
| Risk taking  | 1 | kitchen/gameroom |
| Risky by safe - trusting                           | 1 | kitchen/gameroom |
| Invested - like helping in community               | 1 | kitchen/gameroom |

## Learning Spaces

|   | Dots | Location         |
|---|------|------------------|
| Flexible groupings (grade, age, subject)                                  | 15   | kitchen/gameroom |
| Alternative seating - stand up, bean bags, rocking chairs sensory, etc.   | 15   | showroom         |
| Student choice/input - informed by students                               | 11   | kitchen/gameroom |
| Variety of spaces   | 10   | kitchen/gameroom |
| Intentionally promotes creativity and collaboration                       | 10   | kitchen/gameroom |
| Flexible  | 10   | kitchen/gameroom |
| Access to outdoors  | 7    | kitchen/gameroom |
| Use of space should be part of planning                                   | 7    | kitchen/gameroom |
| Honor introverts & extroverts   | 6    | kitchen/gameroom |
| Stretch - movement!   | 6    | showroom         |
| Natural lighting  | 6    | showroom         |
| Markerspace   | 5    | showroom         |
| Flexible  | 5    | showroom         |
| Inviting  | 5    | showroom         |
| May not be a "physical" space   | 4    | kitchen/gameroom |
| Room to explore and create  | 4    | showroom         |
| Shouldn't be "teacher spaces" and "student spaces" - should be our spaces | 3    | kitchen/gameroom |
| Empowering places/levels  | 3    | showroom         |
| Place to collaborate  | 3    | showroom         |
| Joyful  | 3    | showroom         |
| Learning noises can change  | 3    | showroom         |
| Change classroom to flex w/needs  | 2    | kitchen/gameroom |
| Inviting  | 2    | kitchen/gameroom |
| In a 1:1, our learning space is open and expanded by time                 | 2    | showroom         |
| Choices where you want to be  | 2    | showroom         |
| Tinker room   | 2    | showroom         |
| Picutres of our kids  | 2    | showroom         |
| Choice in sound/no sound  | 2    | showroom         |
| Physical space fits students  | 1    | kitchen/gameroom |
| Comfortable space   | 1    | kitchen/gameroom |
| Beyond school   | 1    | kitchen/gameroom |
| Their thinking fills the space  | 1    | showroom         |
| Private reflection spaces   | 1    | showroom         |
| Technology hub  | 1    | showroom         |
| Flexible display options  | 1    | showroom         |
| Self-investigation areas  | 1    | showroom         |

| <b>Most Essential Skills, Understandings, Habits</b>                      | <b>Dots</b> | <b>Location</b>  |
|---|-------------|------------------|
| Global-minded, serve, advocate, act                                       | 18          | showroom         |
| I can make meaning from what I read, hear, and see, connect to action     | 10          | kitchen/gameroom |
| Being reflective  | 10          | showroom         |
| Self-acceptance   | 10          | showroom         |
| It's good to fail out loud (and in front of others)                       | 10          | showroom         |
| Growth mindset  | 10          | showroom         |
| Providing feedback - taking/accepting/using feedback                      | 9           | kitchen/gameroom |
| Reflection  | 9           | kitchen/gameroom |
| Empathy   | 9           | kitchen/gameroom |
| Moonshot thinking - choosing to bothered by the "impossible"              | 9           | showroom         |
| I can fail and make mistakes  | 8           | kitchen/gameroom |
| Flexible thinking   | 7           | kitchen/gameroom |
| My viewpoint shapes my world - everyone has different viewpoints          | 7           | kitchen/gameroom |
| I am a work in progress   | 6           | kitchen/gameroom |
| Take risks and embrace failure  | 5           | showroom         |
| Grit  | 5           | showroom         |
| I know how to find an answer - problem solving                            | 4           | kitchen/gameroom |
| Active listening  | 4           | kitchen/gameroom |
| Community one's thinking in a variety of ways                             | 4           | kitchen/gameroom |
| I am in charge of my learning   | 4           | kitchen/gameroom |
| My voice is as important as any others                                    | 4           | kitchen/gameroom |
| Balance individual needs and group needs (classroom & world)              | 4           | showroom         |
| Basic literacy skills - allows all other things to happen                 | 3           | kitchen/gameroom |
| Look for patterns and make connections                                    | 3           | kitchen/gameroom |
| Global citizenship  | 3           | showroom         |
| Why do we have the Gold N/Gold K?   | 3           | showroom         |
| Relisiance  | 3           | showroom         |
| Question the status quo   | 3           | showroom         |
| Empathy   | 3           | showroom         |
| Research skills - When I don't know I look up                             | 2           | kitchen/gameroom |
| Questioning   | 2           | kitchen/gameroom |
| Grit  | 2           | kitchen/gameroom |
| I can change my world   | 2           | kitchen/gameroom |
| Career-ready  | 2           | showroom         |
| Global awareness, including awareness of "wrongs" in the world            | 2           | showroom         |
| How is hard work/service valued?  | 2           | showroom         |
| Success comes in many forms   | 2           | showroom         |
| Civil discourse   | 1           | kitchen/gameroom |
| Listn to learn and understand   | 1           | kitchen/gameroom |
| Claim-evidence-reasoning  | 1           | kitchen/gameroom |
| Reading   | 1           | kitchen/gameroom |
| Courage   | 1           | kitchen/gameroom |
| I am a mosaic   | 1           | kitchen/gameroom |
| Thereare many ways to look at topics and problems                         | 1           | kitchen/gameroom |
| Exposure to many topics, people, activities helps me create a global view | 1           | kitchen/gameroom |

Ability to overcome setbacks

1 showroom



| <b>Guaranteed Experiences</b>  | <b>Dots</b> | <b>Location</b>  |
|--|-------------|------------------|
| Students choose their own path and take charge of their learning                 | 17          | showroom         |
| Larger world - outdoors, nature  | 14          | kitchen/gameroom |
| Play   | 12          | kitchen/gameroom |
| Choice - discover & pursue a passion   | 11          | kitchen/gameroom |
| Collaboration  | 10          | showroom         |
| Problem based learning   | 9           | kitchen/gameroom |
| Sense of belonging   | 9           | showroom         |
| Problem based learning   | 9           | showroom         |
| Having a teacher/admin you can relate to, some that looks like you, is different | 9           | showroom         |
| Teachers who are willing to take risks to provide varied experiences, engage     | 8           | showroom         |
| Connections to kids in other cultures/countries                                  | 7           | showroom         |
| Joy of learning  | 7           | showroom         |
| Access to "the other"  | 6           | kitchen/gameroom |
| Every student will have an advocate in their corner                              | 6           | kitchen/gameroom |
| Sense of belonging   | 5           | kitchen/gameroom |
| Feeling valued as a member of community  | 5           | kitchen/gameroom |
| Their thinking is valued, pushed   | 4           | showroom         |
| An experience that leads to a connection with the natural world                  | 3           | showroom         |
| Service learning   | 2           | kitchen/gameroom |
| Research   | 2           | kitchen/gameroom |
| Learning cycle   | 2           | kitchen/gameroom |
| Positive experiences   | 2           | kitchen/gameroom |
| Opportunity to be a kid  | 2           | kitchen/gameroom |
| Capstone   | 2           | kitchen/gameroom |
| Sharing their expertise and passions   | 2           | kitchen/gameroom |
| Leadership   | 2           | showroom         |
| Play   | 2           | showroom         |
| Success  | 2           | showroom         |
| Elements of risk   | 2           | showroom         |
| Made a contribution  | 2           | showroom         |
| Opportunity to be a teacher of something   | 1           | kitchen/gameroom |
| Create, express thoughts in a variety of ways                                    | 1           | kitchen/gameroom |
| Setting a goal, creating a plan for attainment, tracking progress, etc           | 1           | kitchen/gameroom |
| Time & support to innovate   | 1           | kitchen/gameroom |
| Argue  | 1           | showroom         |
| Value uniqueness   | 1           | showroom         |
| Community interaction/connection   | 1           | showroom         |
| A feeling of importance  | 1           | showroom         |