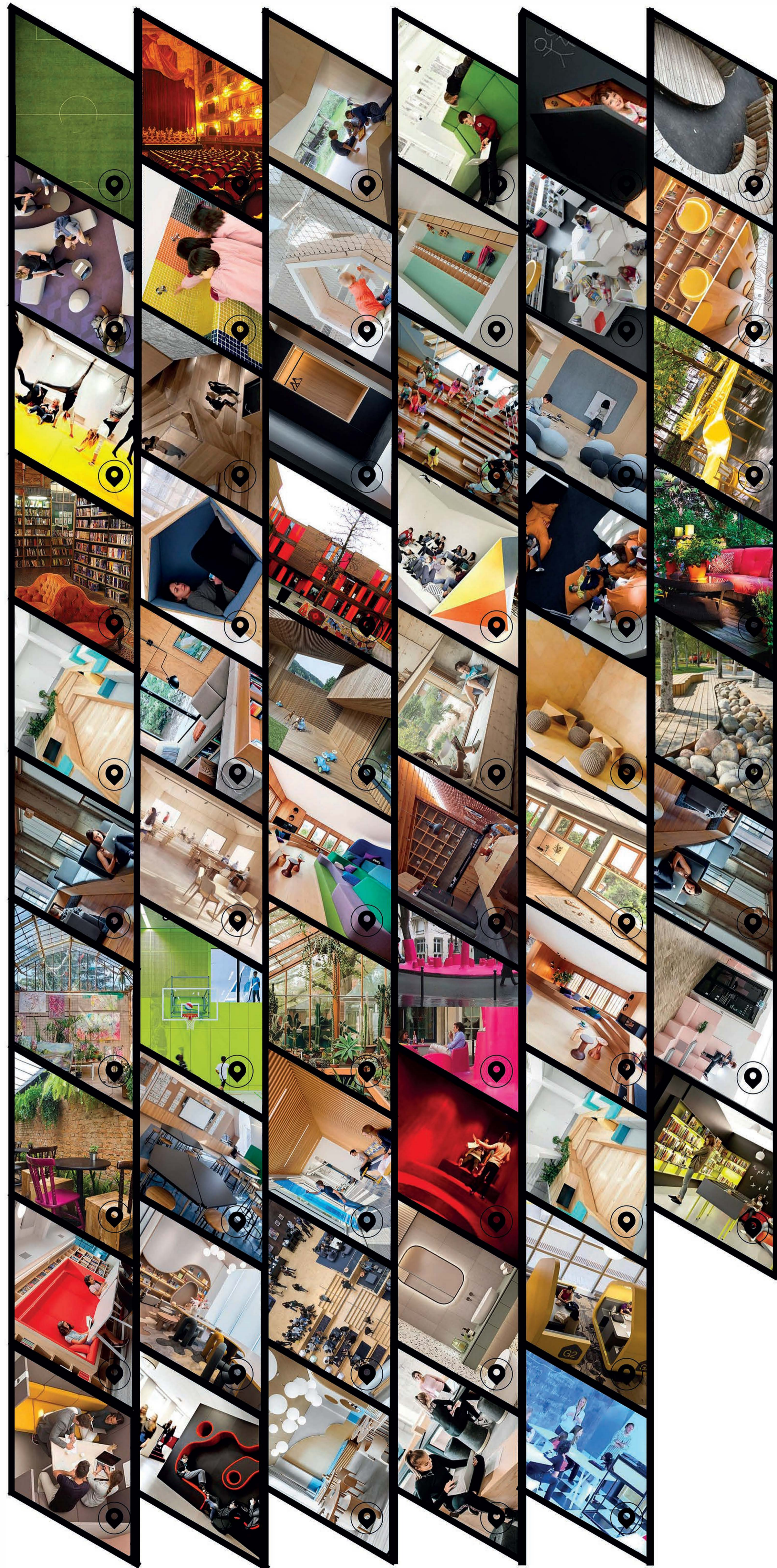


PLACES



ATMOSPHERES



ACTIVITIES



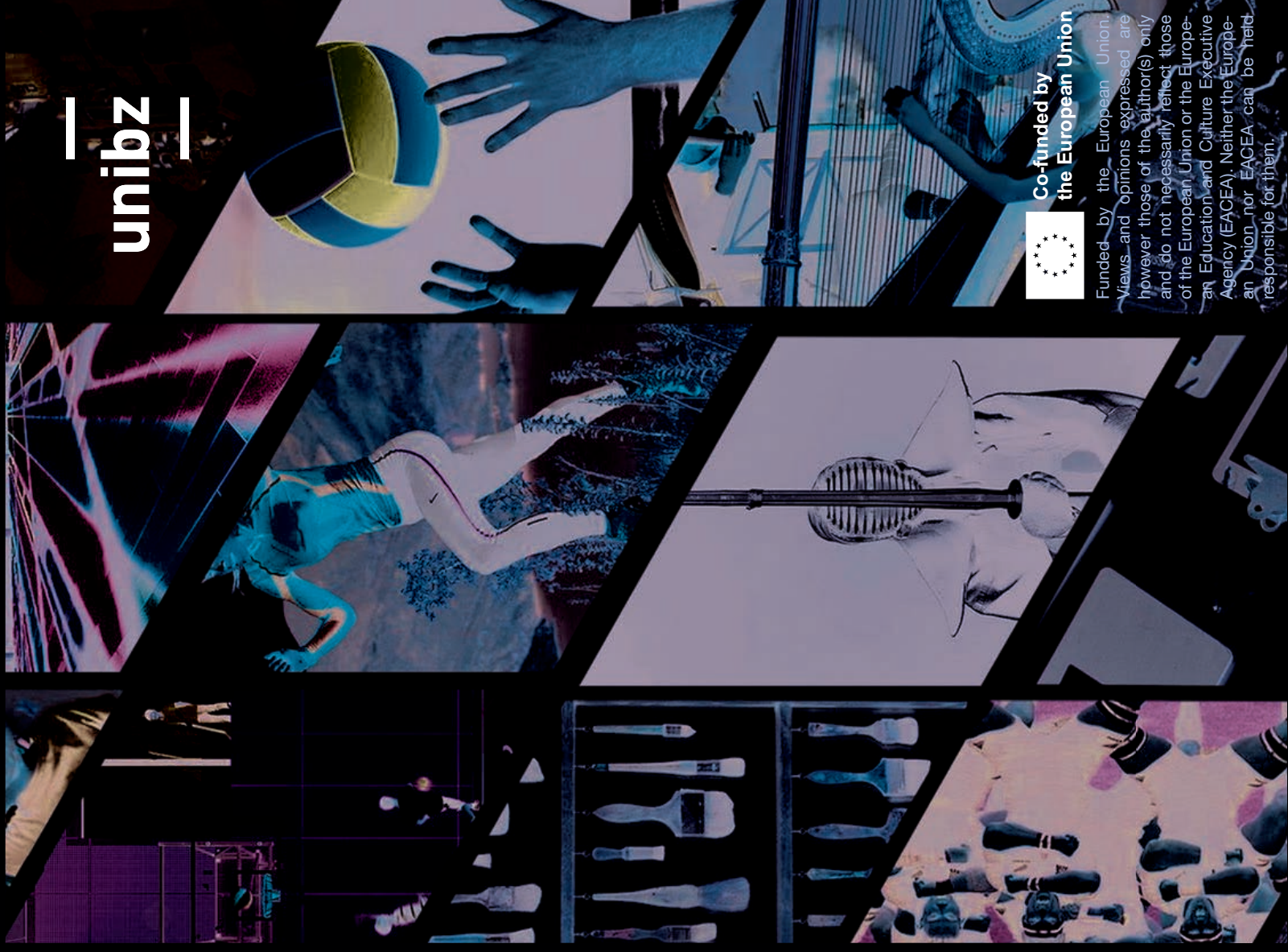
PICTURE CARDS



WOODEN CARDS

GAME BOX

The Neverland School | kit



The Neverland School | kit

<https://leaneverlandschool.wordpress.com>

The Neverland school is a board game designed to use play to facilitate participatory design processes for school spaces by encouraging dialogue between different professionals (such as teachers, designers, and institutions) through playful experience, creativity, and dreaming.

Erasmus+

Enriching lives, opening minds.



learning environment applications

[HTTP://LEARNING-ENVIRONMENTS.EU](http://learning-environments.eu)



Co-funded by the European Union

Erasmus+ by the European Union (however those of the authors) only and do not necessarily reflect those of the European Union or the European Agency for Research in the Field of Education. Neither the European Commission nor EACEA can be held responsible for them.

The Neverland School | kit

<https://leaneverlandschool.wordpress.com>

The Neverland school | kit was developed by Beate Weyland and Alessandra Gallati within the European Research Project LEA Learning Environment Applications (<http://learning-environments.eu/>).

It is a board game designed to develop ideas and moodboards in the design of educational spaces. The materials are aimed at conducting shared design processes in heterogeneous and multidisciplinary working tables. It is the result of 10 years of research on the shared design of school spaces between pedagogy and architecture and is the outcome of more than 25 field tests. The play kit is designed to be realized in a FABLAB by downloading the files on the website <https://leaneverlandschool.wordpress.com> free of charge.

Composition of the kit

- 30 hexagonal base tiles
- 150 illustrated rhomboid tiles
- 50 writable rhomboid tiles
- 30 coloured writable rhombus tiles
- a basic sheet for group reflection activities
- an illustrative and instruction booklet

Instructions

The game is developed in 3 phases:

- 1. Who am I and who are we, a slogan for our school**
 - a. The participants take a hexagonal tile and place two illustrated tiles on it and a white rhombic tile on which they write a wish for the school that (still) does not exist.
 - b. After a presentation of their hexagons with the stated images and wishes, the participants select those that the group considers the most appropriate to represent a shared idea for the school that (still) does not exist and place them on the reflection sheet to be found in the kit. With the markers, the group identifies a slogan for their school.
- 2. My place where I am, our project for the school that does not exist.**
 - a. The participants distribute the hexagonal cards in equal numbers. The "ENTRANCE" card is placed in the centre of the table and each in turn places a hexagon with a picture on it and a coloured rhomboid card (corresponding to the functions the space should have) on the table, which they will mark, indicating the desired place in the school that (still) does not exist. The aim is to compose the

functional diagram of the dreamed school. The participants can discuss the layout of the tiles together. On the hexagonal tiles there will always remain a rhomboid space still free.

3. Let's conquer together the school that is now there!

- a. The participants choose and place a token on the "ENTRANCE" tile. They take turns rolling the dice and move the token across the created field with the aim of "conquering" all the places created. Conquest consists of marking the space on which one arrives, writing in the still empty rhomboid space more precise design instructions (what the place should look like, what one does, how one does it). The effort will be to all collaborate on the best description of the space.
- b. The game ends when all spaces are marked by the group.

Credits

Scientific direction | Beate Weyland
Graphic and compositional design | Alessandra Gallati
Texts | Beate Weyland and Alessandra Gallati

The project was developed by the Research Unit of the Free University of Bozen-Bolzano for the Erasmus + project "LEA - Learning Environments App" 2020-1-DE02-KA202-007655. <http://learning-environments.eu>



Erasmus+
Enriching lives, opening minds.
lea
learning environment applications
HTTP://LEARNING-ENVIRONMENTS.EU

Erasmus+
Enriching lives, opening minds.
lea
learning environment applications
HTTP://LEARNING-ENVIRONMENTS.EU

The Neverland School | kit