

Relationships	Dots	Location
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

Rigor	Dots	Location
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

Relevance	Dots	Location
Teacher is on the sideline - coach, mentor, resource, neworker, 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 opporunities fro 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

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

Most Essential Skills, Understandings, Habits	Dots	Location
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

Guaranteed Experiences	Dots	Location
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 differen	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