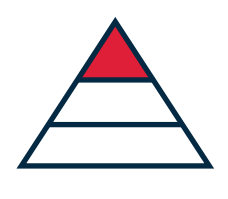


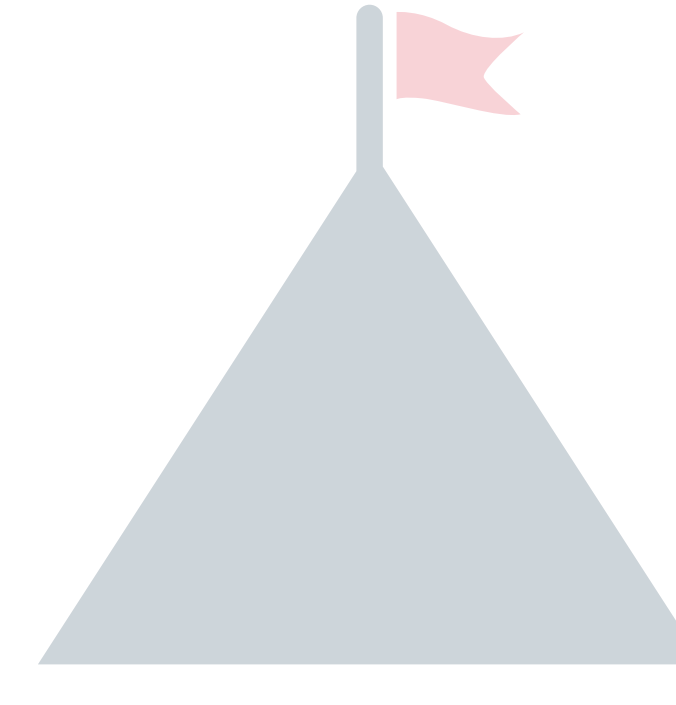
YOUR SCHOOL:

1

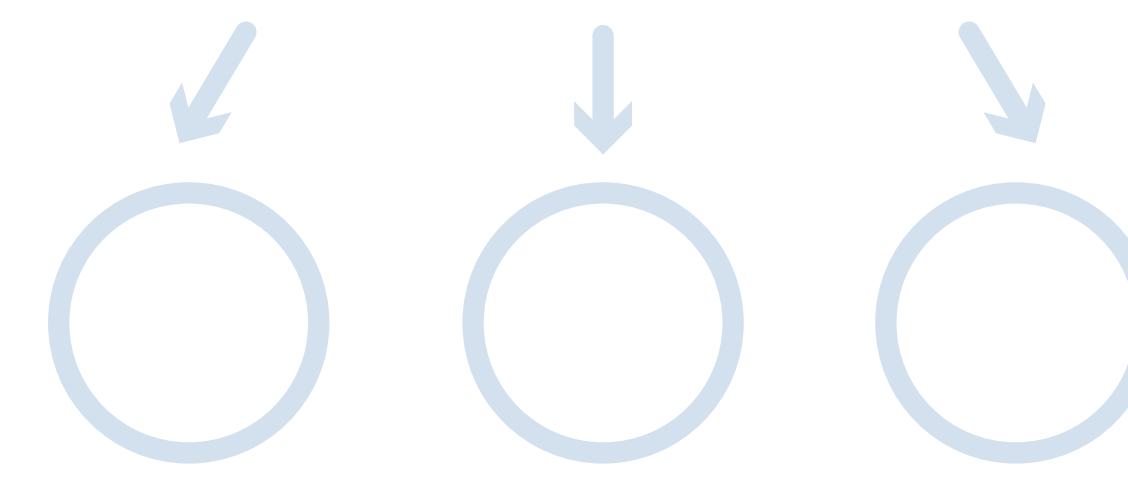


## REVISIT YOUR ASPIRATIONS & BEHAVIORS

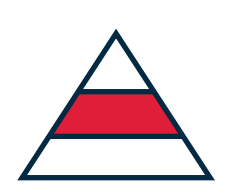
write your Deeper Learning aspiration



list the behaviors you hope to see



2



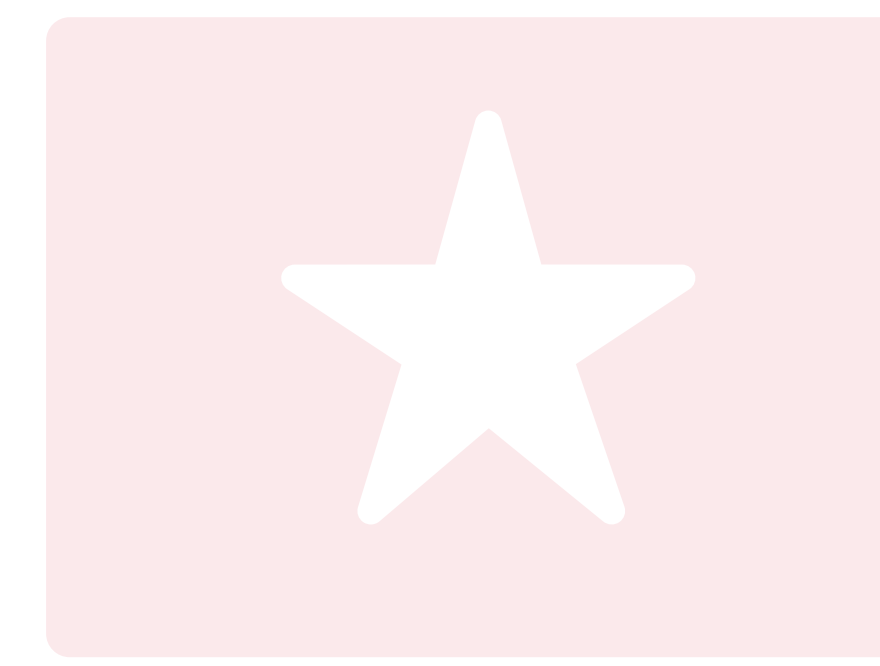
## SELECT A BIG IDEA

**Choose 1 Big Idea you'd like to explore this month.**

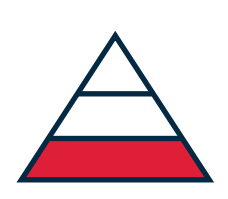
Think about something that you are personally interested in pursuing at your school.

*Don't worry, this is not a high stakes decision. No long-term commitment, just a space for experimentation.*

what big idea are you exploring? write it here.



3



## BRAINSTORM HACKS

**Now gather your group, and start brainstorming! What are some ways you could "hack" this Big Idea?**

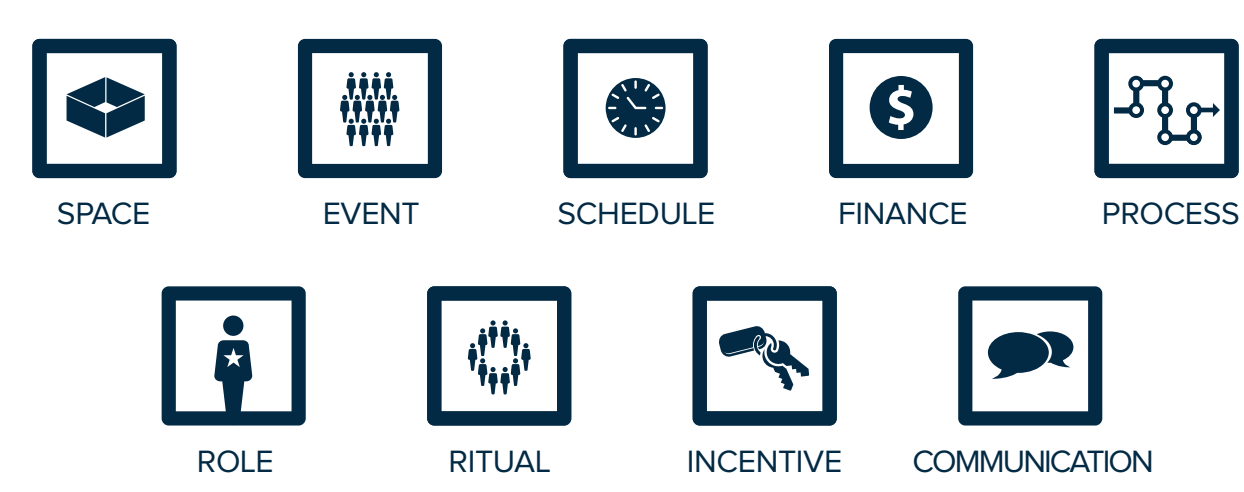
**A HACK SHOULD BE...**

- Quick. You try it in 1-3 days.
  - Small scale. You can do this with a few teachers, a few students, or one classroom.
- (Think of the quick wins as examples.)

**THE RULES OF BRAINSTORMING**

- Go for quantity
- Defer judgement
- Encourage wild ideas
- Build on the ideas of others
- Have one conversation at a time
- Stay on topic
- Be visual

**THINK ABOUT LEVERS:** the elements you can design to create change at the school-wide level.



add your brainstorm ideas below!  
the more, the better.

Brainstorming area with various icons and empty boxes for ideas:

- SCHEDULE (clock icon)
- FINANCE (dollar sign icon)
- SPACE (cube icon)
- INCENTIVE (key icon)
- PROCESS (flowchart icon)
- RITUAL (group of people icon)
- EVENT (group of people icon)
- COMMUNICATION (speech bubbles icon)
- ROLE (person with star icon)

4

## PICK ONE HACK

Choose a hack to develop further today, and to try this month. Think about one you would be excited to lead!

choose one hack.