Gamestorming/Innovation Resource List

Books
Gamestorming by Dave Gray, Sunni Brown, James Macanufo
Visual Meetings by David Sibbet
Innovation Games by Luke Hohmann
Facilitator's Guide to Participatory Decision-Making by Sam Kaner
Unfolding the Napkin by Dan Roam
The Art of Innovation by Tom Kelley, Jonathan Littman and Tom Peters
The Ten Faces of Innovation by Tom Kelley and Jonathan Littman
Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation

Links
Gamestorming - Created by Dave Gray one of the authors of Gamestorming
www.gogamestorm.com
Visual Notetaking - Created by Sunni Brown one of the authors of Gamestorming
http://sunnibrown.com/
The National School Reform Faculty - Resources
http://www.nsrfharmony.org/protocol/a_z.html
Design Firms - Great websites to explore
http://www.ideo.com
http://www.xplane.com

Videos
http://youtu.be/3mrtu4MmthE
http://youtu.be/jwcyy4Bv3XI
http://youtu.be/HJgyAr5ump4
http://youtu.be/Nlf7M83lWeA

Gamestorming Must Haves!
All items available on Amazon
Post-it Self-Stick Easel Pad, 25 x 30.5 Inches, 30-Sheet Pad
Post-it Notes, 3 x 3-Inches, Assorted Bright Colors
Post-it Notes, 3 x 3-Inches, Ultra Collection
Post-it Notes, 3 x 5-Inches, Assorted Ultra Colors
Oxford 3X5 Glow Index Cards, Ruled, Assorted Colors
Sharpie Chisel Assorted 8 Pack
Sharpie Fine Point Permanent Markers, 12 Colored Markers

Contact Information
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What is Gamestorming?

“Brainstorming but with games!”

“Gamestorming is a set of practices for facilitating innovation.”
Our journey

CAIS Workshop
Andy Dahley
Brynn Evans

Google Design Team
How it has helped us

Hiring
Mission
Scheduling
Accreditation
Playground
Technology
Celebration

- Students excited for writing workshop
- Students are talking to each other more about their writing/reading
- Establishing word study routines
- Word work systems running smoothly
- Planning out reading/writing W.S. lessons and being able to do most of them
- 1st graders are reading independently
- Fun & helpful teaching team
- Collaborating
- Social studies curriculum
- Healthy balance of teacher instruction/student group-partner work
- Students are
- English program
- People are working collaboratively
- Developed relationships with someone I really respect
- We build up in the 1st Narrative research cases and units
- 5
- Students feel empowered to write
- Big jumps in ability to write words, sentences
- Running writing class time
Perseverence

Be you. Come to your potential.

Try your best.

Move towards a growth mindset.

See the benefit of hard work.

Achieve what you set their hand.

Develop persistence.

Hard work, perseverance, discipline.
Fun & Helpful Teaching Team
Collaborating & planning with grade level team
Social studies Curriculum
Fundations Curriculum
Fundations - Students learning letter sounds and starting to sound out short words
Students are writing more/I’m teaching writing more
English Program Alignment
Streamlined Literacy Program
Common Core
Leadership

Innovative proactive leadership

Take risks
Leave a legacy

Be proactive
Take initiative

Collaborate
A TEAM

Creativity
Foster innovation
Explore alternatives

Take care of practice
Contribute to society

Active community involvement
Sustainability

Getting involved
Back

Differences

Contribution

Initiative
Visual thinking

THE VISUAL ALPHABET

point line angle arc spiral loop

oval eye triangle rectangle house cloud
Components of games

What makes a game a game...?
Fuzzy Goals

“Create something new”
“Voyage of Discovery”
“What is the right question to ask?”
Gamestorming Online

http://www.gogamestorm.com/
Low Tech

Sticky Notes
Post Its
Index Cards
Chart Paper
Let’s Get...
Creative
Playful
Innovative
The winner is...