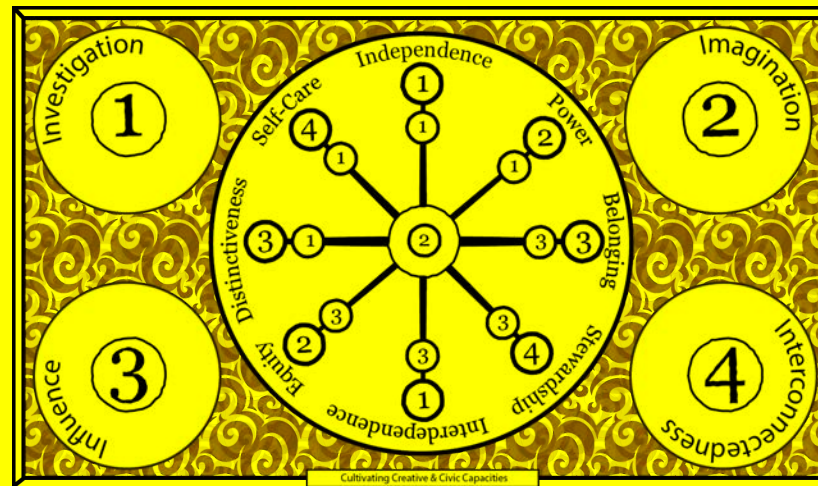
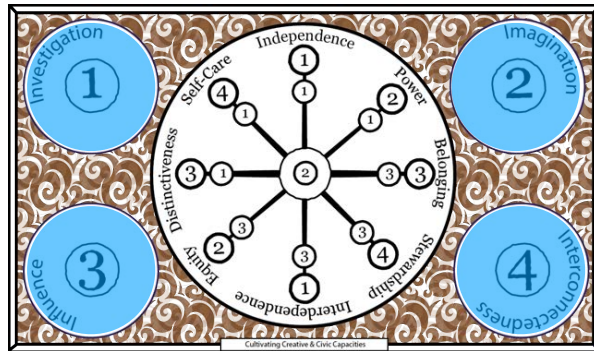


To summarize my experience with C4, I desperately wanted to do something that involved creating a work of art; something that visually represents the growth and learning I've experienced over the past three years through C4. I also wanted to create something that I could apply to my work with students and the teachers that I coach in my school district. I initially set out to create a visual map of my progression of learning but my attempt at map-making resulted in several very clinical looking thought-maps. They looked more like corporate flow charts than creative journals of enlightenment. I then tried to create a piece that looked more like an illuminated adventurer's map but I was not happy with the result. I soon realized why I was having difficulty designing a map that represents my learning. My learning is seldom linear. Although the C4 cohort has certainly followed a sequence of thinking and discovery, my personal process of learning followed many tangents. Trying to deconstruct and visualize how and when specific revelations found their way to me, resulted in a visual mess.

I ultimately decided to design a tool that would provide a framework and "excuse" for examining and discussing civic themes and topics. I also wanted a tool for introducing the terminology and vocabulary of C4. A game board felt like a natural approach. I created a number of digital prototypes and landed on the final version below.

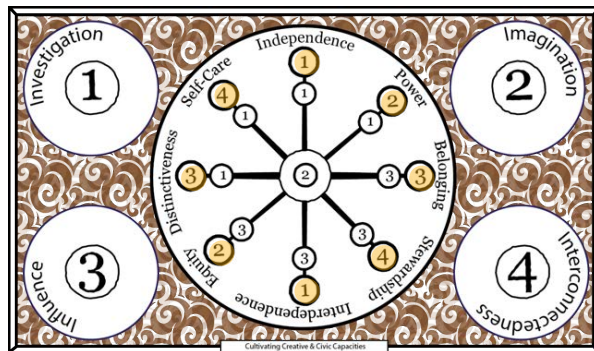


The Board Consists Of Three Sections



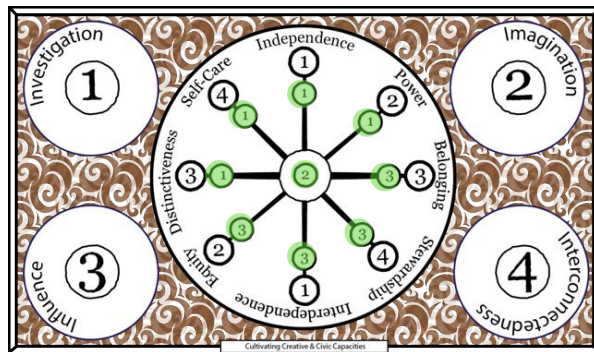
The Four Corners

Each corner represents one of the four Is of C4.



The Civic Tensions Circle:

This represents the 4 sets of civic tensions identified through C4. Opposing tensions are described at opposite ends of each line.



The Continuum Circle:

Each line within this circle represents a degree of balance between two extremes of civic tensions.

Using The Board Is Simple

The board is designed to randomly combine and “remix” elements of the C4 framework. These elements can be applied to the examination and discussion of civic topics and/or themes.

- Choose a topic or issue!
- Roll the blue die. The resulting number (from 1 to 4) designates which of the **Is** will become the lens for how you examine your topic or issue.
- Roll the orange die. The resulting number (from 1 to 4) designates which set of **Civic Tensions** you’ll adopt as you examine and discuss your topic or issue. For example, rolling a 2 places you on the *Power/Equity* line.
- Roll the black die. The resulting number (from 1 to 3 - if you roll a 4 then you roll again) will designate the point of view you will adopt along the continuum between the opposing **Civic Tensions**. For example, if you roll a 1 on the **Self-Care/Stewardship** line, you will adopt a point of view that speaks primarily from a place of **Self-Care**. If you roll a 3, your point of view is primarily from a lens of **Stewardship**. If you roll a 2, your point of view attempts to balance **Self-Care and Stewardship**.

Revisiting my desire to turn this idea into a piece of artwork, I created an actual wooden game board which I intend to use with students and teachers over the next school year. I also created several smaller, “travel-sized” boards that I’m passing on to colleagues for their use. This creation will continue to evolve and improve as I introduce more teachers in my district to the practice of using the C4 framework.

