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# Free play

There are no rules\* on this table, just a deck of cards and some clips that could, hypothetically, be used to connect them together to build a thing. But you don't have to build a thing if you don't want to. Feel free to talk. Feel free to not talk. Do something collaborative if you like that sort of thing, or do something on your own, or do nothing – it's totally\* up to you.

\*normal everyday protocols regarding taste, decency, health, safety, dignity and respect apply.

[arts.ac.uk/about-ual/creative-education-online](https://arts.ac.uk/about-ual/creative-education-online)

PLAY TYPE  
LEARNING TYPE  
CREATIVE EDUCATION  
ONLINE EDUCATION  
LEARNING DESIGN

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# Card game

1. Each player starts with a hand of 3 cards dealt from the deck.
2. On your turn, take one face-up card from the market (one card is available per category) or draw blind from the face-down deck.
3. A winning hand must have **1 'Play type'**, **1 'Learning type'**, **1 'Learning Design'**, **2 'Creative Ed'**, and **2 'Online Ed'** cards.
4. When you reach 7 cards, you must either declare your experience or discard one card into the discard pile before taking another.
5. To declare, lay your 7 cards face-up and say, *"I declare."*
6. Describe your playful online learning experience in 60 seconds — be specific about what students do and where the play happens.
7. The table asks one follow-up question. Answer it.
8. The table votes. Majority decides. If your design is accepted, you win the round. If it isn't accepted, the game resumes with a turn from the next player.

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# Playful learning provocations

- You'll receive a small set of cards from different categories (listed below).
- Take a moment to quietly reflect on how your cards might relate to playful education in your context.
- Talk about your cards one category at a time: how might they relate to playful education in your context?
- Pick a \*provocation card and discuss (with reference to other cards): how might this relate to playful education?
- Refer to the other cards scattered on the table for extra inspiration and ideas.

\*Source: Bayne, S., Evans, P., Ewins, R., Knox, J. and Lamb, J. (2020)  
*The manifesto for teaching online*. MIT Press.

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# Playful learning principles

Together we will develop shared principles for designing playful learning online.

Use the printed cards provided and add your own ideas and priorities to the blank cards.

Cards can be grouped, sequenced and used to build structures. We will discuss ideas and capture as many approaches as we can.

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# Snog, marry, avoid

Shuffle the cards and choose one at random.

As a group discuss:

If these concepts were people,  
**which one would you snog,**  
**which one would you marry,** and  
**which would you avoid?**

For example:

Snog: *“I’d flirt with this in my teaching and learning practice but it’s not serious.”*

Marry: *“I can’t live without this practice, perhaps sometimes we need a break from each other.”*

Avoid: *“I wouldn’t touch this, but why is that?”*