DECART CAFE User's Guide

# Game on Curriculum Design
Components of curriculum

Objective of the DECART curriculum design game is to support and stimulate the development of a holistic curriculum, including its structure, components and content, and to realise that curricula may be very diverse depending on the context.

The curriculum canvas is provided (figure 1 shows the template). The curriculum has nine components, each presented as a box in the template, and they can be (1) empty, (2) with brief text describing each component, or (3) with a real curriculum to be analysed by the players. The size of the template is A3.

Figure 1. Curriculum canvas, as a template with nine components.

Stack of cards is provided (figure 2 shows an example), 6 for each of the 9 components of the curriculum, hence a total of 54 cards. Each card offers one example as a potential contribution for a particular component, intended to stimulate discussion and thinking outside the box. In addition are a few empty cards that can be used for additional examples as suggested or deemed needed by the players.
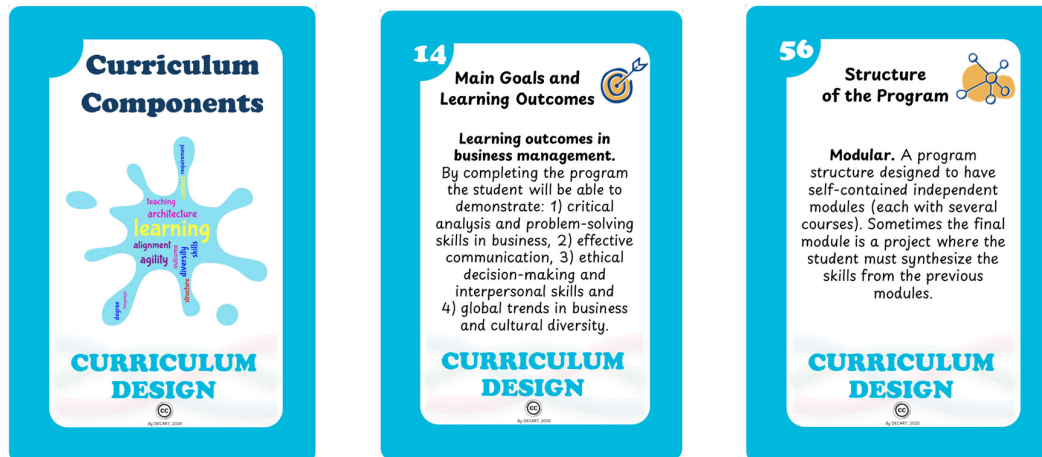
Figure 2. Examples of components cards, each with one example for a component. The cards are 54 in total, six for each of the nine components.

Players are the stakeholders, for example program leaders, deans, students, program accreditors, pedagogical engineers and industrials.

Playing the game. One curriculum template is provided (figure 1 is one example). Then one card (examples are in figure 2) is drawn out of the stack by the players and the particular example for the corresponding component is analysed by the players, and they may discuss if the example provided by the card may fit the curriculum, or why not, and how it may echo with the other curriculum components. Then another card is drawn, and so on. The game continues until time is out or until the group is ready to work on a particular curriculum that is actually under development.

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The DECART project: Designing curricula
that are agile, resilient and transformative.