

License to Hack Cards

Inviting learners to shape the learning process

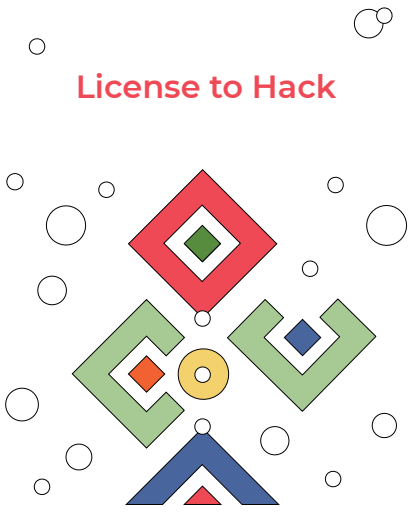
It is up to you and your learners to determine which playful learning experiences work best. The License to Hack Cards (see following page), originally developed by educators at the University College Lillebælt in Denmark, give learners permission to change any part of a learning experience to create increased ownership of learning. (The text on the example here translates to “You have permission to change the learning process in order to make it more meaningful or to deepen learning.”) Here are some ideas about how to use License to Hack Cards with learners of any age:

- ▶ Print cards on playing-card-sized paper and distribute them to your learners at the start of a learning experience. Explain that they can “play” their card at any point in the learning experience if they have an idea about how to make the learning better for themselves or for the group.
- ▶ Create a poster-sized version to hang in your classroom after introducing the idea to your learners.
- ▶ Ask your learners, “How else do you think we could use a License to Hack? What ideas do you have?” (For younger learners, first explain the idea and share examples of times you or they have “hacked.”)
- ▶ Reflect on the hacks. Ask students if the hack supported learning (make sure the judgment is about the hack and not the hacker).
- ▶ Keep a card for yourself too, and give yourself license to hack as you plan and teach your curriculum!

More Than One Way

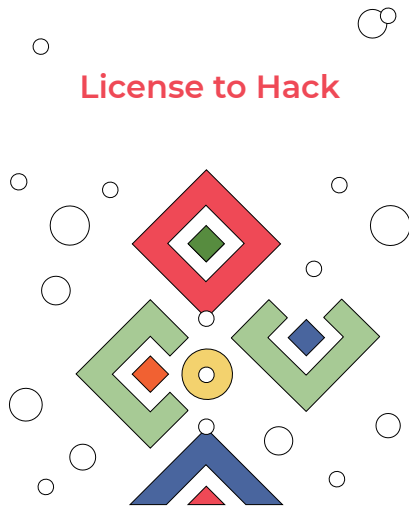
- ▶ If the word “hack” does not feel right in your context, encourage your students to consider other options, e.g., “License to Improve,” “License to Suggest New Ideas,” “License to Adapt,” “License to Try Something Different,” “License to.... [add your own framing].”
- ▶ Give a small number of cards to a group of learners for the year. Tell them they need to reach an agreement about how best to use them.
- ▶ Experiment with other ways for learners to shape the learning experience that will work best for them, such as “This card entitles me to work on my own right now.” Other options include “This card entitles me to...: work past the end time ...make as many mistakes as I need to ...try and fail ...take a 5-minute break ...seek help from another student or teacher.”
- ▶ Introduce families to the idea of a license to hack. Encourage them to consider how their child might hack one aspect of their home life, e.g., how chores are carried out or how furniture is organized, in order to make it more fun, fair, or functional. As at school, adults continue to have the final say. Invite families to share what their children came up with.

License to Hack



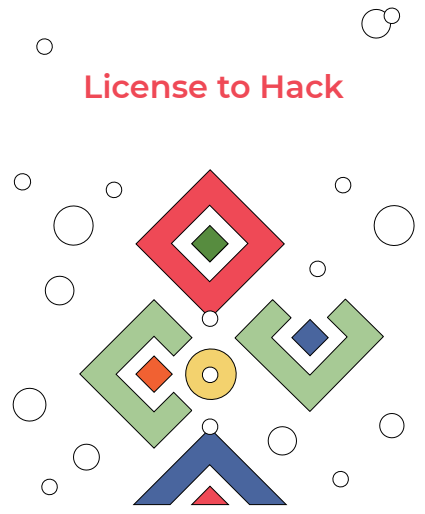
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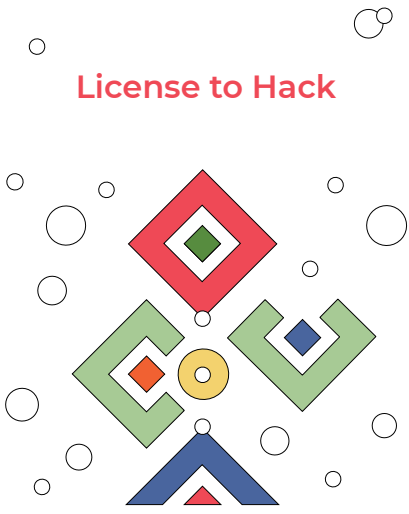
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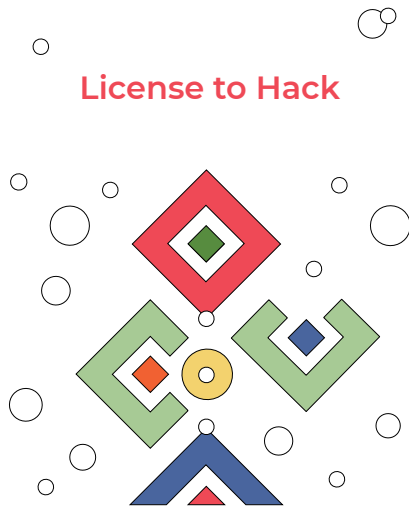
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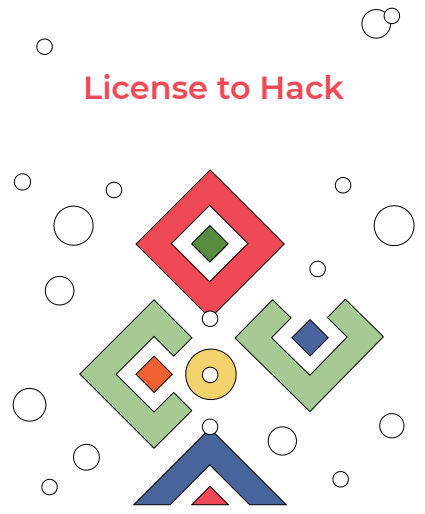
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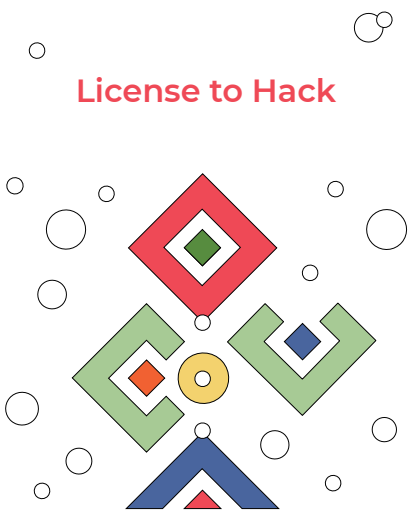
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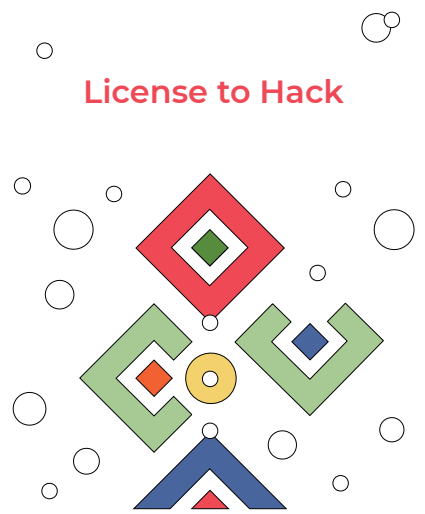
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