

# National School Library Standards Card Game

## Virtual Game Play Instructions

### HOW TO PLAY THE GAME VIRTUALLY IF ONE OR MORE PERSON(S) IN THE GROUP HAS A PHYSICAL GAME DECK

This game can be played virtually in groups of 4-10.

1. **First, set up a group audio or video conference** with your PLN. Prior to the virtual game, send each player links to the PDF game deck sheets available at [standards.aasl.org/card-game](https://standards.aasl.org/card-game). Players will use these sheets as reference when choosing what card to play from their virtual hand.
2. **Determine the dealer.** The player who has the physical cards will serve as dealer throughout the game. If more than one player has a game deck, the dealership may rotate between those players at the end of each round.
3. To get started, the dealer shuffles each of the card decks and places one stack of **Shared Foundation cards** and one stack of **Persona cards** face-down on the table in front of them. If possible, angle your video camera so that both you and the card decks are visible to all players on screen.
4. The **dealer turns one card face up from each stack** of Shared Foundation and Persona cards, showing the cards to all players and reading the text on each card aloud.
5. The dealer then identifies a set of **Standards card sheets** (Learner, School Librarian, or School Library) players will use for that round of game play.
  - a. [Standards Cards—Learner](#)
  - b. [Standards Cards—School Librarian](#)
  - c. [Standards Cards—School Library](#)
6. **Each player chooses one Standards card** from the selected card sheets that the player believes best aligns with the Shared Foundation and Persona cards identified by the dealer at the beginning of the round.
7. **Each player in turn reads aloud** the Standards card they chose, and **then shares one strategy** that could be used to implement that Competency or Alignment when considering the individual depicted by the Persona card and specific Shared Foundation card displayed by the dealer.
8. After the first player shares, the **group discusses other strategies** that could be used to implement that Competency or Alignment when considering the Persona and Shared Foundation cards displayed.
9. **Steps 7–8 are repeated** for all players.
10. For the next round, the same dealer turns over new Persona and Shared Foundation cards. In each new round, a different player will identify the Standards cards by selecting the cards sheets to be used for that round. Rounds of play continue until all players have selected a set of Standards cards.

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## Virtual Game Play Instructions

### HOW TO PLAY THE GAME VIRTUALLY IF NONE OF THE PEOPLE IN THE GROUP HAVE A PHYSICAL GAME DECK

This game can be played virtually in groups of 4-10.

1. **First, set up a group audio or video conference** with your PLN. Prior to the virtual game, send each player links to the PDF game deck sheets available at [standards.aasl.org/card-game](https://standards.aasl.org/card-game). The dealer and players will use these sheets as reference when choosing what cards to play from their virtual hands.
  - a. [Persona Cards](#)
  - b. [Shared Foundation Cards](#)
  - c. [Standards Cards—Learner](#)
  - d. [Standards Cards—School Librarian](#)
  - e. [Standards Cards—School Library](#)
2. **Select a dealer to begin** (person whose birthday is closest to today). With each round, the dealer rotates to the person whose birthday is next and so on.
3. The dealer uses the digital card sheets for the **Persona cards** and **Shared Foundation cards** to select one card from each to be used in the first round of game play. The dealer then reads the text on the selected Persona and Shared Foundation cards aloud, sharing those cards with all players.
4. Next, the dealer identifies which set of **Standards cards** (Learner, School Librarian, or School Library) players will use for that round of game play.
5. Each **player chooses one Standards card** from the selected card sheets that the player believes best aligns with the Shared Foundation and Persona cards identified by the dealer at the beginning of the round.
6. **Each player in turn reads aloud** the Standards card they chose, and **then shares one strategy** that could be used to implement that Competency or Alignment when considering the individual depicted by the Persona card and specific Shared Foundation card selected by the dealer.
7. After the first player shares, the **group discusses other strategies** that could be used to implement that Competency or Alignment when considering the Persona and Shared Foundation cards in play.
8. **Repeat steps 6–7** for all players.
9. **The next dealer** repeats the process beginning with step 3. Continue until time is called or until all players have served as the dealer.

## National School Library Standards Card Game

### Incorporating Blank Persona Cards

Several blank Persona cards are available as part of the game deck, allowing players to further customize game play to their education community. Blank student learner cards and blank adult stakeholder cards provide opportunities for adding to the cast of characters when discussing strategies for standards implementation. Below are ideas for how you might use these cards to expand on your conversations.

#### ALTERNATE GAME PLAY

Consider creating additional stakeholder personas and/or personas that mirror the learners in your school community. Create as many personas as needed. These Persona cards can either replace the established Persona cards in the game or add to the existing persona cast. Custom persona cards can be used during virtual or in-person game play. Players would display their 'new' persona card to the group at the beginning of a round.

As the new Persona card and Shared Foundation card are identified or displayed, each player selects one Competency or Alignment of their choice that aligns to the Persona and Shared Foundation. However, as each player reads the Standards card they identified:

1. The group discusses one strategy that could be used to implement that Competency or Alignment when considering the Learner depicted by the newly created Learner persona card, or
2. Describes how they would explain to the newly created Stakeholder how that Competency or Alignment looks in the library and why it is important to the school community.

#### LEARNER PERSONAS MIGHT INCLUDE:

**Learner personas by grade:** 6<sup>th</sup>-grade Learner, 1<sup>st</sup>-grade Learner, 10<sup>th</sup>-grade Learner, etc.

**Learner personas by specific common characteristics:** the Overachieving Learner, the Does Just Enough to Get By Learner, the Over Extended Learner, the Individualist Learner, the Group Thinker Learner, etc.

**Learner personas based on your specific school population needs:** the ELL Learner, the Special Needs Learner, the Gifted Learner, the At-Risk Learner, the Talented Learner, etc.

#### STAKEHOLDER PERSONAS MIGHT INCLUDE:

- School Board Member
- Mayor
- PTA/PTO President
- Legislator
- City Council Member
- Public Librarian
- Local Business Owner