Keynotes for Humanity - How to Play

1. Remove the white "answer" cards from the envelope, leaving the black "question" cards in the envelope.
2. Pass out the white answer cards equally among all players.
3. Each player fills out all of their white answer cards with either a noun, a gerund, or a short phrase containing both. They may be related to education or not; it's probably in your best interest to make them laughably unique, although uplifting and inspiring options may play in your favor.
4. The person with the most vowels in their name is the first "Keynote Speaker." They reach into the envelope and select one black question card at random and reads it to the other players.
5. Each player places one white answer card face down in the middle of the table that they feel creates a compelling answer for the question.
6. The Keynote Speaker collects all of the cards, and reads through all of the answers in an authoritatively impressive voice befitting the introduction of a keynote talk.
7. The Keynote Speaker then selects their favorite response, and the person who submitted that white answer card receives the black question card as one "Inspiration Point"
8. Play continues clockwise, with the person to the immediate left of the Keynote Speaker becoming the new Keynote Speaker for the next round.
9. Once all of the white answer cards have been used up, the game is over, and everyone tallies their Inspiration Points. The player with the most points is the "Best Keynote Speaker in The World!"

Driving Technology-Infused Curriculum with _____. Keynotes For Humanity	**Implementing Group-Based _____ in Secondary Schools.** Keynotes For Humanity	**Unpacking Interactive Dialogue through _____.** Keynotes For Humanity	**Let's Engineer Social Constructivist _____ in _____.** KFH **PICK ❷**
Orchestrating Classroom-Based Networks for _____. Keynotes For Humanity	**How to Deliver Bottom Up Learning Success?** Keynotes For Humanity	**Harnessing the Power of _____ to Provide _____.** KFH **PICK ❷**	**Performance-Based Teaching in a _____ World.** Keynotes For Humanity
Competency-Based _____ in Decontextualized _____. KFH **PICK ❷**	**Experiences in a Experiental-Based Classroom?** Keynotes For Humanity	**Pedagogy and _____.** Keynotes For Humanity	**Learner Centered Opinions?** Keynotes For Humanity
Exploiting _____ for Student Growth. Keynotes For Humanity	**Everything I Know About Teaching I Learned from _____.** Keynotes For Humanity	**Engineering Shared _____ in Kindergarten.** Keynotes For Humanity	**Mission Critical Teacher Tools?** Keynotes For Humanity
Repurposing _____ for New Paradigms in _____. KFH **PICK ❷**	**Stop! _____ is Killing Your Teaching!** Keynotes For Humanity	**Aggregating Standards-Based _____.** Keynotes For Humanity	**Outside of the Box _____.** Keynotes For Humanity

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