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The e-pizza game

This openly licensed e(ducation)-pizza game supports the co-design of an imaginative curriculum and learning through collaborative play and conversation where all ideas are possible, welcome and considered to inform change. The game is designed to enliven, deepen, diversify such conversations using the familiar pizza making process.

Remember, mixed groups will enrich and diversify the conversations, ideas and outputs. While the game has been designed for collaborative pizza making it can also be used by single players and then discussed with other players who may be making their own pizza. It can also be used for self-reflection.

Players are invited to be open to new ideas and make connections that lead to new insights, processes and practices. The game aims to help individuals and groups to focus on the essential ingredients, what really matters while creating a safe space where all voices are heard and considered around a specific conversation topic.

When playing in groups, a winning group is a group in which all players feel equally safe and brave to contribute their diverse perspectives without the fear of being judged, being wrong or feeling silly. A winning group will feel engaged and creative, they will also have fun and cook up fresh ideas and make novel connections that have the potential to lead to real change.

The game can be played using the pizza base as a whole or sliced, one piece for each player. We invite you to create the pizza base in a shape and size that works for you. You can use paper or any other material. A question card, a play recipe and a recipe template have been provided that can be used by groups and individuals to follow specific play rules and also come up with their own rules.

Whole pizza base: All players add toppings to one pizza base following the rules from a play recipe card. Depending on how they wish to play they may require one or multiple sets of toppings.

Sliced up pizza base: The pizza base needs to be sliced up first. One slice for each player. Each player adds toppings to their own slice before putting the pizza together following the rules from a play recipe card. Depending on how they wish to play they may require one or multiple sets of toppings.

Using the game: You can store the game components on your computer and print them for use. You can add colour, texture to the toppings and the base if you wish and even mount on wood or cardboard for example. You can also consider presenting and storing the game in a pizza box – as well as keeping the pieces together, this creates a sense of novelty and engagement when first presented to players.

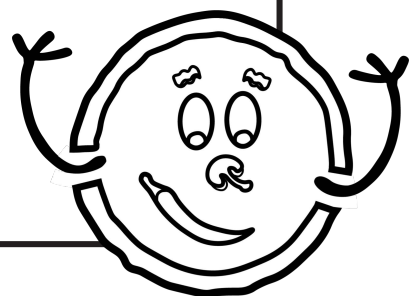
Creators: Staff and students at the University of Leeds, United Kingdom.

License: The e(ducation)-pizza game co-created at the University of Leeds in 2023 by Chrissi Nerantzi, John Hammersley, Damian McDonald, Sarah Briggs, Mavis Brew, Matthew Lickiss, Joseph Gilmore, Antonio Martinez Arboleda, Laura Gooch, Charles Reader, Martha Binks Iturriagoitia is licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License](https://creativecommons.org/licenses/by-nc-sa/4.0/).

Design Proof: Odysseas Frank, student, Norwich University of the Arts.

Check out [available translations](#).

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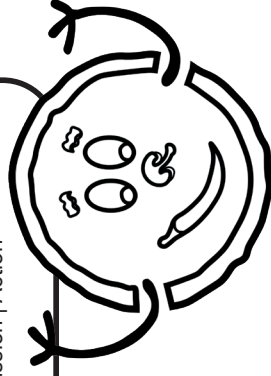
We are grateful for the support offered by Professor Jeff Grabill, DVC Student Education, the Curriculum Redefined Initiative, our colleagues in the Learning Design Agency and especially Terry Owens, Anthony McDonald, the School of Education and members of the Design Thinking Community. We would also like to thank Dan Trowsdale and Eirini Bouka who joined us for the first part of this project and their input, Odysseas Frank for his invaluable help in finalising and bringing all the game resources together and everyone else who has helped us on this journey.

e-pizza game

THE PLAY CARD

The recipe

Cooking time..... 1 hr 30 mins
Preparation..... 10 mins
Play..... 30 mins
Debrief..... 30 mins
Ingredients.....
Pizza base (cut out per team), toppings (1 set cut out per team), scissors, blue tac, flip chart paper and pens.
Serve with.....
Reflection | Further Discussion | Action



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Preparation

Get ahead.....
Download the e-pizza game template and print it in the size required. Cut out the base and the toppings you would like to use. Each topping can be assigned its own meaning.
Before play.....
Using your printed and cut out templates, set up 1 base and 1 set of toppings per team. Ensure each team has instructions and a copy of the template to record their conversation.
Suggestion.....
If you wish, you could consider eating together a real pizza at the end of the game to celebrate what you have achieved together!

Pizza Base

The included e-pizza base will act as a playing board for the game.
Print off and cut out the circular base and place it in the middle of each team, ready to decorate.

★ Variation ★

Instead of using the whole pizza base together as a group, **you could also play the game using pizza slices, one for each player.**

Simply cut up the provided pizza base into the desired amount of slices. More than one set of toppings may be required.

Step One

Select a Question from the Question List. Or make up your own. Take a minute or two to think about it.



Step Two

Select a few pizza toppings as metaphors to express your response to this question visually. Each topping will mean something special for you. Use the **Wildcard Topping** if you had a topping in mind that is not included in the game.



Step Three

Work together as a group and consider the pizza toppings selected by group members.



Step Four

Create a pizza by selecting five toppings. The must haves and additional three toppings – the nice to haves. **Maximum eight in total.**

Define and agree what each topping means and think also about how much of each topping you want on your pizza.

Step Five

Tell your pizza-making story to the other teams, explaining what each topping means.

'We chose to decorate our pizza with tomatoes as a must-have, as we believe structure within modules is the most important part of learning. However, we also picked pepperoni as a nice-to-have, as personalising teaching will help students feel more involved in the curriculum.'

Step Six

Finally, agree how you are going to record the pizza you made and your team conversations.

This could be through taking pictures, assigning someone to transcribe conversations, video recording the gameplay, or a mixture of all three.

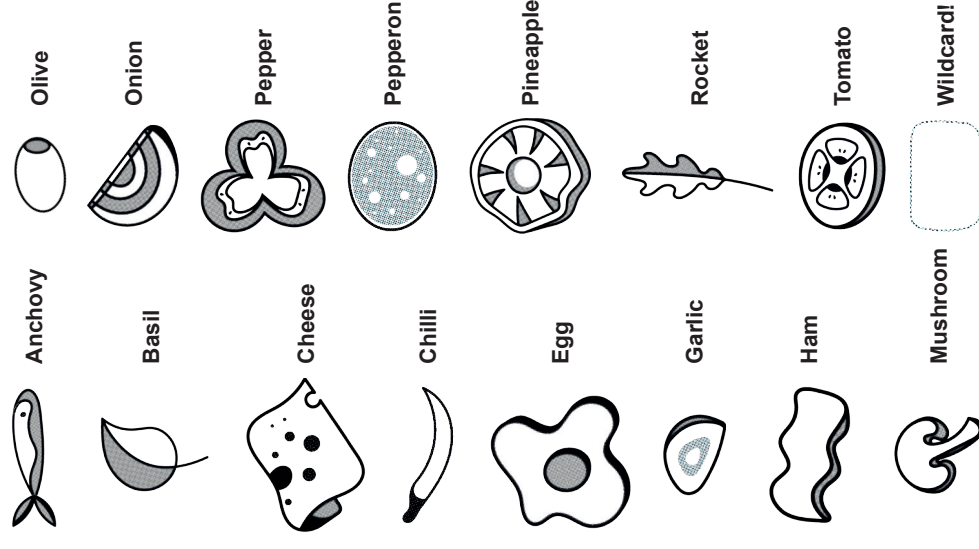


Question List

This is a collection of questions that could be used to play the game. The opportunities are truly endless.

- Reimagining learning at university. What supports learning the most at university?
- What is the role of a university in society?
- What are the characteristics of a sustainable university?
- What are the key features of a flexible programme/module?
- What are your main take aways from the module/programme you completed? What worked?
- What are the expectation from a lifewide learning module?
- What are the key characteristics of effective feedback?
- What should be the role of the personal academic tutor?
- How does student support look like?
- What type of assessment is valuable?

Toppings Key

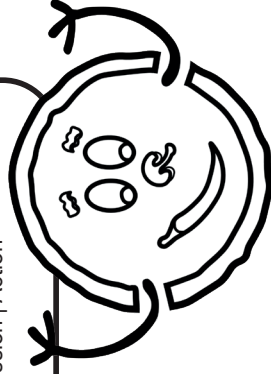


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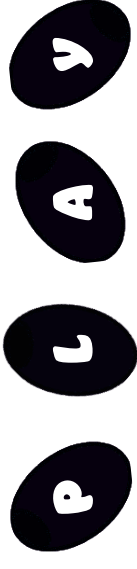
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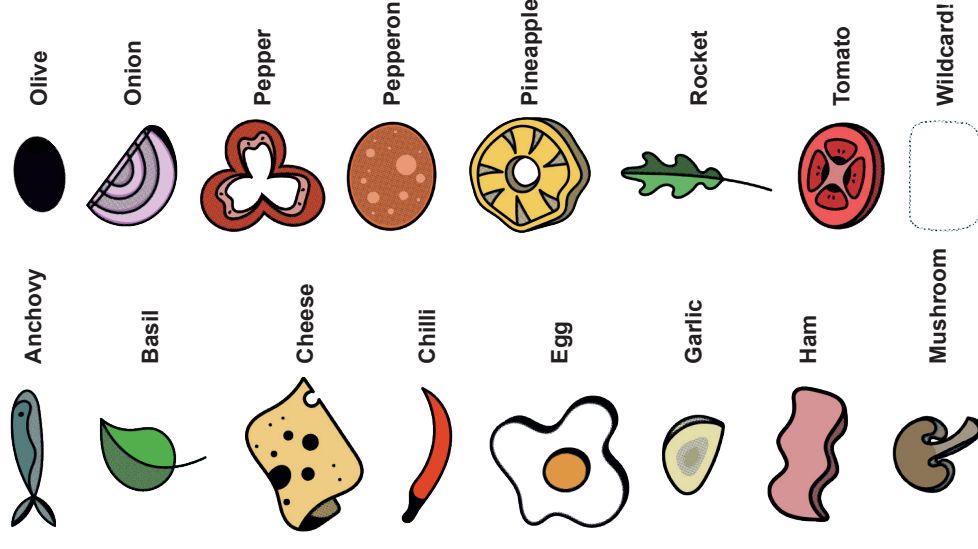


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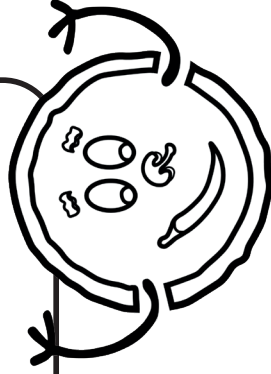
e-pizza game

PLAY TEMPLATE

The recipe

Cooking time.....
Preparation.....
Play.....
Debrief.....
Ingredients.....

Serve with.....



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Preparation

Get ahead.....

Before play.....

Suggestion.....

Pizza Base

• Variation •

Step One

Step Two

Step Three

Step Four

Step Five

Step Six



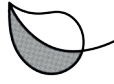
?

Question List

Toppings Key



Anchovy



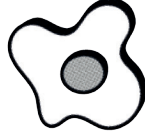
Basil



Cheese



Chilli



Egg



Garlic



Ham



Mushroom



Olive



Onion



Pepper



Pepperoni



Pineapple



Rocket



Tomato



Wildcard!

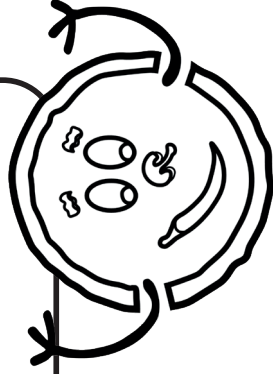
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Question List

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Anchovy



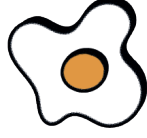
Basil



Cheese



Chilli



Egg



Garlic



Ham



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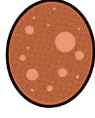
Olive



Onion



Pepper



Pepperoni



Pineapple



Rocket



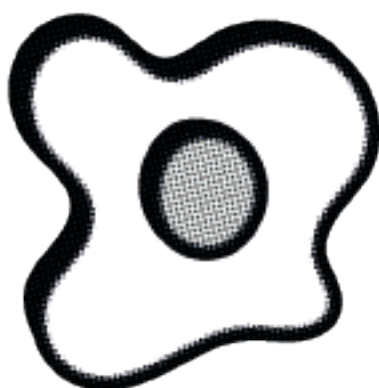
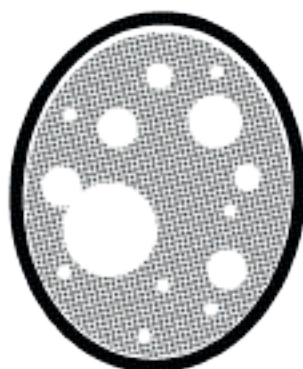
Tomato

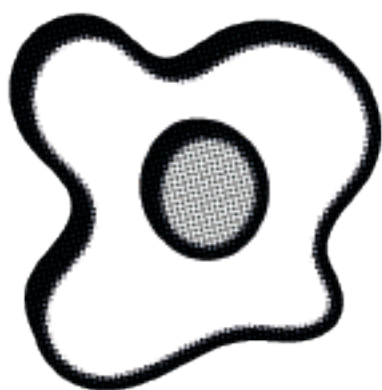


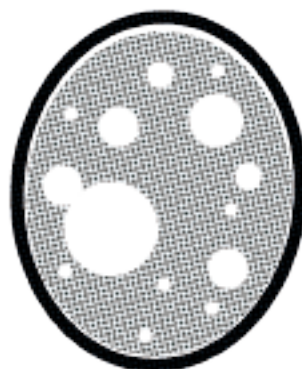
Wildcard!

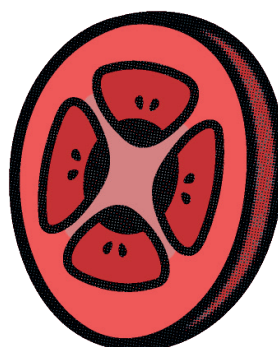
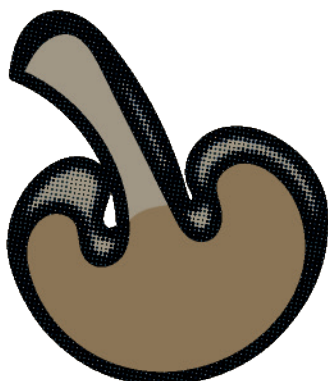
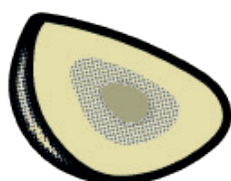
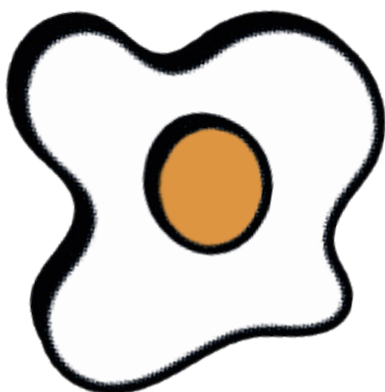
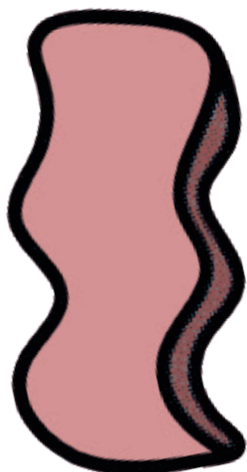
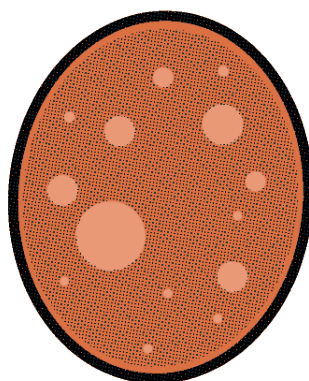
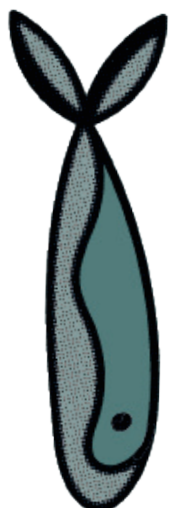
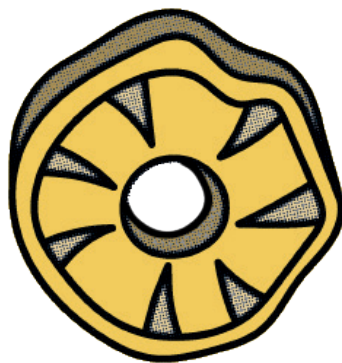
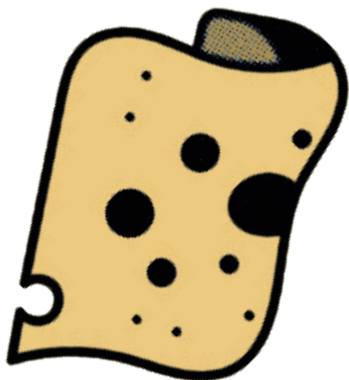
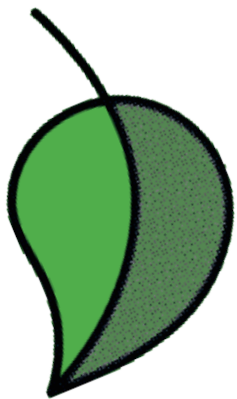


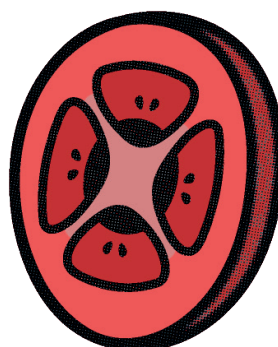
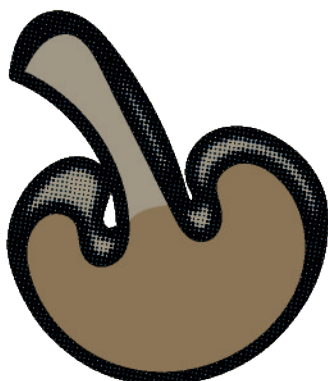
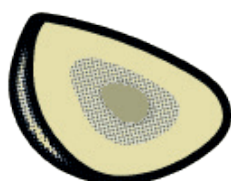
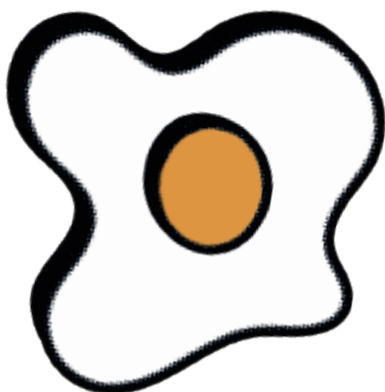
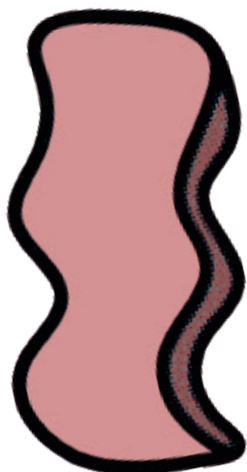
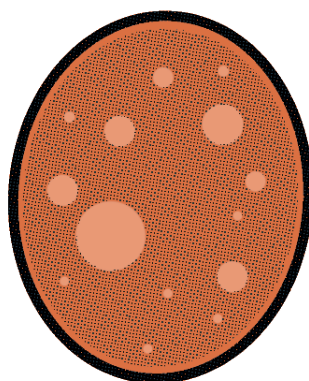
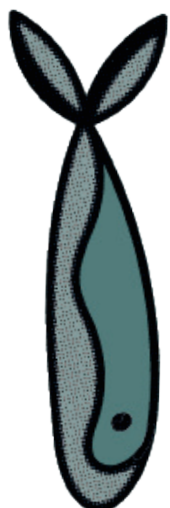
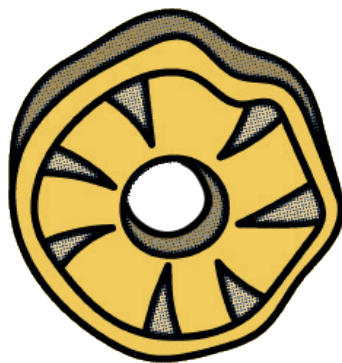
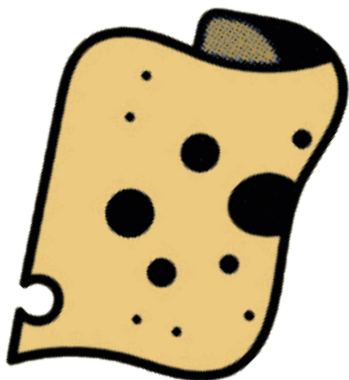
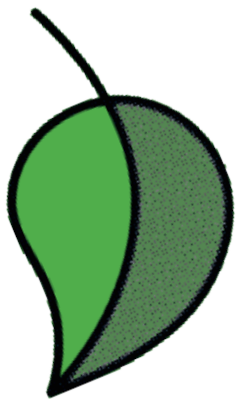


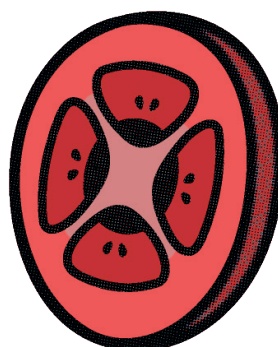
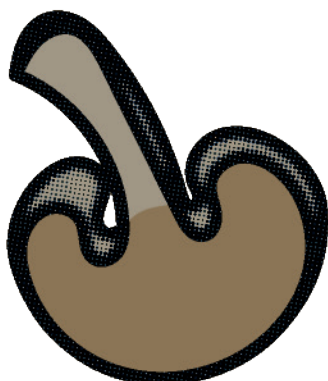
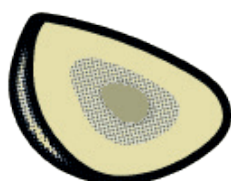
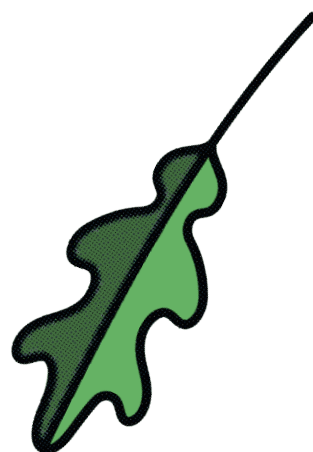
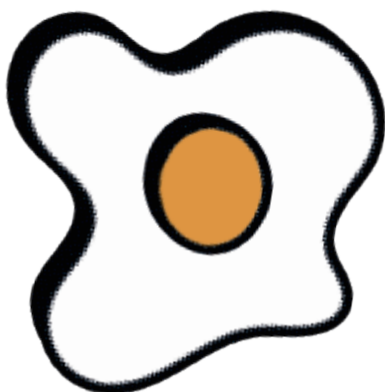
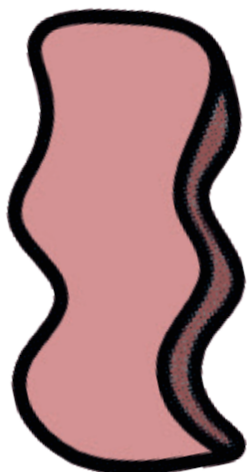
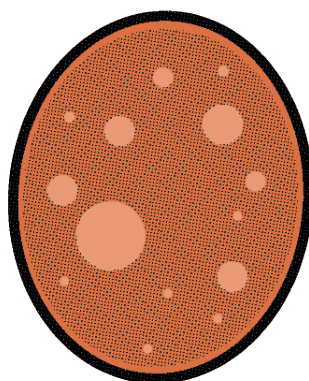
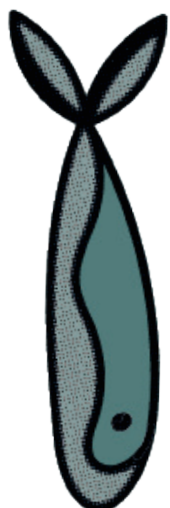
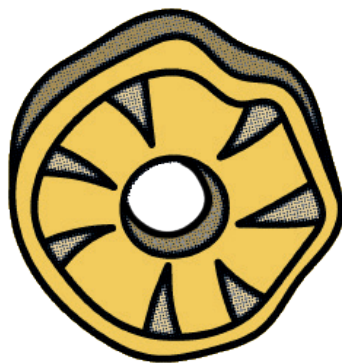
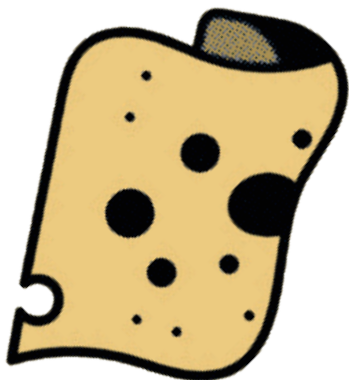
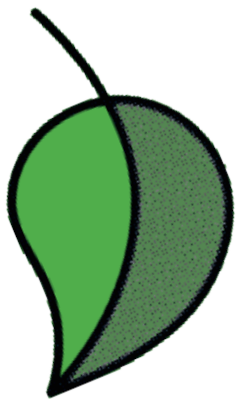


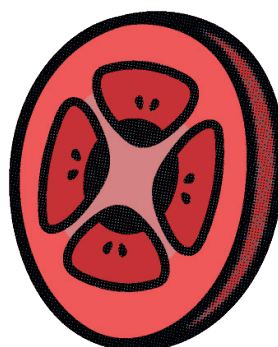
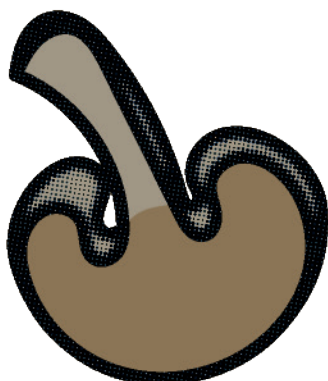
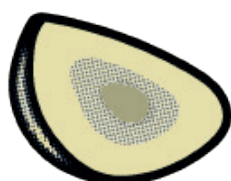
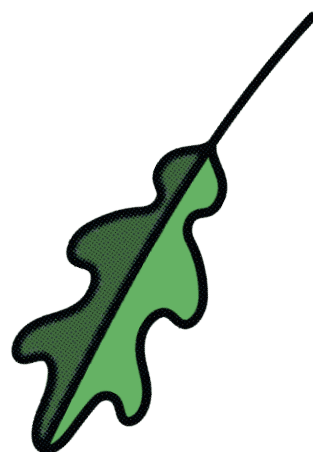
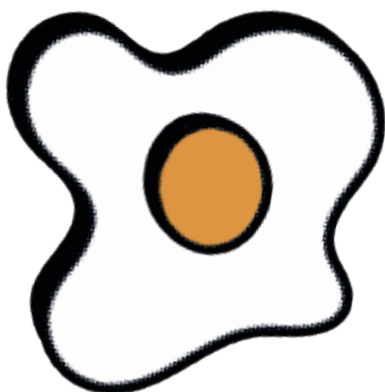
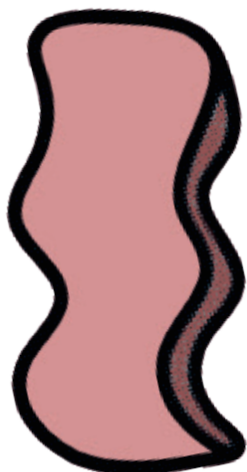
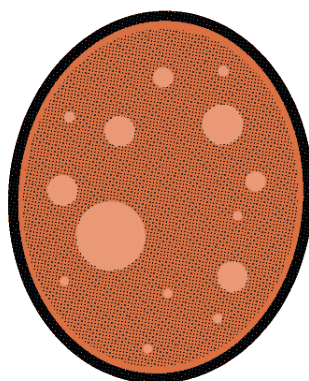
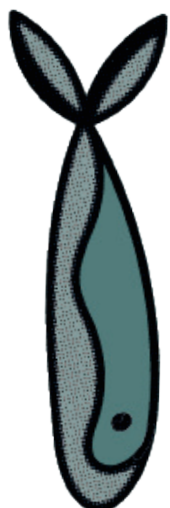
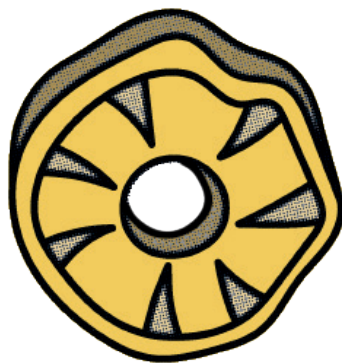
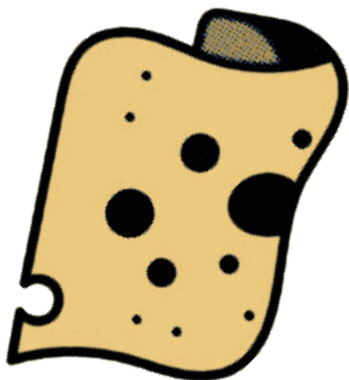
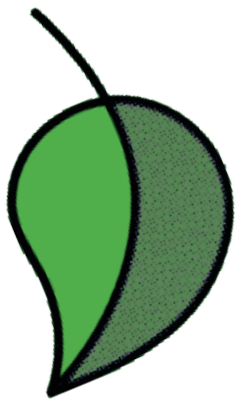


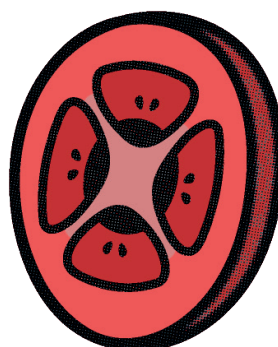
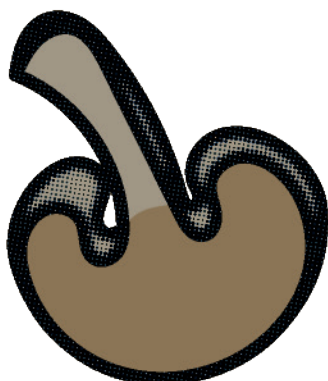
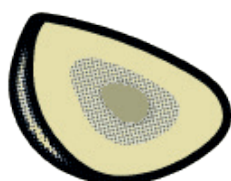
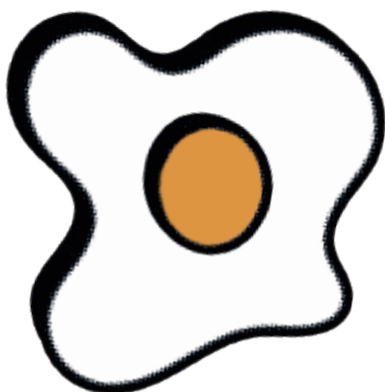
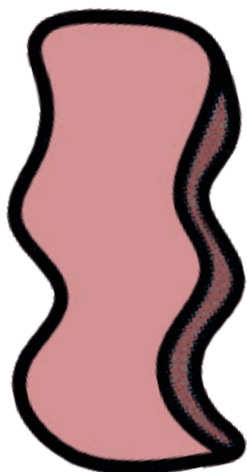
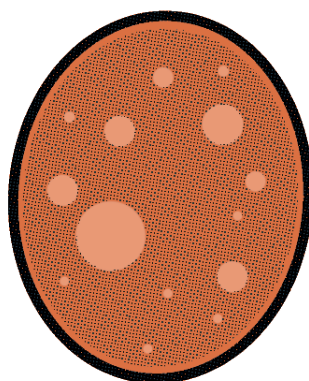
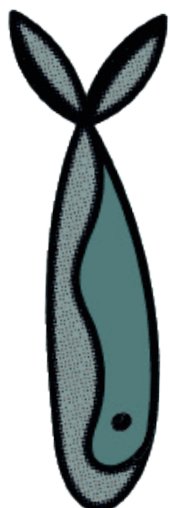
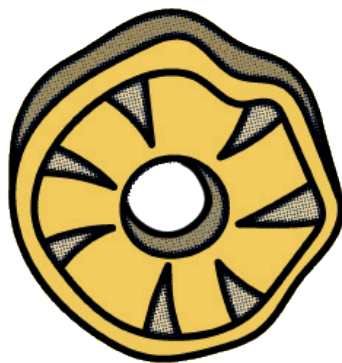
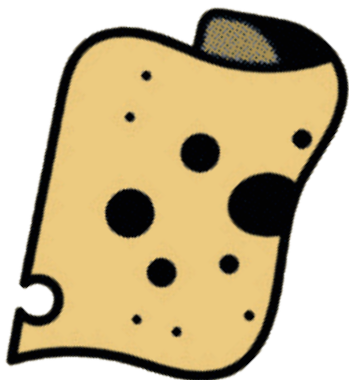
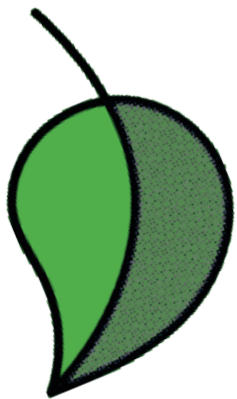


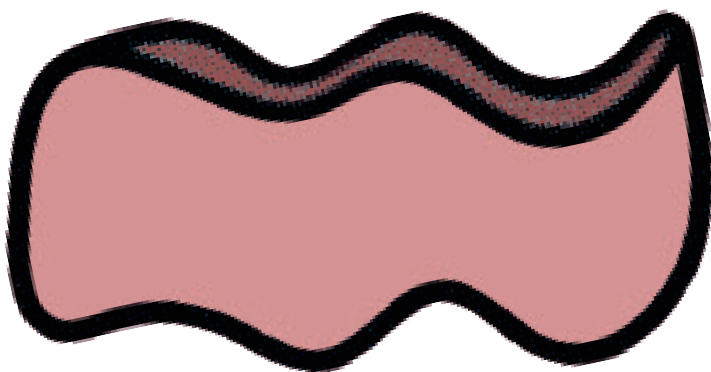
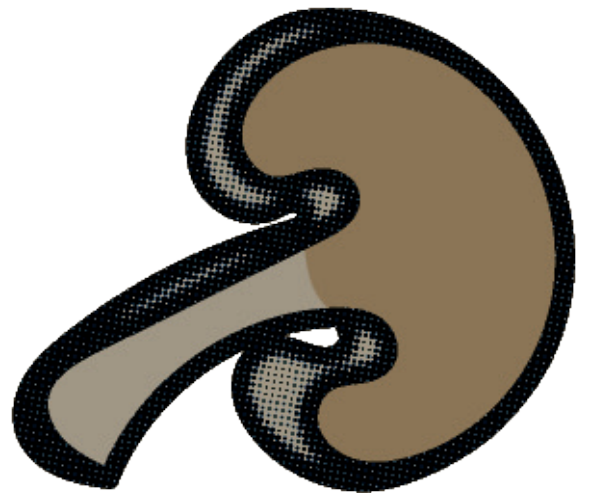
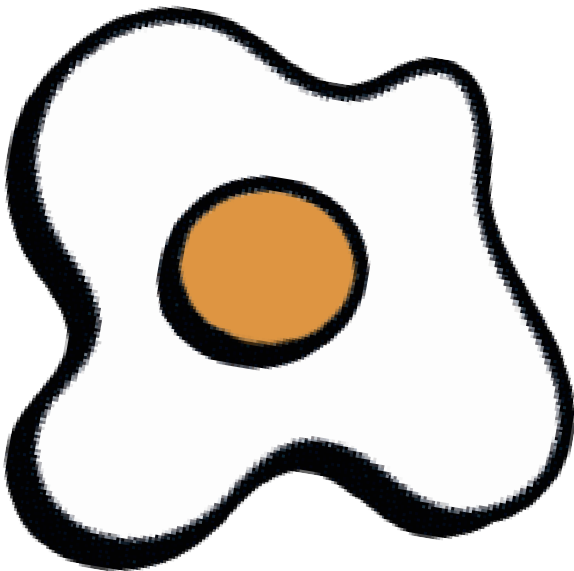
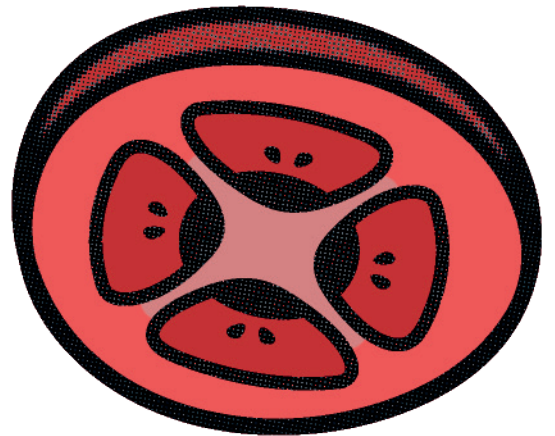
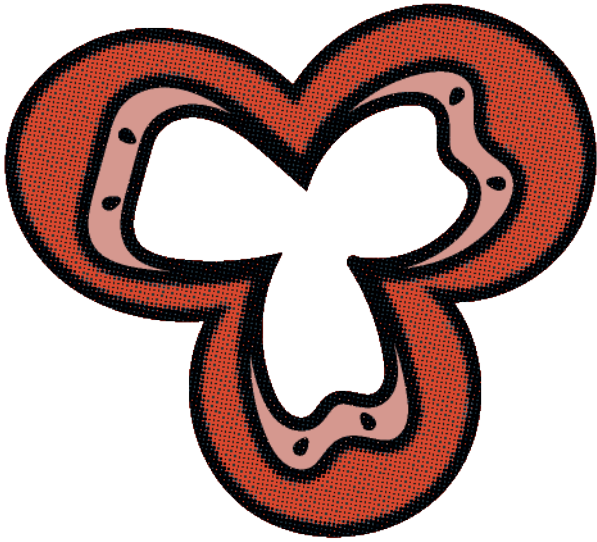
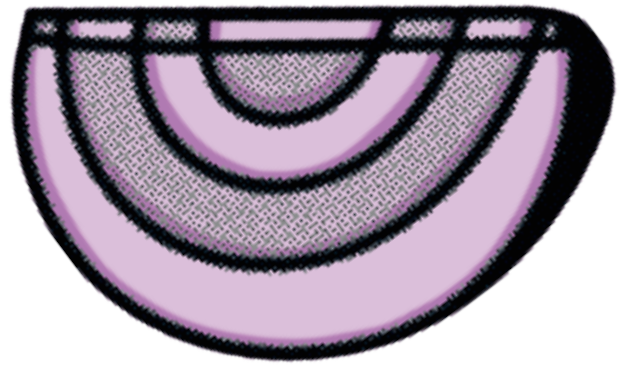
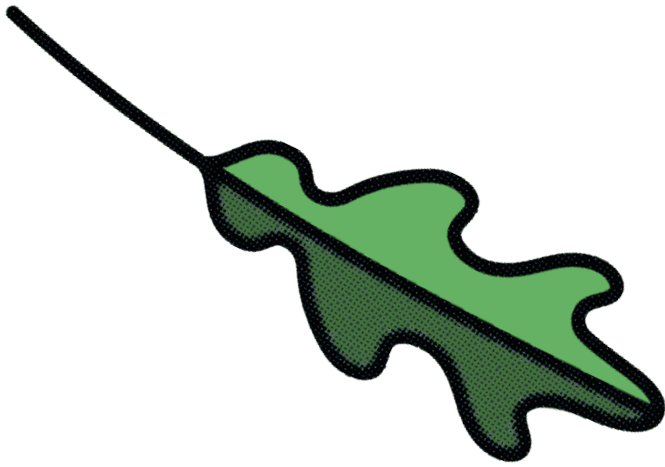


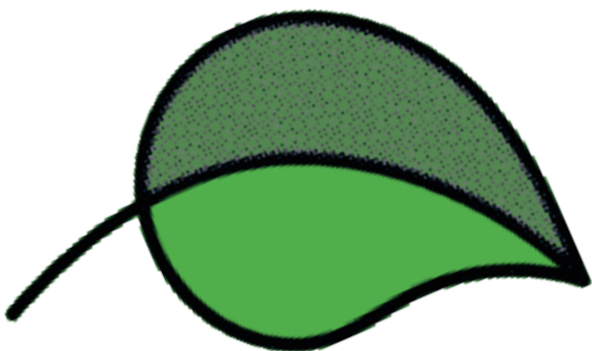
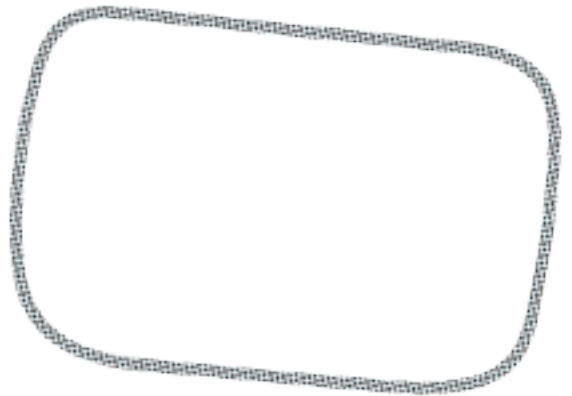
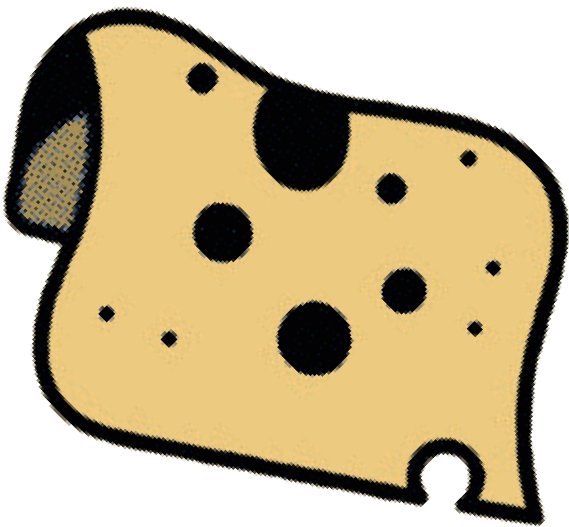
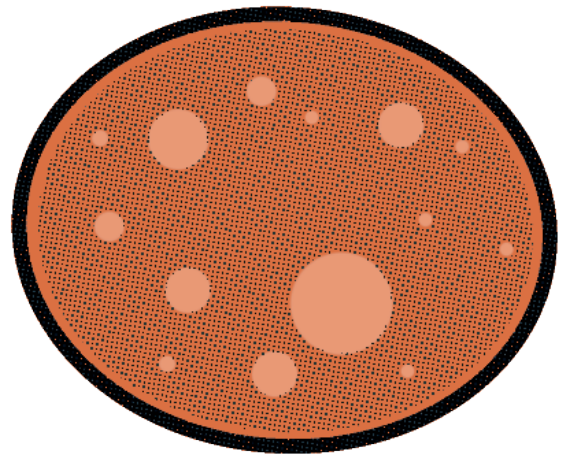
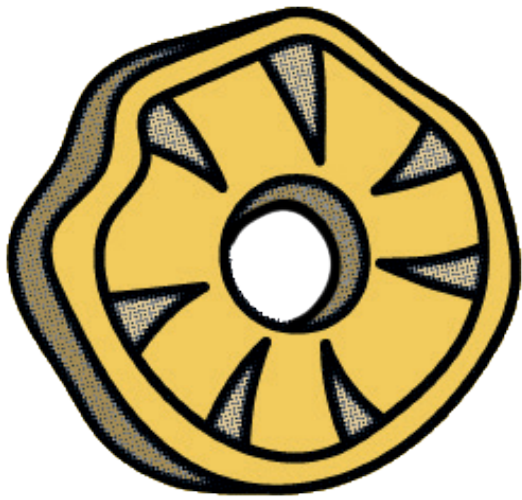
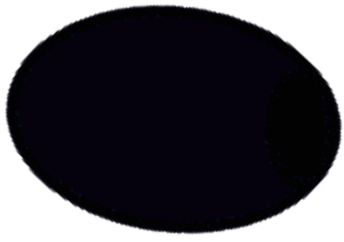


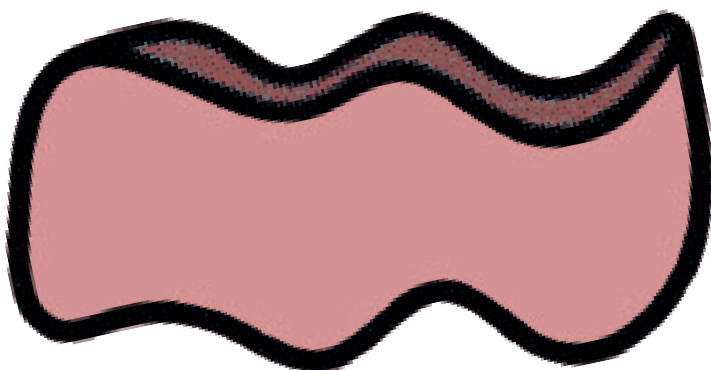
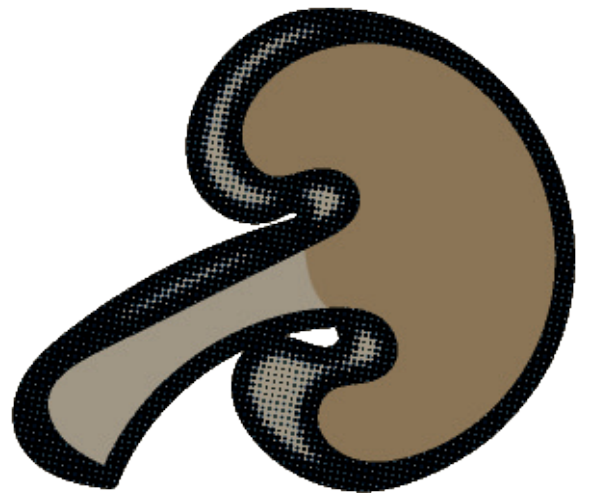
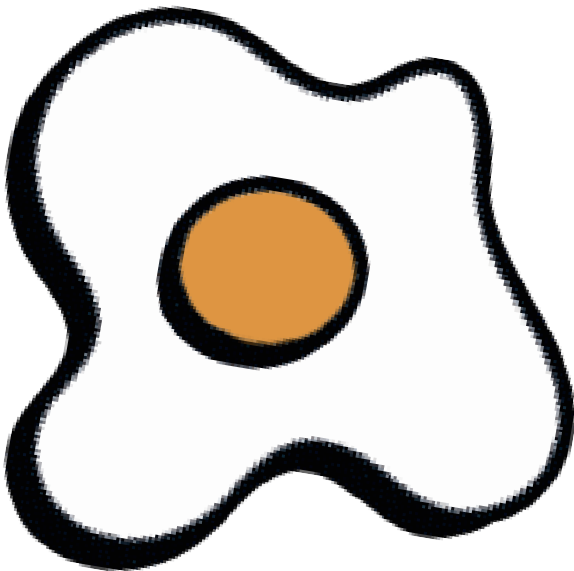
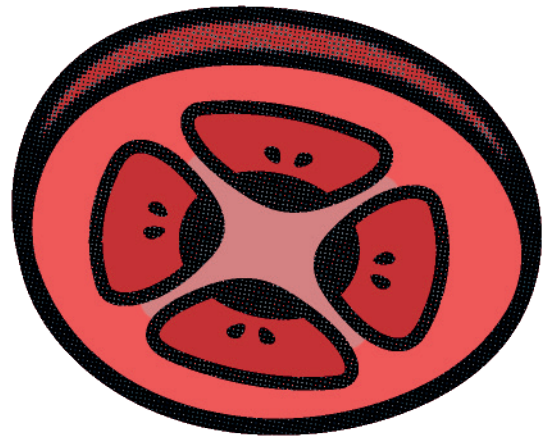
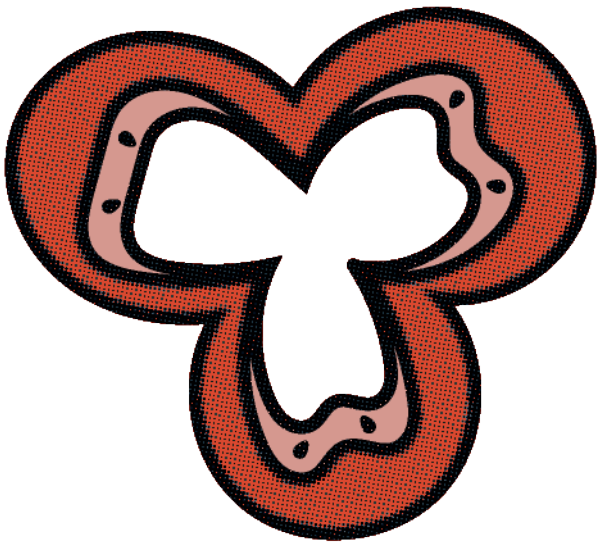
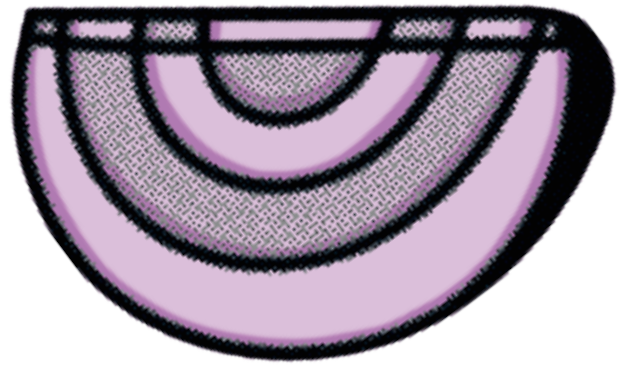
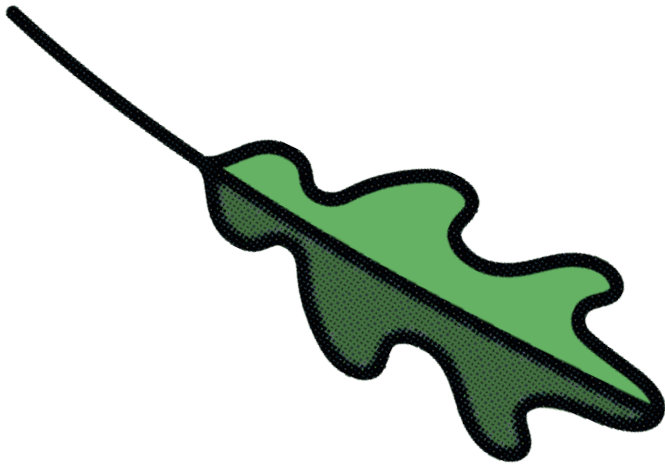


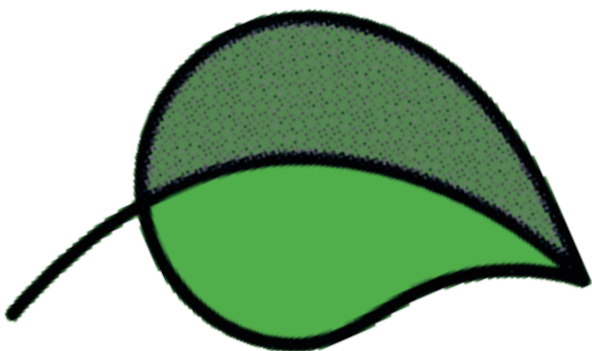
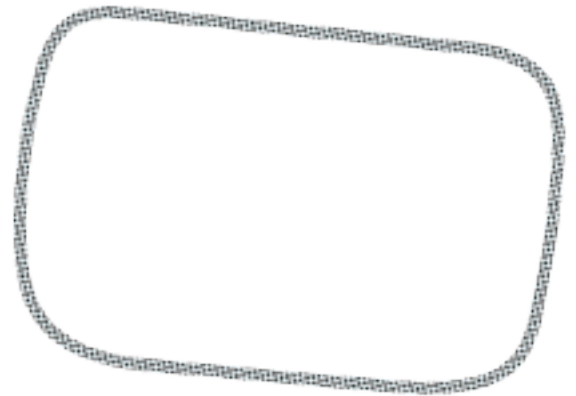
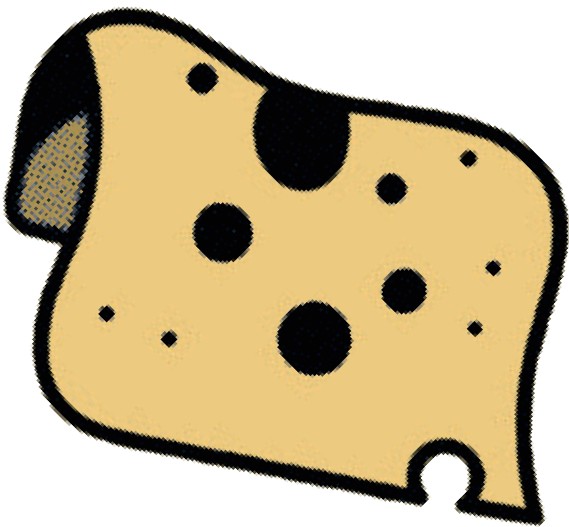
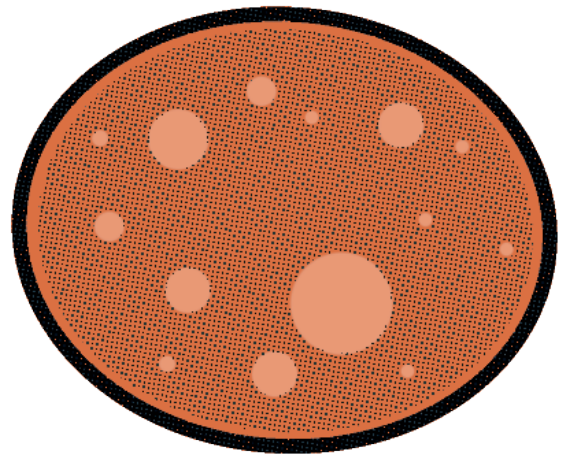
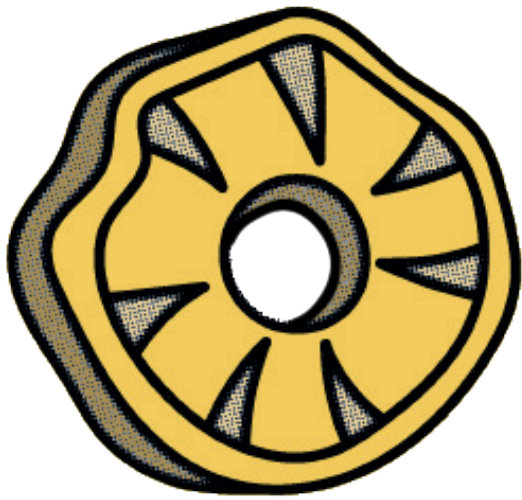
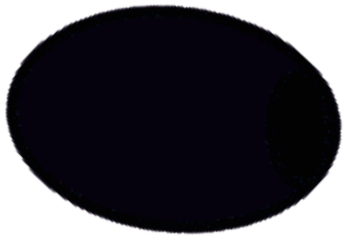


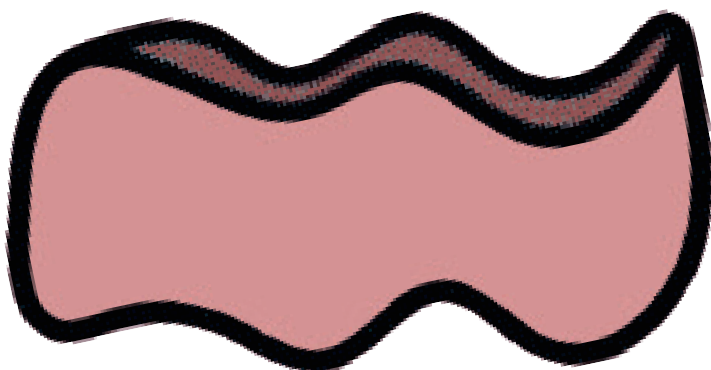
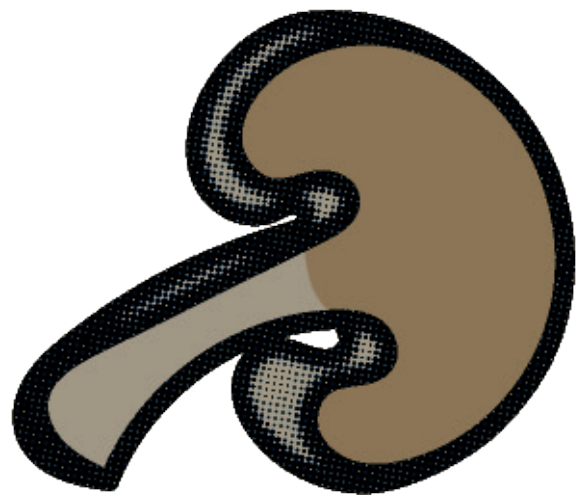
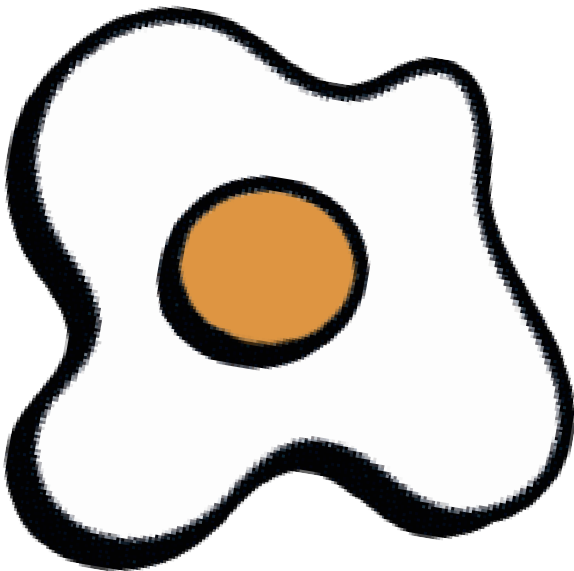
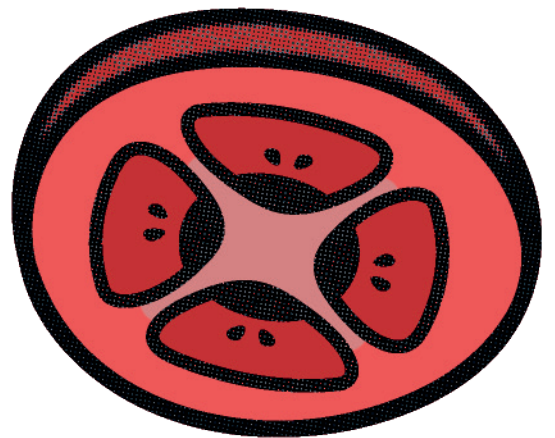
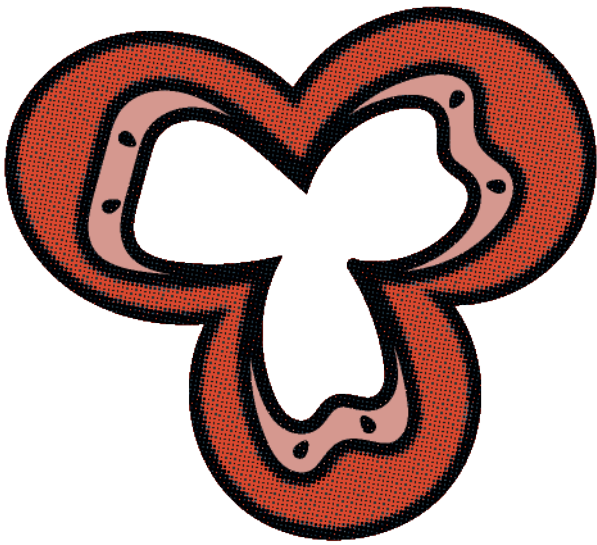
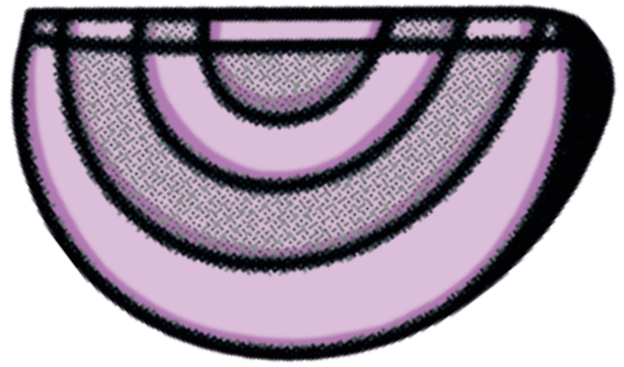
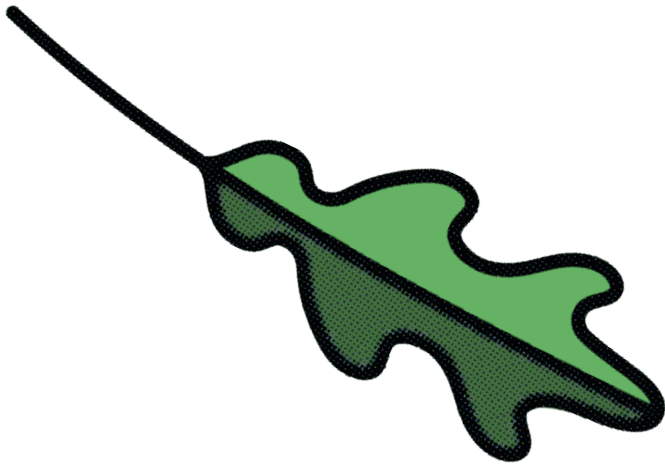


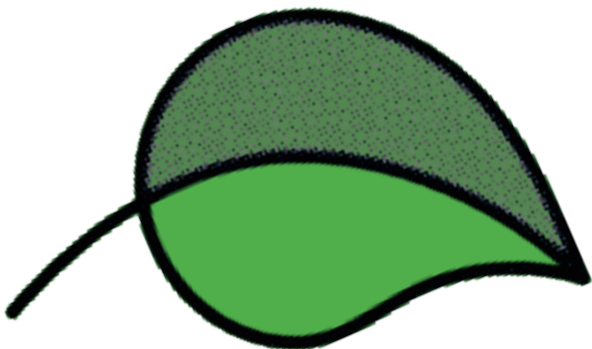
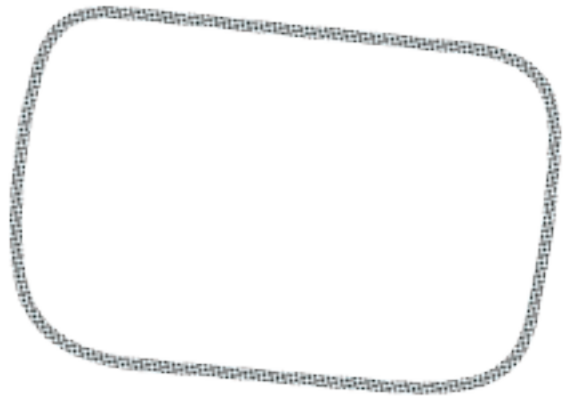
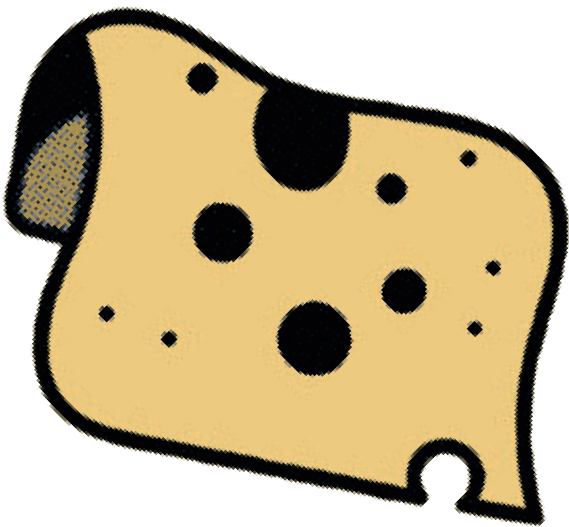
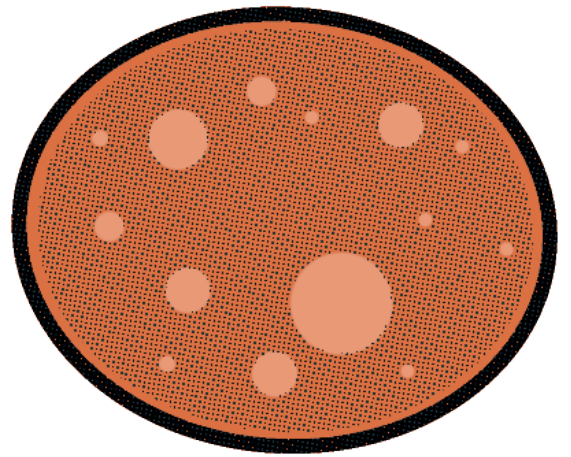
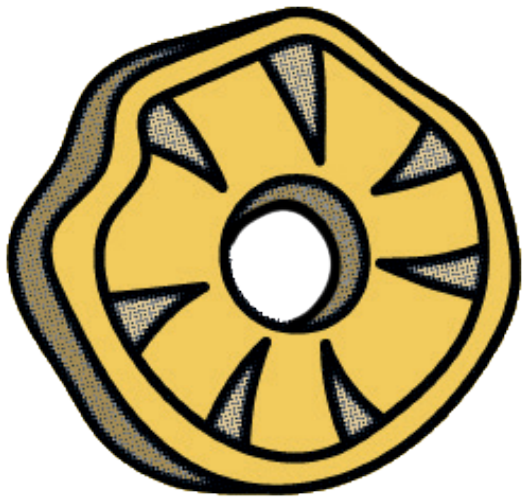
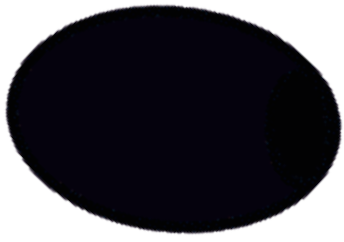


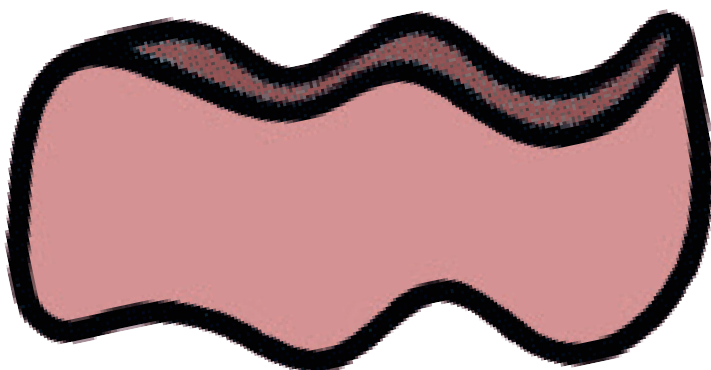
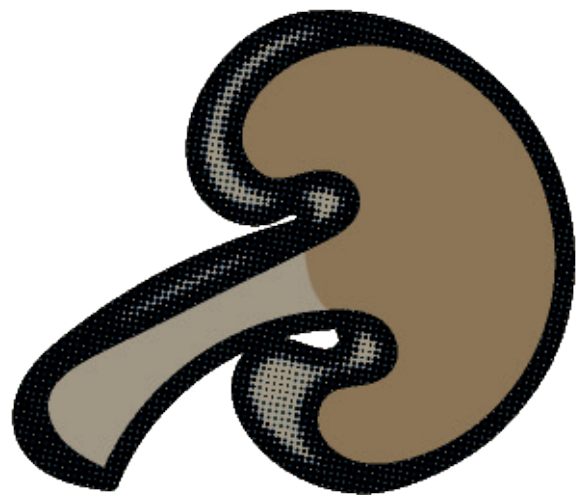
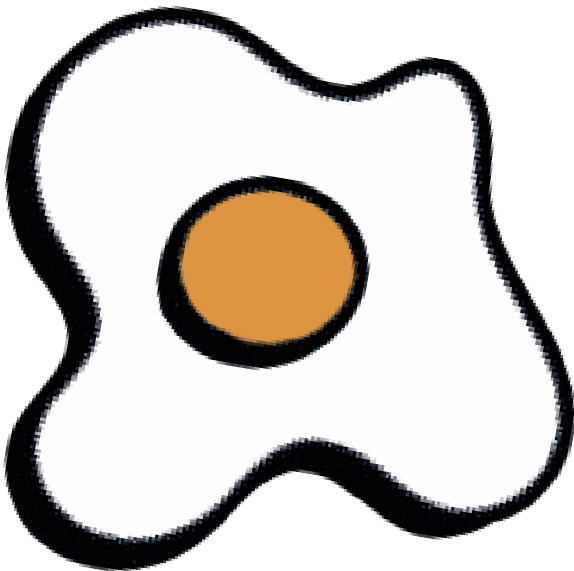
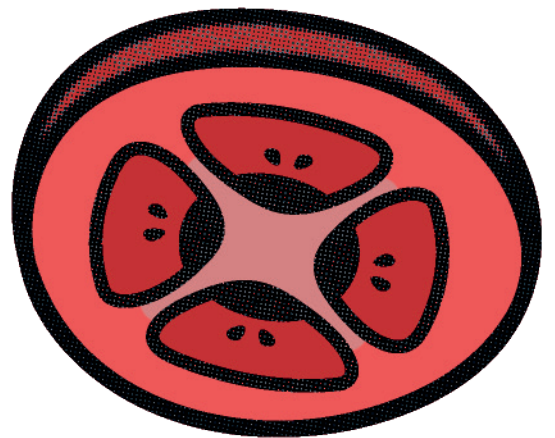
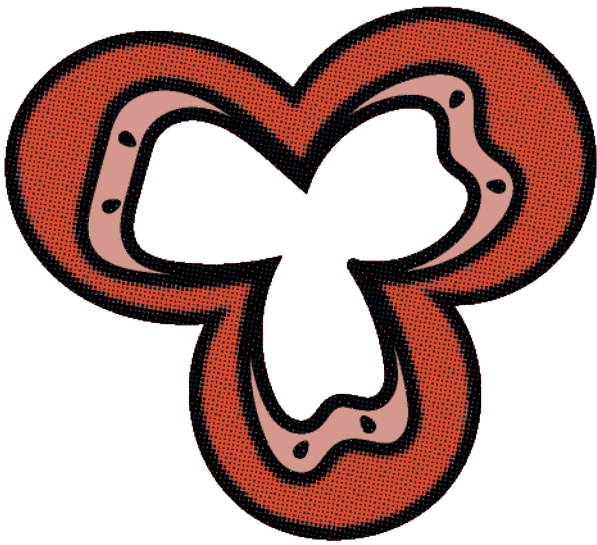
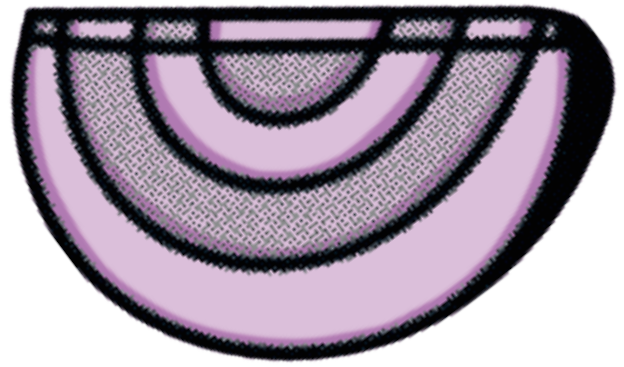
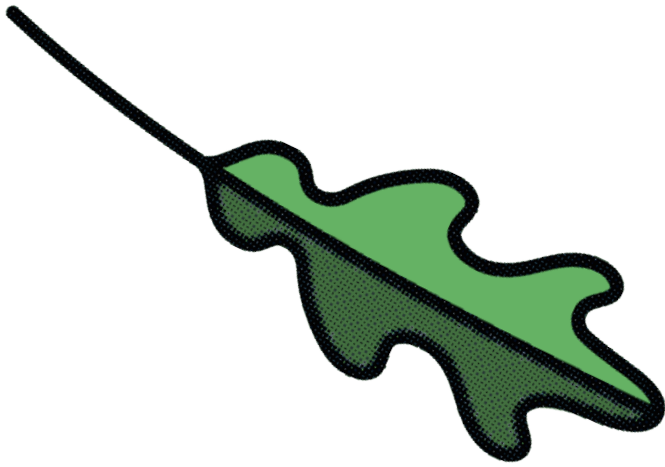


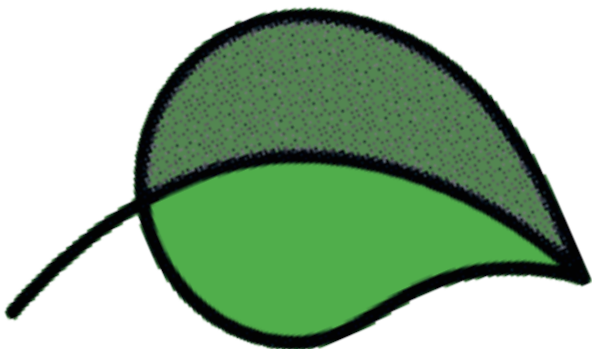
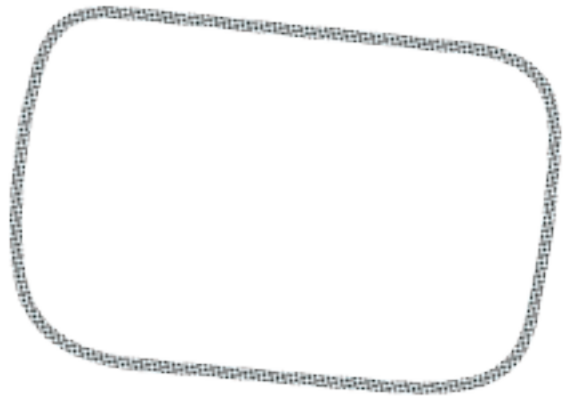
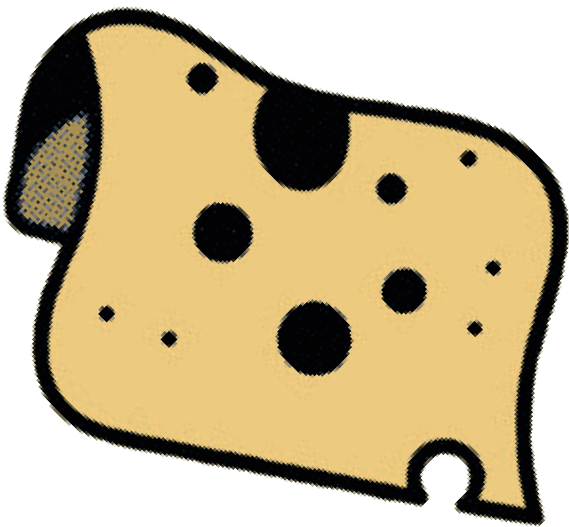
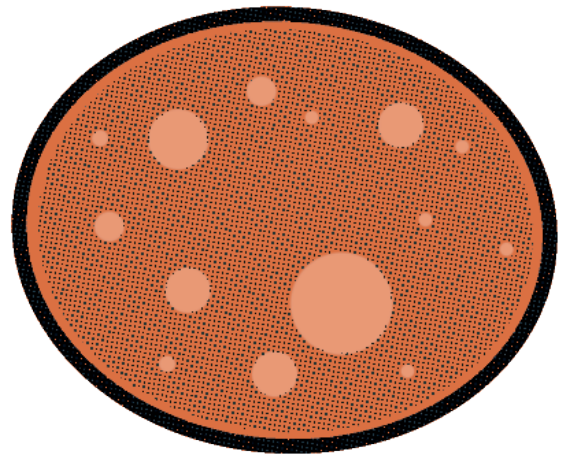
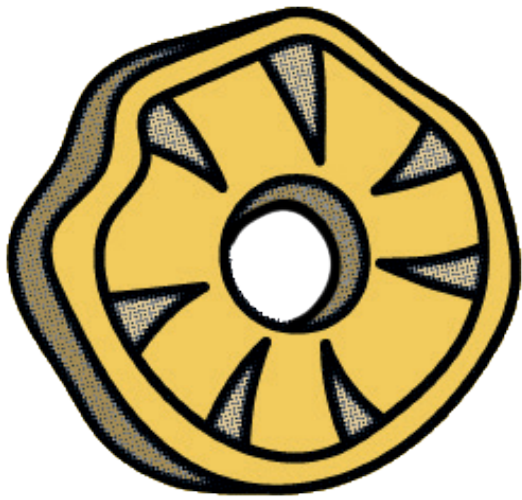
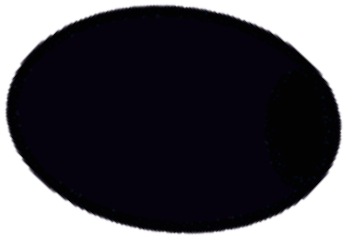


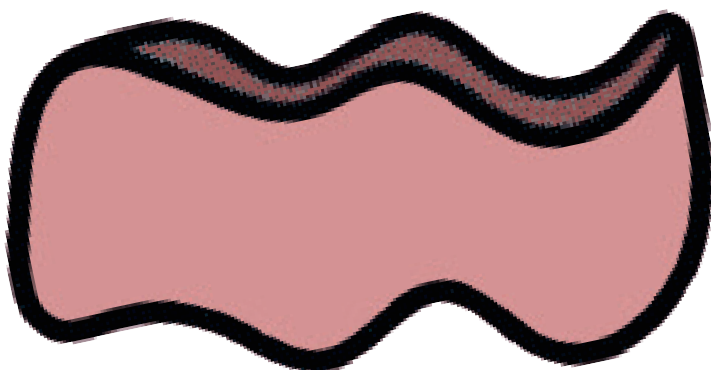
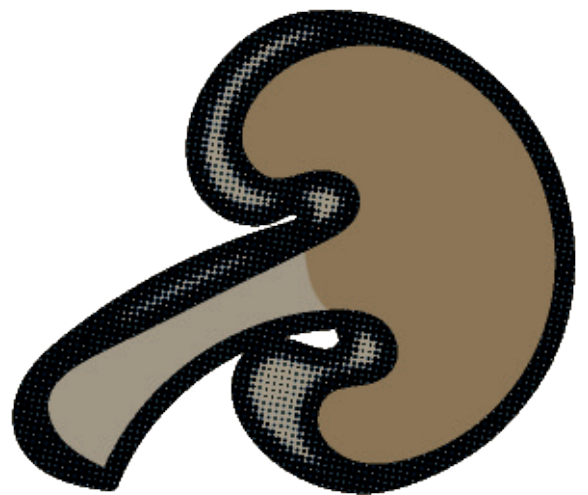
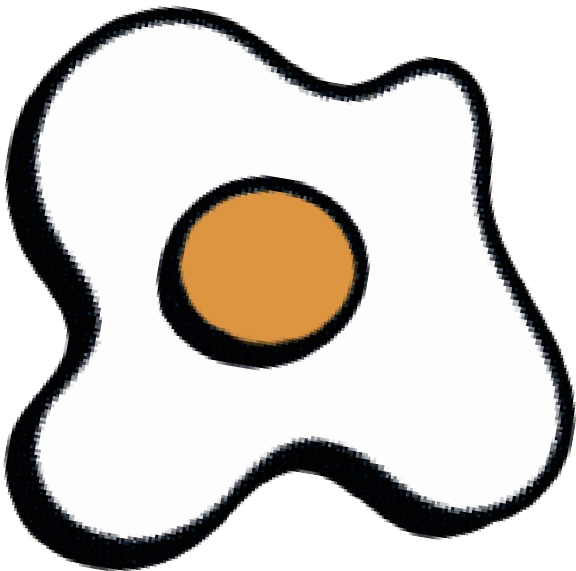
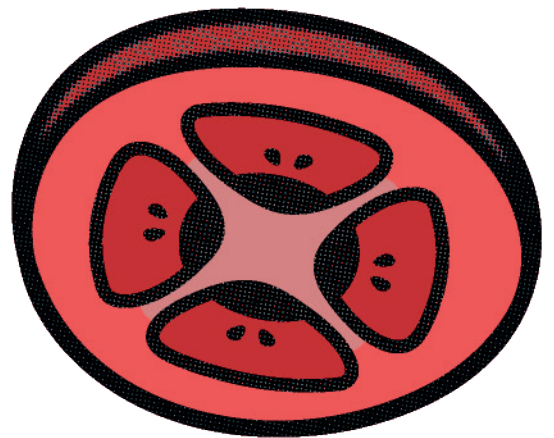
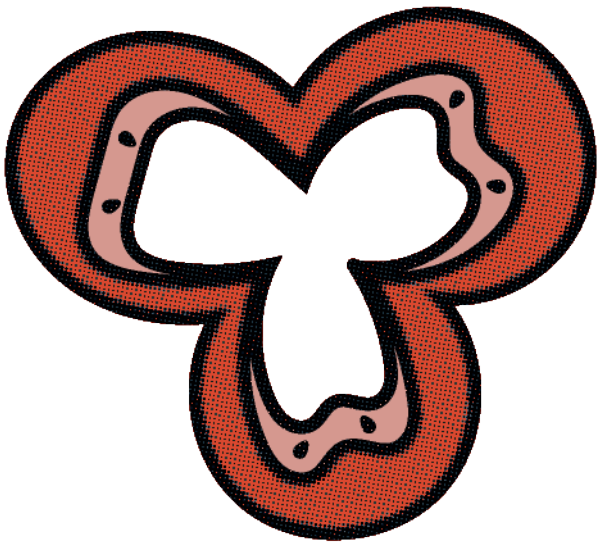
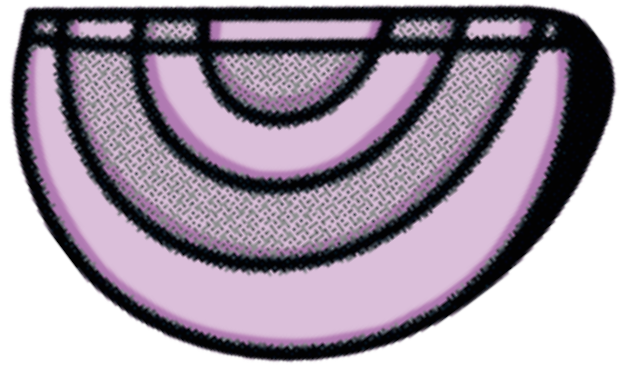
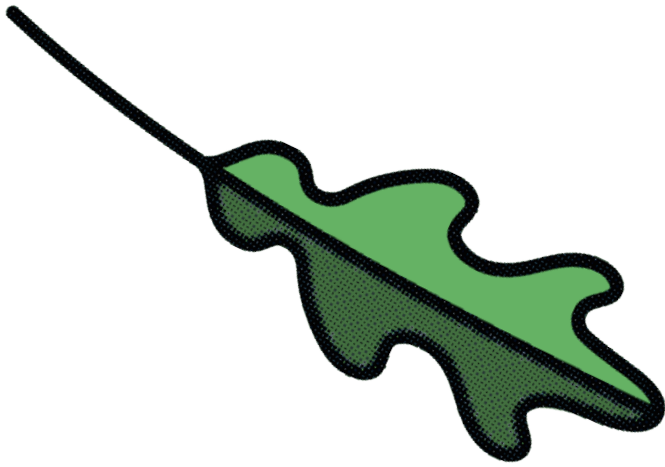


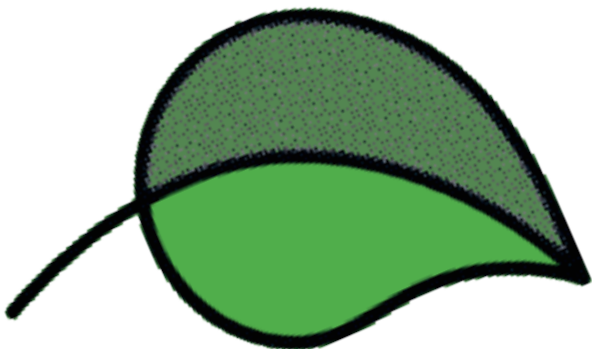
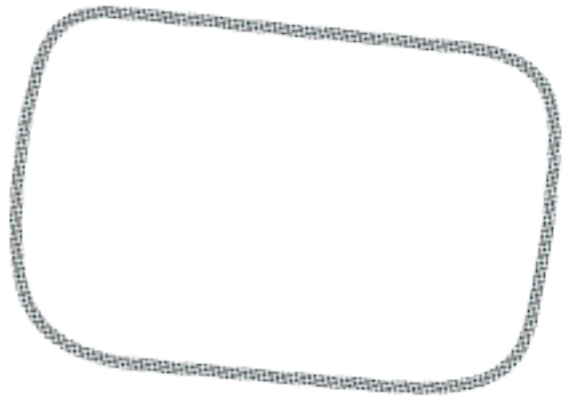
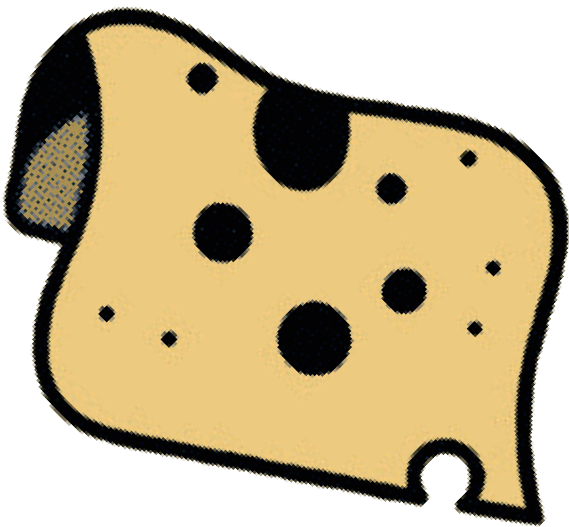
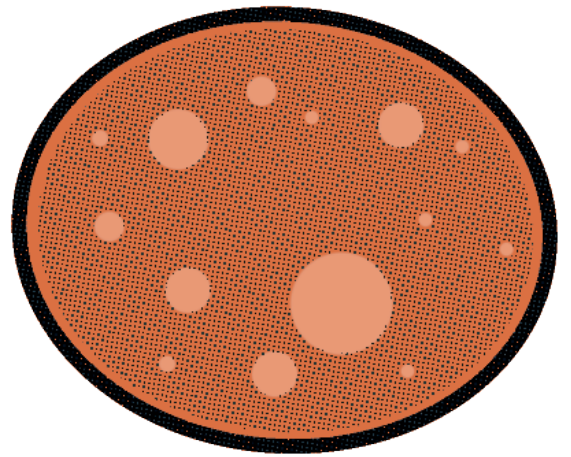
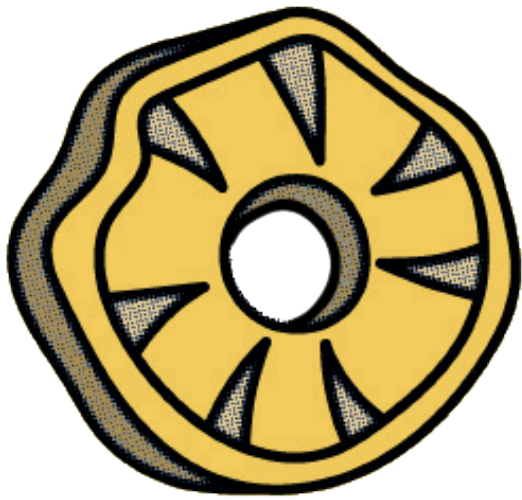
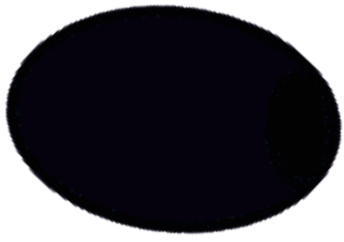


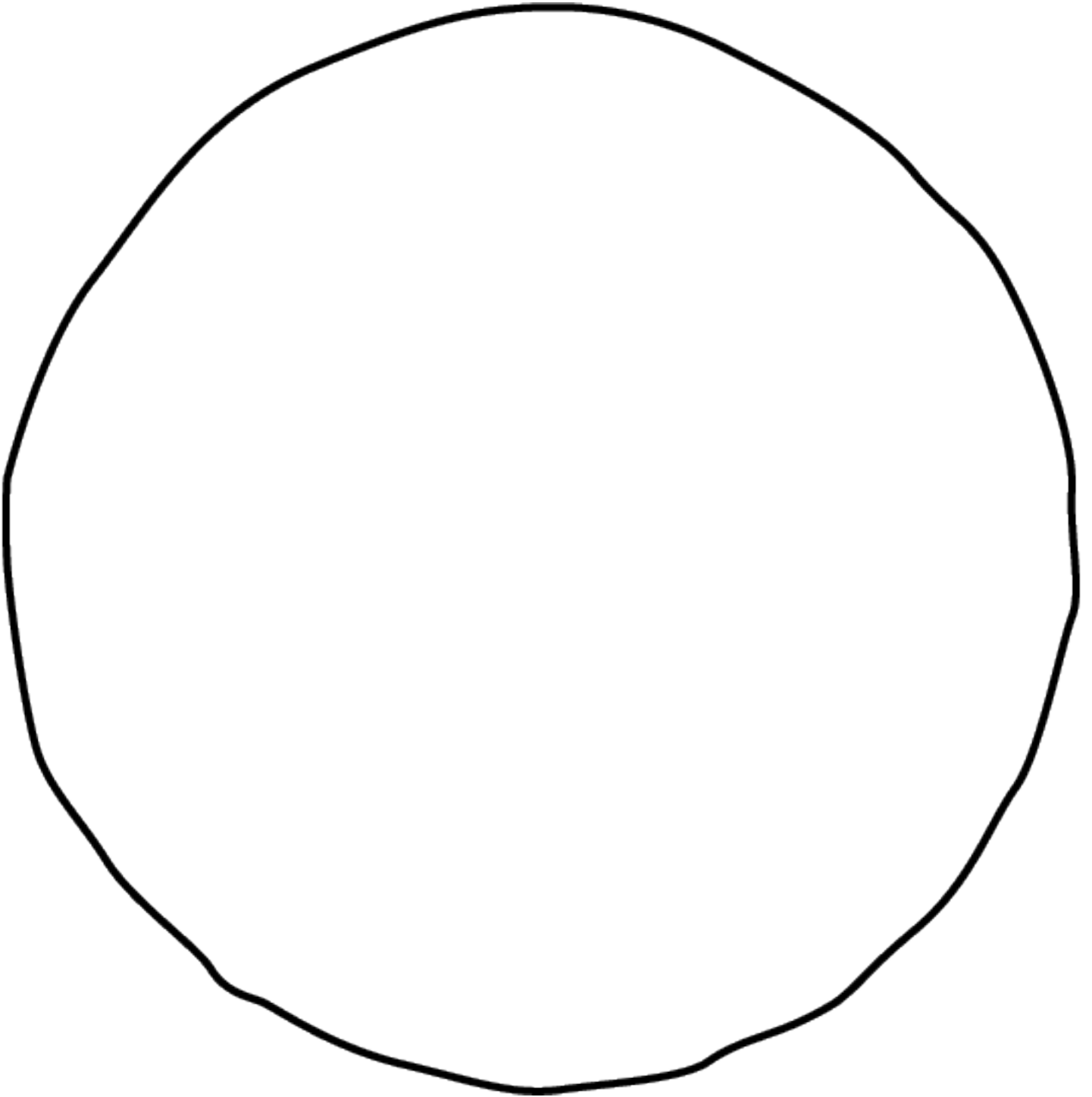












Enlarge this pizza base, or draw your own in any size you like.

e-pizza game

What's in the box

Uncover your views with the
toppings you choose.



You can print this label and use it as a sticker if you plan to store your game in a pizza box.