



REGENERATIVE
EDUCATION

ECOVILLAGE CARDS FOR KIDS GUIDEBOOK



Facilitated by the Global Ecovillage Network



ECOVILLAGE DESIGN CARDS *for kids*



About the Cards:

This deck was created during a year-long project with 20 regenerative educators from around the world. Each card is based on one of the 32 Ecovillage Design Principles and uses an animal to help bring the principle's message to a younger audience, targeting 6 - 12 year olds.

The art in the deck was created by youth in ecovillages. To keep the project current and adaptable, we welcome art submissions to continue as well as general feedback.

Get in touch at education@ecovillage.org.



ECOVILLAGE DESIGN CARDS

The Global Ecovillage Network embraces a holistic approach to sustainability, integrating the Social, Cultural, Ecological and Economic areas of existence. At the centre, we place the practice of integral design.



The Ecovillage Map of Regeneration is made up of 32 Ecovillage Principles – 6 in each Area of Regeneration and 8 for the central path of integral design. It illustrates & distills years of learning and experimentation within the global network, as well as current research on resilience, sustainability and participatory design.

Ecovillage Design Principles:

Social

- Nurture diversity and cohesion for thriving communities
- Develop fair, effective and accountable institutions
- Practice conflict facilitation, communication and peacebuilding skills
- Empower collaborative leadership and participatory decision making
- Ensure equal and lifelong access to education for sustainability
- Promote health, healing and wellbeing for all

Culture

- Clarify vision and higher purpose
- Nurture mindfulness and self-reflection
- Enrich life with art and celebration
- Honour indigenous wisdom and welcome positive innovation
- Engage actively to protect communities and nature
- Reconnect to nature and embrace low-impact lifestyles

Ecology

- Grow seeds, food and soil through regenerative agriculture
- Clean and replenish sources and cycles of water
- Move towards 100% renewable energy and transport
- Innovate and spread green building technologies
- Work with waste as a valuable resource
- Increase biodiversity and restore ecosystems

Economy

- Reconstruct the concepts of wealth, work and progress
- Commit to responsible production, consumption and trade
- Cultivate social entrepreneurship for local regeneration
- Increase economic justice through sharing and collaboration
- Ensure equitable access to land and resources
- Use banks and currencies that strengthen communities

integral Design

- Learn from nature and practise whole systems thinking
- Identify assets, needs and leverage points
- Adapt solutions to scale and context
- Be aware of privilege and use it for the benefit of all
- Build alliances across all divides
- Engage all stakeholders in designs for the future
- Spread core patterns of regeneration
- Listen to the feedback of the world



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Thoughts behind the Cards creation:

When brainstorming, we were motivated by inclusion and connection.

- We knew we wanted each of the Global Ecovillage Network's 5 regions to be represented in the creation of the cards.
- We knew we wanted to engage students through play, while simultaneously connecting them with nature.
- We discussed whether animals should have "he, she, or they" pronouns.
- We explored how to integrate movement and the senses and through that a second deck was created by two of our partners.



1

Implementation Activity

For Teachers, in groups of 3-5

1. Select one card each
2. In a round, share what lesson you could teach with this card
3. Order the cards from easiest to implement to most difficult.



2

Lesson Learned Activity For Students

1. Choose a card
2. What lesson can you learn from your card?
3. How can you use this lesson in your life?



Storytelling Activity
For Students

1. Choose one card from each dimension of regeneration - social, ecology, economy, culture, integral design
2. How do these cards work together?
3. Tell a story using the lessons from each card



Act it Out Activity

For Students in pairs

1. Person 1 selects a card
2. Person 1 shares about their card - what is drawn? what is written?
How do the questions make you feel?
3. Person 2 listens quietly while student 1 shares, and then acts out what they have heard.
4. Person 2 selects a card
5. Repeat steps 2 and 3 in reverse



Act it Out Activity 2

For Students in groups of 4

1. Read the card & look at the image. What is this animal telling you?
2. Answer the questions on the card.
3. Act like animals! Each group creates and performs what they have discussed. How do you show what the animal is trying to teach us?



Animal Band Activity

For Students in groups of 4

1. Each person selects one card and share it with the group
2. Do these animals ever meet in the wild?
3. Use your imagination, what could these animals do together
4. Draw. Sing. or Act. Create something together, showing how the animal cards interact.