Dojo Sushi

"A way of structuring and packaging learning activities, geared to the Dojo environment — helping great ideas to get passed on"

Key aspects

* Two-sided laminated **Sushi Cards**

* Free to copy, modify and distribute

* One concept per card

* Each card unlocks a new skill

* Proceed at your own pace

* Activity-led, not theory-led

* You can see the beginning and the end — it's manageable

Problem Sushi addresses

Communicating a great idea is sometimes harder than having the great idea!

Sushi is not …

… a specific curriculum or development method

Why cards?

Everyone loves cards!

* No internet connection required

* Reduce window-management problems — particularly on small screens

* Deal them out fast — like ... well ... cards

* You can immediately see what a kid is working on

How make Sushi Cards

1 Decide where you want to go (build a website, make a game, design a robot)

2 Map out how you'll get there.

3 Divide up the journey into manageable stages based on learning concepts.

4 Describe the stage and the associated concept in two sides of A4.

5 Use pictures rather than words if you can.

6 Test in the Dojo.

7 Iterate.

Inspirations