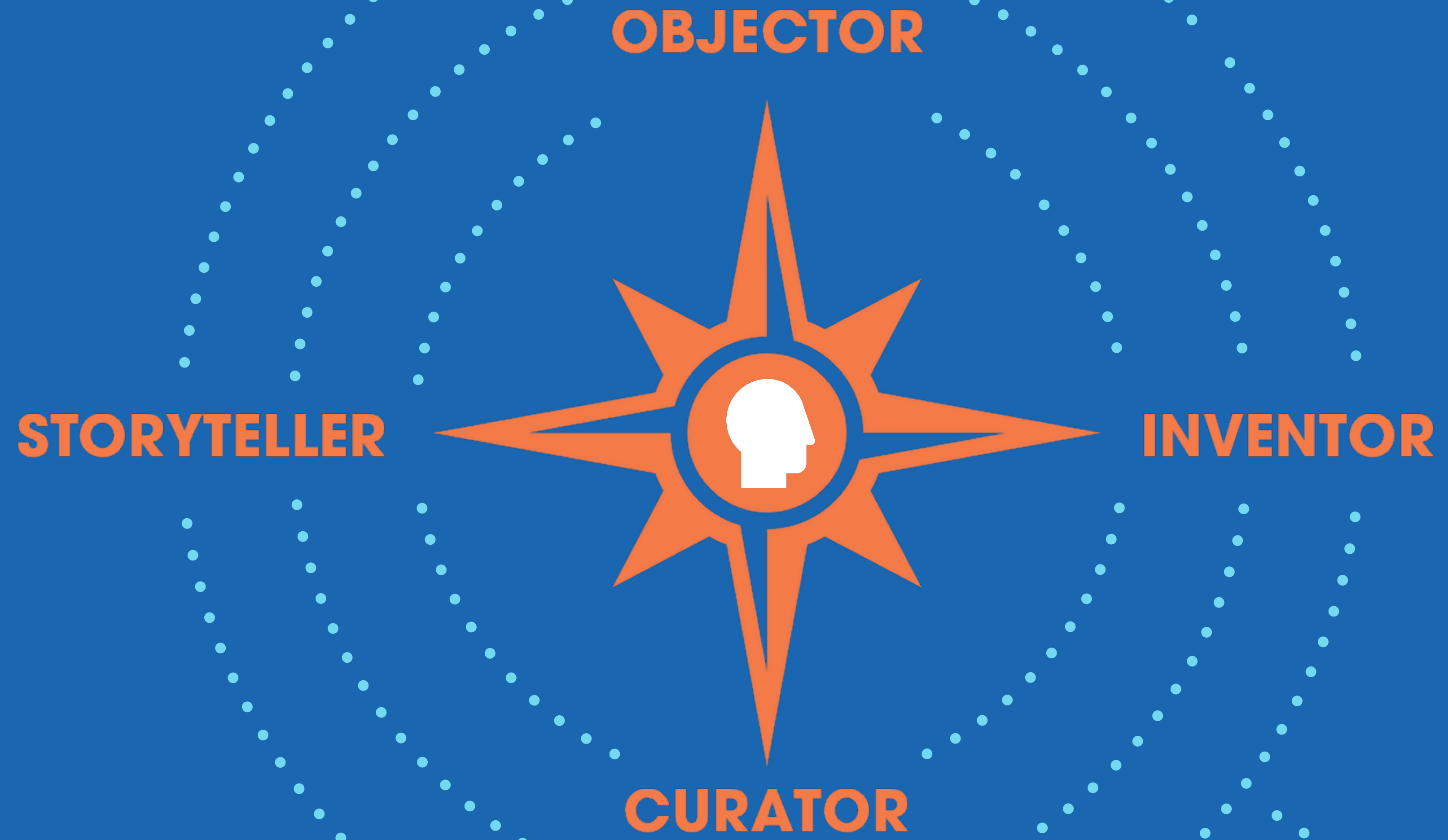


**THE
HUMAN
SCHOOL
COMPASS
V1.0**

Learn more at
[THEHUMAN.SCHOOL](https://thehuman.school)



INNER RING: LEARNING

MIDDLE RING: THE HUMAN SCHOOL

OUTER RING: HUMAN-CENTERED SYSTEMS



OBJECTOR

Definition:

You're an Objector when you identify those things you want to change and commit to taking action upon them.

Characteristics:

Objectors feel a restlessness; their beliefs and values are often at odds with the current compliance-driven systems. Objectors are curious, and they influence others to join in the cause for change.

Mindshifts:

- Be radically curious: Navigating from passively compliant to actively curious
- Lead from anywhere: Navigating from leadership is a title to leadership is a choice by anyone to take action

Questions I might ask myself:

- What am I currently doing that represents evidence of an objector mindset?
- What am I curious about?
- Who might I enroll in being an objector?
- How might I start small? What can I change first?
- What kind of questions might I be asking?



CURATOR

Definition:

You're a Curator when you design and implement a plan to gather human-centered evidence on the effectiveness of your solutions.

Characteristics:

Curators value feedback and have a need to understand the impact of their work. They have a unique insider perspective and leverage this perspective as they gather and prioritize different types of evidence.

Mindshifts:

- Leverage your insider perspective: Navigating from devaluing your insider perspective to embracing our collective expertise
- Value stories as much as numbers: Navigating from over valuing numbers to valuing stories and numbers

Questions I might ask myself:

- What are my beliefs about the value of different kinds of human-centered evidence?
- What is my unique insider perspective? What do I see, hear, feel, and know that nobody else has access to?
- How am I currently gathering evidence? Where are the gaps? What can I do now to close the gaps?
- Who should be involved in the gathering of evidence?



INVENTOR

Definition:

You're an Inventor whenever you design a solution that brings about change.

Characteristics:

Inventors are designers and begin the invention process with the user, the person--the human--in mind. They prioritize people before content. They also embrace the longview and invent in collaboration with others.

Mindshifts:

- Start with the human: Navigating from prioritizing the needs of the system to prioritizing the needs of the people
- Step out of the present and into the possibilities of the future: Navigating from ignoring the future to embracing the future
- Design collaboratively: Navigating from designing alone to designing with others

Questions I might ask myself:

- What might be possible if I involved my learners in the design process? What might I do to better empathize with them?
- What is the purpose of schooling, and how might that evolve in a world that is technology-rich and changing exponentially?
- How can I connect with environments that are humanizing schooling?
- How can I partner with other people, experts, and organizations to provide memorable learning experiences?



STORYTELLER

Definition:

You're a Storyteller when you reflect on what you learned being an Objector, an Inventor, and a Curator, and you share that story with the world.

Characteristics:

When storytellers share, they are uncovering and exposing what happened, and this new story is used as an opportunity to learn, to help others learn, and to inform future iterations, inventions, and curations.

Mindshifts:

- Reflect on your journey and what you've curated: Navigating from ignoring what happened to learning from what happened
- Tell the new story: Navigating from not sharing our stories to we will share many stories

Questions I might ask myself:

- What story will I tell? What stories still need to be told?
- Who is at the table reflecting and designing the story?
- Who might be inspired?
- What new curiosities are uncovered by the story?