Docket #: S17-239

Project Wayfinder Navigation Toolkit

Project Wayfinder is a project born at the Stanford d.school to help high school students develop a sense of meaning and purpose. Our core curriculum // product is called the Wayfinder Navigation Toolkit. This is made up of approximately 12 different activities that students do throughout the year during advisory period. It is a set of thoughtfully designed tools, exercises, activities, and media which help students discover and explore a sense of purpose through the metaphor of wayfinding. This content is arranged in a master sequence, called the Wayfinder Journey Track, which builds on itself as it moves through the phases of Self-Awareness, Focus Outside the Self, and Empowered Ability to Make Things Happen. All of the activities are designed on craft paper (NOT digitally) and ordered by schools from the printer and shipped directly to their schools.

We are building out this content to be used over the span of 3 years in high school (ex: sophomore, junior, senior), but it could expand or contract to fit other time frames. We are designing it primarily for high school Advisory programs, but know that it could live in a variety of other places like counseling programs. This is designed specifically to address the atmosphere of competitiveness and meaninglessness that pervades American high schools.

Applications

- Use in advisory period in high school
- Use in counseling programs in high school
- Use in career development in high school

Advantages

- The leading curriculum designed to help students find a sense of purpose

- It is a modular track that allows high schol advisory teachers to use this in their school with flexibility

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