

Generic Worldview Choices – the strong preferences (pile #1 cards) defining each named worldview

Humanist Progressive	USA Conservative	Evangelical Christian	New Age
201A Evidence-Based	201B Faith-Based	201B Faith-Based	201B Faith-Based
101A Mind Open, Vision Global	101B Narrow Minded Focus	101B Narrow Minded Focus	101A Mind Open, Vision Global
10 Secular Humanism	12A Wishful Thinking	2B I Know What’s Best for You	2A True Believer
30 Intellectual Freedom	8B Belief in Personal God	2A The True Believer	7A Mysticism
13 Dancing With Systems	202A Cautious Processing	12A Wishful Thinking	7B Magic
32A Human Rights	14A Guilt and Moralistic God	8B Belief in Personal God	5B Vitalism
32B Culture of Tolerance	16A Culture of Fear	9A Religious Fundamentalism	12B Creative Thinking
203B Egalitarian Progressive	38 Love as Family Glue	5B Vitalism	202B Generous, Loving
103B Celebrating Team Player	203A Hierarchical Rigidity	9B God & Apocalypticism	102B Easy-Going, Disorderly
31 Education for Democracy	103A Individual Glory	202B Generous, Loving	14B Reincarnation, Karma
21B Service to Others	34 Traditions, Status Quo	14A Guilt and Moralistic God	28B Healthy Orientation
42 Ethical Orientation	19A Free Market Capitalism	16B Golden Rule. Mutual Help	203B Egalitarian Progressive
49A Social Welfare Statism	37A Proud Identification/Tribe	17B Gratitude & Forgiveness	103B Celebrating Team Player
204B Limits & Ethics	204A Freedom From Limits	203A Hierarchical Rigidity	48B Cooperative Communities
104B Respect for Nature	104A Human-Centered	34 Traditions, Status Quo	37B Global Citizen
4 Hands Off By Body	44A Sanctity & Dignity of Life	21B Service to Others	104B Respect for Nature
44B Rights for Animals/Nature	22A Economic Growth	104A Human-Centered	44B Rights for Animals/Nature
23A Sustainability	26B More is Better Mentality	44A Sanctity & Dignity of Life	24B Creative Expression
24B Creative Expression	26A The Consumerist	25 Anthropocentrism	47A Attitudinal Fix
51A Ethical Globalization	46B Militarism	47B Pacifism / Non-Violence	47B Pacifism / Non-Violence
Pro Environment	Pro Science	Pro Business	Worlds Poorest/Struggling
201A Evidence-Based	201A Evidence-Based	201A Evidence-Based	201B Faith-Based
101A Mind Open, Vision Global	101A Mind Open, Vision Global	2B I Know What’s Best for You	1A Humbly Unsure
10 Secular Humanism	1B Skeptic	13 Dancing With Systems	12A Wishful Thinking
30 Intellectual Freedom	6A Honesty Grounded	202A Cautious Processing	7B Magic
13 Dancing With Systems	10 Secular Humanism	102A Conscientious, Efficient	11A Fatalism
102A Conscientious, Efficient	5A Scientific Materialism	3 Focus on Me, Here & Now	15 Group Think Imperative
28B Healthy Orientation	6B Scientific Method	18B Dispassionate	202A Cautious Processing
29A Self-Restrained Person	30 Intellectual Freedom	103A Individual Glory	102B Easy-Going, Disorderly
203B Egalitarian Progressive	13 Dancing With Systems	43 Seeking Wealth & Power	33B Addiction
35B Working for Change	102A Conscientious, Efficient	19A Free Market Capitalism	16A Culture of Fear
42 Ethical Orientation	18B Dispassionate	19B Corporate Capitalism	33A Servitude
37B Global Citizen	28B Healthy Orientation	50A Libertarian	39A Tough Love
204B Limits & Ethics	29A Self-Restrained Person	204A Freedom From Limits	41 Struggling with Self Esteem
104B Respect for Nature	31 Education for Democracy	104A Human-Centered	21A Populism
4 Hands Off My Body	20A Elitism	22A Economic Growth	48B Cooperative Communities
44B Rights for Animals/Nature	42 Ethical Orientation	26B More is Better Mentality	37A Proud Identification/Tribe
23A Sustainability	204B Limits & Ethics	26A The Consumerist	23B Enoughness
23B Enoughness	104B Respect for Nature	45A The Borrowing Mentality	27 The Small Producer
45B Work / Pay As You Go	24B Creative Expression	46A Technological Fix	24A Struggling w/ Sustenance
40 Environmental Economics	46A Technological Fix	22B Imperialism	45B Work / Pay As You Go

Gin Rummy Type Educational Card Game

Goal: Just as in regular Gin Rummy, your goal is to be the first to lay down your cards and say “Gin”—except in this game you instead say the name of the Generic Worldview (from the eight bold faced names in the chart above) as you win!

Instructions:

- 1) Shuffle the 52 theme cards, put stack on table, and deal out 10 cards to each player, dispensing alternating cards from the deck.
- 2) Based on your cards, which you’ll want to hold so as to shield from others’ view, pick a Generic Worldview either for which you have the most cards listed in the chart above, or that you want to learn about. Organize cards in your hand with the cards up to match the preferred themes listed above. If your 10 cards are all among the 20 shown in the column for the particular worldview—you win!
- 3) Typically no one wins with the initial deal... So, play continues as in Gin Rummy, by drawing a single card from deck and discarding one card into a pile. The next player can either pick up that single top card from discard pile, or draw a card from the deck.
- 4) Play continues until a player has 10 cards listed in the column of 20 strong preferences in the chart above for a particular generic worldview. At that moment the player lays down the 10 cards with preferred themes up and says the name of the Generic Worldview. Other players should verify the player has in fact won. If the player has prematurely or mistakenly laid down cards, he or she loses.

Educational Benefit: The game can help acquaint players with the 104 themes, 52 card choices and associated generic worldviews.