

Project Worldview The Choices We Make Cards Introduction

Note: After casually looking over these cards—and the brief introduction this sheet provides--if you want to more fully explore their use and what they have to offer, please go to

<http://www.projectworldview.org/choices.htm>

where you'll find more background material, access to computer programs analyzing your choices, and files enabling printing out scorecards, checklists, making your own cards, etc. And in general you may also want to explore the *Project Worldview* (PWV) website:

www.projectworldview.org

Introduction: Besides prompting examination of the choices behind our beliefs, values, and behavior, *The Choices We Make Cards* urge people to think about their worldviews. By worldview, we mean:

worldview—a conceptual framework (it “lives” in your head!) and a set of beliefs used to make sense out of Reality based on your perceptions, experience and learning. Besides incorporating a purpose or "raison d'etre," it provides an outlook or expectation for the world as it exists or is perceived to exist—one that you base predictions about the future on. It continually evolves—indeed, you spend the rest of your life testing and refining it, based on feedback you get. As it develops, it increasingly it becomes the source of your goals and desires, and as such it shapes your behavior and values.

These cards use 104 worldview themes, paired together to make 52 choices on fronts and backs of playing cards to characterize modern worldviews. Each side of a card offers the names and accompanying concise descriptions of a worldview theme. You've notice two designations at the top of these theme card boxes. The upper left card designation contains a playing card suit: diamonds ♦, hearts ♥, clubs ♣, and spades ♠. Those suits are used to classify themes, based on their primary area of emphasis, into four categories as follows:

<p>Diamonds ♦ INDIVIDUAL <—>KNOWLEDGE Concerned with how the individual relates to knowledge, including the basis for knowledge, the orientation adopted and tools used for acquiring more knowledge. Loosely identified with THINKING</p>	<p>Hearts ♥ INDIVIDUAL <—> INDIVIDUAL Concerned with an individual's interaction with another individual (or with himself or herself) with respect to the underlying driving motivation and the extent to which thinking, feeling, and doing—and behaviors associated with these—are under control. Loosely identified with FEELING</p>
<p>Clubs ♣ INDIVIDUAL <—> GROUP Concerned with an individual's relationship to groups of other individuals— including the whole society he or she is part of—and participation in activities (including earning a livelihood) associated with these groups. Loosely identified w/ JOINING</p>	<p>Spades ♠ INDIVIDUAL <—> NATURE Concerned with an individual's relationship to the natural world and how his or her support of, or participation in, activities (including daily lifestyle, earning a livelihood, etc.) impact nature. Loosely identified with DOING</p>

Meta Themes: The cards with aces A and kings K designations are called meta themes. These 16 themes can be thought of as a bit more basic than the 88 other ones (sort of occupying a higher level). They represent a good place to begin the making choices process. Like all themes, these are paired up in front of card / back of card fashion to form a choice. The eight meta theme card (aces and kings) choices are treated differently from the other forty four card choices in that—per INSTRUCTIONS found on the two non-theme cards—you are required to indicate a preference for the meta theme on one side of the card or the other. These ace and king meta theme card choices you make are also used to provide feedback as to contradictions / inconsistencies in your worldview as based on all of the 52 cards choices you make.

Systematic Approach: Note you'll find a file to print out a SCORECARD to record choices you make and a CHECKLIST to flag inconsistencies at

<http://www.projectworldview.org/choices.htm>

Your scores will go into *Choices We Make*, also the name a computer program that also lives there on the *PWV* website. This program computes the % correlation between your worldview (based on your 52 choices) and those of eight hypothetical people representing diverse worldviews of interest: Humanist Progressive, USA Conservative, Evangelical Christian, New Age, Pro Environment, Pro Science, Pro Business, and World's Poorest / Struggling—and optionally a second person of your choosing.

Upper right hand card designations—like #26A—refer to the *Project Worldview* theme designation. This can be used to go to the theme's web page on the *PWV* website, where you can find lots more information about the theme. From that above mentioned choices web page, clicking on “begin systematic review of theme choices” can be useful if you want more information as you ponder choices the cards present. Example: the eight of spades card has theme 26A “The Consumerist” on one side and theme 27 “The Small Producer” on the other. As you go proceed down the systematic review through the theme choices, you'll eventually encounter this choice. Clicking on the individual theme links will take you to that theme's web page where you can find lots more to inform your choice.

WHAT ARE THESE CARDS GOOD FOR? (Hint: Promoting Making Better Choices!)

They can help you understand yourself / sort out “the confusion of existence” / make choices that steer your life down a meaningful / fulfilling path —and help others also do that (attention: life coaches!) They can help you find a compatible spouse (attention: online dating services!)

More importantly, these cards—and the *Project Worldview* website they're based on—can promote “healthy worldviews” that “bring happiness and promote planetary well-being.” Seems if our society is to survive people must embrace “Education for Democracy.” Besides better informed citizens, we need to get folks out of the “bubbles” they live in! Wouldn't it be nice if, concerned citizens with different views—including our religious and political leaders-- and, could get together and talk to each other, not yell at each other? Sit down, perhaps over a deck of cards, and quietly talk, listen, find common ground — wouldn't it be nice? And wouldn't it be nice if our teenage children could get involved in educational activity the *Choices We Make* cards can promote? Those children represent our future—a future our collective choices steadily shape.

