

Project Worldview The Choices We Make Playing Cards BACKGROUND

Congratulations for pursuing making your own *Choices We Make (CWM)* cards. The beginning of *Project Worldview (PWV)* can be traced to founder Stephen P. Cook’s beginning work on *Coming of Age in the Global Village (COA)* in 1984. By the time the book was published in 1990, MIT systems thinker, and coauthor of the 1972 bestseller *The Limits to Growth*, Donella H. Meadows had gotten involved in this effort. This *COA* book—besides chronicling Cook’s “own search for truth and an ethical way of life”—urged 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.

The *COA* book used 26 worldview themes to characterize modern worldviews. By the time *PWV* went online at www.projectworldview.org in 2006, this was being referred to as the version 1.0 theme structure. With the launch of *CWM*, some 35 years after those worldview theme beginnings, the structure—now with version 5.0— has grown to 104 themes. The names and accompanying concise descriptions of these themes fit into the boxes spread out over the six big cards that are the heart of the *CWM* Kit. 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>

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. A SCORECARD is available to record choices you make.

Your scores will go into *CWM*, also the name of two computer programs that live on the *PWV* website. One computes the % correlation between your worldview (based on your 52 choices) and twelve hypothetical people representing diverse worldviews of interest: Humanist Progressive, USA Conservative, Pro Environment, Pro Science, Pro Business, USA Authoritarian / Patriarchal, Extreme Alt Right, Earth Centered Spirituality, New Age, two brands of Christianity, and World’s Poorest / Struggling. The program also flags inconsistencies in your worldview. A second program computes the % correlation between your worldview and 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. To get there you can either follow links on the *PWV* homepage, or enter a URL in your browser for each theme web page by fitting that upper right designation into www.projectworldview.org/wtheme____.htm in place of the blanks. Example: theme 26A “The Consumerist” has URL www.projectworldview.org/wtheme26A.htm This theme is on the eight of spades 8♠ card, along with theme 27 “The Small Producer”. While most lives in the affluent west are built around consuming products that others produce, this Kit gives you a chance to help make something: the *CWM* deck of cards and the tuck box that holds it. (It’s not fancy but has lots of educational and fun—there’s even a game—potential!) See back to get started➔

Note: that the choices on the cards are elsewhere presented in *Choices We Make* booklet form, and in the Appendix of a recent (2022) book: *Choices We Make in the Global Village*. Go to projectworldview.org/choiceswemake.htm for more.

Project Worldview The Choices We Make Kit GETTING STARTED

Your production work with the *CWM* Kit will begin with twenty minutes or so spent using sharp scissors to cut out the six big (8.5 in x 11 in) cards —cutting down through the centers of three parallel line borders—to form 54 (2.5 in x 3.3 in) cards. As described in the BACKGROUND (see over) fifty two of those are theme cards, the other two contain INSTRUCTIONS. Before looking at them, consider the second part of the Kit production: creating the tuck box to store your cards. This will take another twenty minutes or so to cut / fold the smaller colored cardstock “Tuck Box Template” using directions below. Cutting and folding will be followed by use of glue (glue sticks work nicely) or double-sided ½” wide tape as indicated. When finished, put your fifty four cards into the tuck box and admire your effort! Then, perhaps together with another person, pull out those two non-theme cards and follow the INSTRUCTIONS on them.

INSTRUCTION CARDS / MAKING CHOICES



These instructions will get you going sorting cards into four piles. Some may have difficulty here—given you can only “pass” on making choices for four theme cards, and they can’t be Aces or Kings.) Note: some of your “passes” may be because neither of the two choices on a card are applicable to your situation. Especially important: keep in mind that your choices should reflect your behavior (“Talk is cheap—deeds are what matters!”). And “above all, don’t lie to yourself” with choices representing the idealized person you’ll like to be. Make choices based on the actual person you are!

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!) But most importantly, these cards—and the *Project Worldview* website they’re based on—can promote a big increase in the number of “healthy worldviews” that “bring happiness and promote planetary well-being.” This boost to “Education for Democracy” could → big increase in government policies that promote happiness and planetary well-being. That’s why we refer to the *CWM* cards as “the world’s most important deck of playing cards?” So...Imagine...If their existence went viral...If progressive investors who believe education is the key to humanity’s future saw their potential and decided to invest \$1 billion in making and distributing one to two billion *Choices We Make* card decks. (Recall *Facebook* went from a few users to over two billion in 15 years!) It’s been pointed out the *CWM* box is about the size of a pack of cigarettes: perhaps it’s “the world’s healthiest cigarette pack look alike?” Imagine what the world would be like if fewer and fewer people carried those cigarette packs and more and more people started carrying *CWM* cards— and appreciating what they have to teach! (Hint: Besides the card choices to characterize your own worldview activity, the Gin Rummy-like educational card game also promotes learning.)

CHOICES WE MAKE TUCK BOX CONSTRUCTION DRAWING

DIRECTIONS

cut box out	box 9	cut box out		
***fold box 7	←cut (has “Project Worldview”) cut → along here box 10 along here ←cut ***fold cut→	***fold box 8	cut box out	
→ *fold box 1	PROJECT WORLDVIEW CHOICES WE MAKE  It’s just a humble card deck— but it can burst bubbles, change minds, and just perhaps... CAN CHANGE THE WORLD copyright 2019 www.projectworldview.org	← *fold *fold →	PROJECT WORLDVIEW CHOICES WE MAKE  It’s just a humble card deck— but it can burst bubbles, change minds, and just perhaps... CAN CHANGE THE WORLD copyright 2019 www.projectworldview.org	← *fold box 2
***fold box 5	←cut ***fold cut → along here Box 3 along here ←cut cut→	***fold box 6	←cut ***fold cut → along here Box 4 ←cut	cut out box

- 1) cut out the biggest rectangle in the template (5.4 “x 7.6”) cutting along the lines marking its border
 - 2) cut out and remove all of the smaller boxes, again cutting along lines and folding when needed
 - 3) make five short (0.6”) cuts along lines at bottom as marked
 - 4) make the four *folds first along vertical axes marked (all are 90° in same direction) to make four sides of tuck box
 - 5) use glue or tape to fasten box 1 and box 2 sides together
 - 6) **fold to bring boxes 3, 4, 5, 6 together in same plane, use glue or tape to fasten them together
 - 7) ***fold box 7 and box 8 into the interior of the tuck box; ***fold box 9 in to touch box 10 then leave at 90°; perform the last ***fold to close the tuck box
- (Note: we suggest you taper the corners of box 9 to make it tuck in easier)

