RAMP Cards

Relatedness

- ❑ Does your activity promote the sense of belonging and connectedness among learners or among learners and external stakeholders?

- ❑ How does you design activity allow learners to relate to each other, to the trainer and/or to the people they want to create value for?

- ❑ Is the learning activity organised in teams?

- ❑ What channels or spaces do they have to interact?

- ❑ Are there different roles?

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Autonomy

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- ❑ Will the learners be able to feel autonomous?

- ❑ What decisions will they be allowed to make?

- ❑ Can they decide how to introduce themselves to the others?

- ❑ Are they able to pick their own challenge?

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Mastery

❑ What space or time are there for the learners to practice?

❑ How are you going to offer them a safe environment where they can experiment and fail without risk?

❑ How will you assess progression and recognise mastery?

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Purpose

❑ Can the learners help each other by exchanging experiences and learning?

❑ Will you promote peer-to-peer learning?

❑ Will the challenges you propose address specific collectives in society?

❑ Will your learners address global problems that improve society and/or the environment?