

Inclusionforge — Concept Poster

Print this and pin it up — an at-a-glance map of the Inclusionforge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Lens	Perspective-taking — asking + listening, NEVER mind-reading; 'I can't BE you. But I can ASK what it's like.'
Notice	Barrier-identification — barriers as PROPERTIES OF SPACES never PROPERTIES OF PEOPLE; 'It's not the wheel. It's the stair.'
Ask	Ask-don't-assume + amplify — makes SPACE for voices, never replaces them; 'What would feel right TO YOU? I'll listen.'
Design	Universal Design — multi-modal solutions; never one-size-fits-most; 'Three doors. Different doors. All doors.'
Repair	Repair-and-reflect — mistakes as PART OF the work; never self-flagellating (renamed from Mend — RuptureRepair mentor collision)

Key ideas at a glance

The big concepts this cast helps you master:

- Understanding Disability and Ability
 - Experiencing Different Abilities
 - Disability Rights History
 - Assistive Technology and Innovation
 - Universal Design Principles
 - Building Inclusive Communities
 - Advocacy, Activism, and Policy
 - Designing an Inclusive Future
 - Diversity & Inclusion
 - Seven Principles of UD
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