

Node Individuation

Transformation substrate: Embodied group voting/rule-making play with physical props (ballots, booths, counts).

This node is the ‘Public Law and Constitutional Rights’ half; sibling is ‘Private Law’. Tool must center collective state-like authority, public rights, and limits—not private contracts.

Ranked List (week 292 only; all pass Research Verification)

1. Anderson’s Kid-Size Voting Booth Kit (match_score: 92)

items: Anderson’s cardboard booth kit (patriotic, ~59” stand-up), 35 EUR, Amazon link, lifespan 52 weeks, sanitization: wipe surfaces.

completion: Add paper ballots/stickers.

justification: Highest leverage—simulates constitutional voting/public rights immediately.

tests: All 5 pass (open, Day-1 feedback, divergent votes on snacks/games, high ceiling to governance).

exploration: Day 1 setup/vote snack; Days 2-7 invent issues/elect “mayor”.

spark: Child creates own ballots unprompted.

trajectory: Enables rule-creation play next weeks.

2. Outfoxed board game (75)

Cooperative rules/fairness. Gap vs #1: Less public-authority focus.

3. Etsy Election Voting Station Kit (68)

Full props (ballots, signs). Gap: Narrower than #1 booth.

DIY (0)

Cardboard box + paper ballots. Preserves #1 principles (voting/collective decision); avoids closed systems.

Anti-recs (-80 to -90)

Constitution storybooks/worksheets/apps: Passive, no real feedback/play (fails Open-Ended + First-Week).