

Handout: Open to Outcome Workshop Activities

Leaders Assembly 2018

Processing with the Open to Outcome Five Question Model

Activity Summary

Presented by Dr. Chris Cavert

Order Up

We used 13 cards from the deck of Fine Line cards. You can use almost any set of items (not just cards) to put into an order. A suit of playing cards might be too easy, but a good set to start with. What about a set of 13 random objects you can put together from things you have around you?



You can find Fine Line Cards here:

<http://www.dearadamobjects.com/product/fine-line>

Directions: Simply ask your group to arrange the items provided into an order everyone agrees with. This is not supposed to be a complex activity, it's all about the group working together to reach consensus – discussing ideas and agreeing on a solution.

Reveal: The set of 13 cards we used in the workshop is actually a “Suit” (what I call, common objects) from the Fine Line deck. The deck has four suits, each one is a different “set” of words or images. Here are the 13 cards we used – can you determine the Ace through King order?



Handout: Open to Outcome Workshop Activities

Have You Ever

Round 1: We played this one with each of us standing in front of a chair in a big circle of chairs. I started out asking, “Have you ever...?” questions – things that I have done, like, “Have you ever attempted to ride a unicycle?” If it was true for others, they could choose to stand up and move to another chair – stand in front of a new chair. After a few rounds, I invited others to ask the “Have you ever...?” questions. Everyone has a chair to stand in front of in Round 1.

Round 2: I eliminated my chair and stood up. We continued asking, “Have you ever...?” questions. This time, the person without a chair to stand in front of, was “obligated” to share a, “Have you ever...?” question.

Part of this activity is about choice. Everyone has the choice to move to a different chair if the question is true for them. However, they are not required to do so. Also, something we did not experience, is that, if you were left without a chair in Round 2, you are obligated to ask a question, but not required. It would be okay to ask if someone could take your spot so you did not have to ask a question. Often, we believe we have to do things we are uncomfortable with, but in fact, we could ask for help to do them or ask someone else to do them – you might not be comfortable yet with new experiences.

Name Tag (Cards) Exchange

We used our Name Tags for this one. If you don't have official name tags, make Name Cards – write your first name, nice and big, on a 3 by 5-inch index card.

Round 1: Everyone holds their name tag with the “name side” down, so the name is not seen. Then, we exchanged name tags with five different players. After five exchanges, you are required to stop moving (don't break the rules!!). When I said “GO”, the objective was to return the name tag to the person it belongs to, get your name tag, and then stand in a large circle with all the other players.

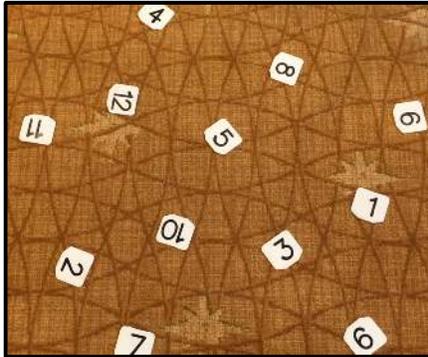
Round 2: I added the “Perfect Circle” to the second round. Before starting Round 2, the circle we were standing in was the Perfect Circle – when I called, “Perfect Circle” we all stood next to the same two people we stood next to when you were introduced to the Perfect Circle. Then, we played Round 2. I said, “When I say the word that's spelled, G, O, you can look at the name on the card you are holding. Then, return the name tag to whom it belongs, get your name tag, and then get into a Perfect Circle in relation to where I'm standing in the room.”

Play a few Round 2s, and time each one to see if the group's process improves (by time).

Handout: Open to Outcome Workshop Activities

Touch 12

During the workshop, I used 12 plastic number spots (actually, they are “Livestock Tags” – a great portable numbered resource). I randomly tossed them out, numbers up, on the ground inside our circle of chairs.



The Challenge: Each person, in play, is challenged to touch all 12 numbers, only once, in some sort of “structured” order, as opposed to a random order. Time starts when the first number is touched and stops when everyone (in play) has touched all 12 numbers.

To play this one a bit more, you can time the exercise. Then, challenge the group to improve upon their time. I never said this, but could the group pick up the numbers?

Spot It Challenge

We used the Ubuntu cards for this one, but you could use any set of Spot It cards for this challenge. Search Amazon for your perfect set. (I like the Camp Spot It cards.)



Everyone gets one card. The leftovers of the deck are set down in a general location. Players challenge one another, like Rock, Paper, Scissors game, but they use their card. Players count, 1, 2, 3 – on 3, both players reveal the multiple image side of their card. The first player to call out the matching image on the two cards, wins the card of the other player. If you end up without a card, you go to the leftover deck to pick another card and continue to challenge other players. If you don't have a card, you can hijack a game by standing next to two players ready to reveal their cards. If you can call out the matching image on the two cards, you get those two cards. Now you have cards to challenge others with.

Handout: Open to Outcome Workshop Activities

If you have multiple cards in your hand, shuffle them up a bit before each challenge and use only the top card to play. If you lose, you give that one card to the winner – you don't lose all of your cards.

The player with the most cards when time is up (play for about 5 minutes), wins the prize!

Thanks for Playing!!

For more FUN, explore all the Freebies on the Resources page and check out all the team building activities written up at the FUNdoing.com/blog

Keep me posted.

Chris Cavert