## SQUIRREL! PALs

How to become "one who notices things"

On a walk...

**People:** Check that your People are all present, physically unchanged, and by appearance at least, enjoying themselves and having a good time (time to inquire if unknown in the group)

P Path (Purpose): Check that your Path is clear of obstacles, both the literal, physical path (rainclouds? Rocks? Fallen limbs?), and the path of purpose, the reason that you are moving from A to B.

**Potentials:** Check the Potentials of your People and of their Path: what could happen here that you wouldn't expect? What information could help you know whether to expect it now? Look in the environment around you for potentials.

## Into a room...

**Avoids:** Check for anything best Avoided by all Pps and activity in the space. Sharp objects, dangerous ones, dirty ones, exciting ones that are more exciting than the imminent activity, etc. Also check for holes in the ceiling, puddles on the floor (or ceiling), and smells.

A Assets: Check for any Assets that might be useful to you for organizing, focusing, or leading the group in the activity about to take place in that space.

**Areas:** Check for Area options if you need to split the group or keep it in a smaller subset of the space for some reason (fire, alien invasion, puddles, or noise). Consider the space as many small spaces and how they might each be best utilized.

## In an activity...

**Likelies:** Consider the most Likely things to occur, both positive and negative, based on what is happening in the space / group right now. What are the things you can expect to happen and what will you need to be prepared to do in order to respond to them in an intentional way?

L UnLikelies: Consider the most UnLikely things to occur, both positive and negative. What are the things you would never expect to happen and what will you need to be prepared to do in order to respond to them in an intentional way?

**ALlies:** Consider who your ALlies in the group could be if one of the likely or unlikely positive or negative things occurs. Who can you turn to and assign a role in the task of responding to unforeseen events in this scene?

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