

“What’s your team’s next step”

*Rules of the game*

# Round 1: Problem (10')

1. All: Describe the problem of your team
2. Read them out loud to each other (1 minute limit!)
3. Select the problem you want to play with today
4. That person is the problem owner



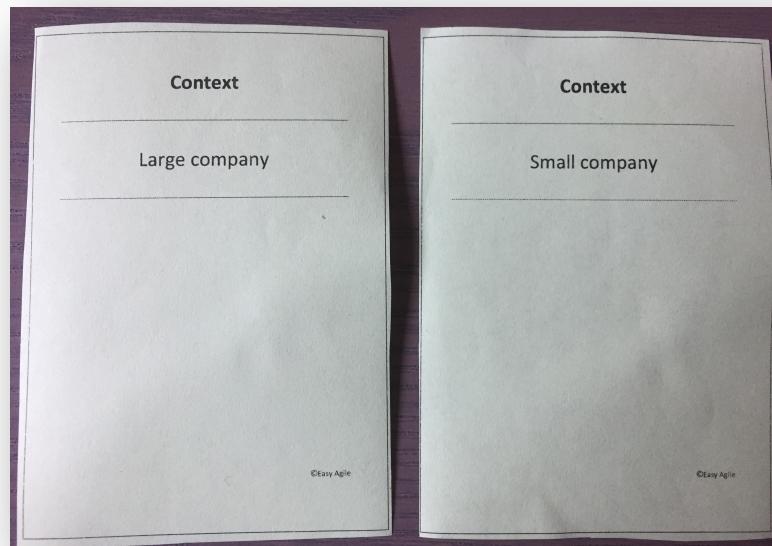
# Round 2: Goals (10')

1. Shuffle the 'goal' cards, divide them equally to the players.
2. One by one a player puts away a 'goal' card and describes why you will **NOT** work on that specific goal.
3. If someone disagrees he or she can take this 'goal' card in his or her own hand, no discussion necessary!
4. Keep going until there are only three 'goal' cards left in all the hands of the players, or if no one wants to discard a card anymore.
5. Select the 3 goals you will work on...

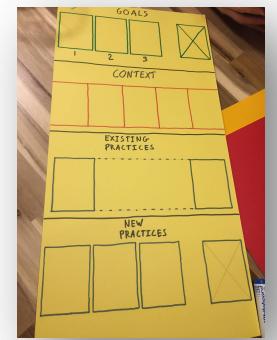


# Round 3: Context (15')

1. Shuffle the 'context' cards, divide them equally to the players.
2. One player reads out loud one of his/her cards.
3. The person with the cards counterpart reads it out too.
4. Discuss the two cards and decide which one is most suitable as a context in this situation.
5. **Important! if there are 5 cards on the board, you have to decide directly if a new card will go on the board and which other will be discarded.**
6. Keep on going one by one until all the cards are played.



# Round 4: Practices (25')



1. Shuffle the 'practices' cards and hand every player 5 cards. Leave the other cards as a closed deck.
2. Every turn you can put one of your cards at either:
  - Existing practices: You're already doing it. This part of the board has no limit.
  - New Practices: You think it's a good idea to start with this practice and explain why. Thumb-vote by the group to see if there is agreement. **If there are 3 practices on the board, also vote for which one will be discarded!**
  - Discard: You think this won't help the team and explain why. No voting necessary.
3. At the end of your turn you can:
  - Take a new card from the deck, **or**
  - Retrieve one card from the discard pile if you think it is relevant.
4. This round ends:
  - When the pile is empty, or
  - When you decide the selected new practices are the best to reach the goals