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**Feedback Tips**

- Be brief, 15-30 seconds.
- Give no hard advice or 'shoulds'.
- Even simple encouragement is valuable.
- Feedback receiver, don't react yet. **Take Feedback Notes** below.
- Use 1 or 2 **Red Prompts** below.

**Use Red Prompts****Receiver's Feedback Notes**


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Explore using Who You Are Matters! with diverse groups & workplaces. Learn to use our narrative assessment system including this game and Online Storyteller web application and narrative methods. Visit [OneLifeTools.com](http://OneLifeTools.com)

4 **Inspired Action**

The Inspired Action I want to take is ...

example: Contact the school's office about volunteering.

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by Due Date:

example: May 5

**Post-Game: Next Steps**

Get things done by finding a **Capability Partner** for accountability on your **Inspired Action**. It may be a game player or anyone else.  
example: Trudy / [tjp@email.com](mailto:tjp@email.com)

Refine insights and deepen conversations by sharing your **Clarification Sketch** with a coach, advisor, counselor – or manager.

Accelerate exploration of your Possibilities by visiting [onelifetools.com/resources](http://onelifetools.com/resources) to:

- Gain insights from reading **Clarification Sketches** of real life clients,
- Get insider tips from hundreds of inspirational career stories,
- Build your network and confirm next steps. Download free **Field Research Guide**.

Name: \_\_\_\_\_

By Mark Franklin MEd, PEng  
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# who you are MATTERS!

Spark meaningful conversations, gain clarity and confidence about what's next

GUIDEBOOK  
v7.0

Take turns reading aloud all 3 boxes

**Objective**

Gain clarity, generate possibilities, receive feedback and take inspired action.

*Who You Are Matters* is fun and non-competitive. Everyone wins when you enjoy deeper conversations and spend time talking about what really matters.

**Guidelines:**

Share what's comfortable; feel free to pass, Keep confidential all player details, Smile and have fun

**It's not just a game, it's your life!**

**Choose Firekeeper**

Whose birthday is next? This person is the first Firekeeper, and takes the Firekeeper's Stick.

**The Stick serves two purposes:**

1. Players only share aloud when holding the Stick;
2. Turn Stick over! Contents serve as a reminder to finish your turn within **15 to 30 seconds**.

**Warm-up**

Firekeeper, with Stick in hand, answer these questions:

***What is something you really liked when you were younger?***

***What did you like about it?***

Pass stick to player at left. Each player takes a turn answering these questions.

When on colored dot always do the **Five Easy Steps**

1. **DO**

**Firekeeper:** Find Game Piece on the colored dot. Pick up all 12 corresponding **Element** cards. Turn cards over and quickly place them 1-by-1, face-up, in the white outlines around fire.

2. **WRITE**

**All Players:** Read each card and select 2 or 3 of your most important statements. Write only colored keywords in the corresponding space at right. "Or" means write one or the other or both.

3. **SAY**

**Firekeeper:** Select 1 of your important statements and say it aloud. Then in 15-30 seconds, say "I chose it because..."

Pass Stick to player at left. Each player takes a turn to finish round. Players listen carefully.

4. **GIVE**

**Firekeeper:** Look at a person whose story you appreciate and give them a stone token. Briefly say, "I appreciate what you said because..." Receiver places stone token in fire. Pass Stick to player at left. Each player takes a turn to finish round.

*Remember, tokens help everyone listen, and benefit by expressing and receiving gratitude.*

5. **PASS & REPEAT**

**Firekeeper:** Collect cards and replace them on their game space. Pass Stick to player at left who becomes next **Firekeeper**.

**Next Firekeeper:** Move game piece to next dot. Repeat these **Five Easy Steps** through Possibilities following **Quick** or **Extended** path.

Help each other with instructions.

## Your Clarification Sketch

The fuel to empower me are my Personal Qualities of being ...	The tools I have handy are my Strengths to ...	The sparks to ignite me are my Desires to ...
<b>Personal Qualities</b> example: logical	<b>Strengths</b> example: teach and share ideas	<b>Desires</b> example: have more fun

## Extended Play

Other People who influence me include ...	My credibility and impact come from my Assets of ...	I am guided by my Natural Interests in ..
<b>Other People</b> example: a teacher	<b>Assets</b> example: my education	<b>Natural Interests</b> example: education and social service

I'm curious about exploring the Possibilities of ...

**Possibilities**  
example: Volunteering

After Possibilities dot, continue to Part 2.

- Next Firekeeper:** Move game piece to Star dot. Pick up and turn over **Star Card 1** and read it aloud entirely. Then place it back on gameboard for all to see and follow instructions.
  - When done, pass Stick to player at left who becomes next Firekeeper. Continue through all 5 **Star Cards** to complete the game.
- Help each other with instructions.

**1 Expanded Possibility**

Example:  
I commit to explore Volunteering  
such as tutoring at my local school  
which is connected to my  Personal Quality  Strength  Desire  
of teach and share ideas

**Your Expanded Possibility**  
I commit to explore...  
\_\_\_\_\_  
copy 1 Possibility you commit to exploring  
\_\_\_\_\_  
**such as** \_\_\_\_\_  
use your imagination to fill in the blank  
\_\_\_\_\_  
which is connected to my  Personal Quality  Strength  Desire  
of/to \_\_\_\_\_  
copy 1 relevant Personal Quality or Strength or Desire  
\_\_\_\_\_