

Receive Feedback, Identify Inspired Action & Next Steps



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

I can see you... A person to A lasting meet is... image is... A guestion to What if... consider is... I encourage A wish I have you to... for you is... Receiver's Feedback Notes

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

Inspired Action

The Inspired Action I want to take is ... example: Contact the school's office about volunteering.

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 / tip@email.com

Refine insights and deepen conversations by sharing your

Clarification Sketch with a coach, advisor, counselor - or manager.

Accelerate exploration of your Possiblities by visiting 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:

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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 vou were vounger?

What did you like about it?

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





Gather What Matters to You by Using Element Cards to Tell Stories, in Quick or Extended Play

When on colored dot always do the

Five Easy Steps

1. A 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 aratitude.

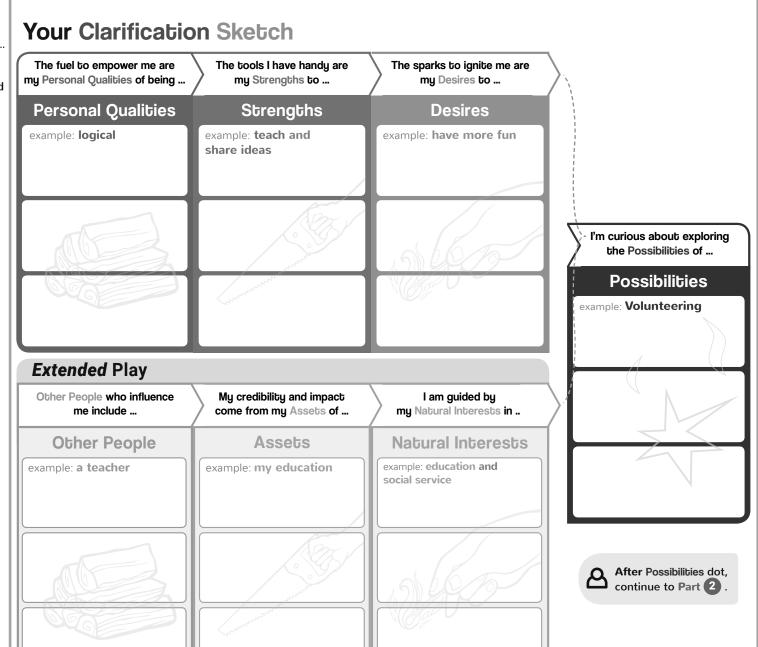
5. () PASS & REPEAT

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.



A Help each other with instructions.

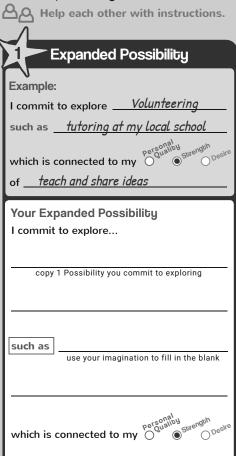




Star Cards **Guide You**

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.

2. When done, pass Stick to player at left who becomes next Firekeeper. Continue through all 5 Star Cards to complete the game.



copy 1 relevant Personal Quality or

Strength or Desire