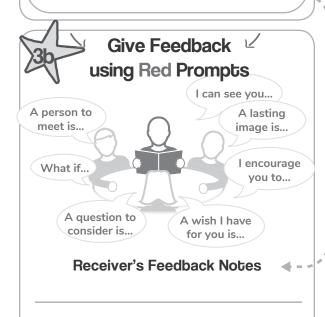


# Receive Feedback, Identify Inspired Action & Next Steps



### **How To Give Feedback**

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



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 <u>Capability Partner</u> for accountability on your <u>Inspired Action</u>. It may be a game player or anyone else.

example: Trudy / tjp@email.com

On Page 2, Maximize your Clarification Sketch by reading it to yourself, or an ally. Begin using the prompt "The fuel to empower me..." and read entire Sketch.

Deepen conversations by sharing your Clarification Sketch with a coach, advisor, counselor, friend – or manager.

Accelerate exploration of your Possibilities 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:

By Mark Franklin MEd, PEng Rich Feller PhD

# who you are MATTERS!

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

GUIDEBOOK v7.5

#### Take turns reading aloud all 4 boxes

# **Objective**

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

Who You Are Matters is fun and non-competitive. Everyone wins when enjoying deeper conversations and talking about what really matters.

#### **Guidelines:**

- Share what's comfortable; feel free to pass
- Keep confidential 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, and why?

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

Go to **Five Easy Steps** in









# Gather What Matters 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 round fire.

# 2. / WRITE

All Players: Read each card and select 3 that best describe you. Notice the fill-in-the-blank card. Write only colored keywords in the corresponding space at right. "Or" means write one keyword or the other, or both.

# SAY

Firekeeper: Select 1 of your keywords 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. C GIVE

Firekeeper: Look at a person whose story you appreciate. Place a stone token in their hand. Briefly say, "I appreciate what you said because..." Receiver places stone 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.

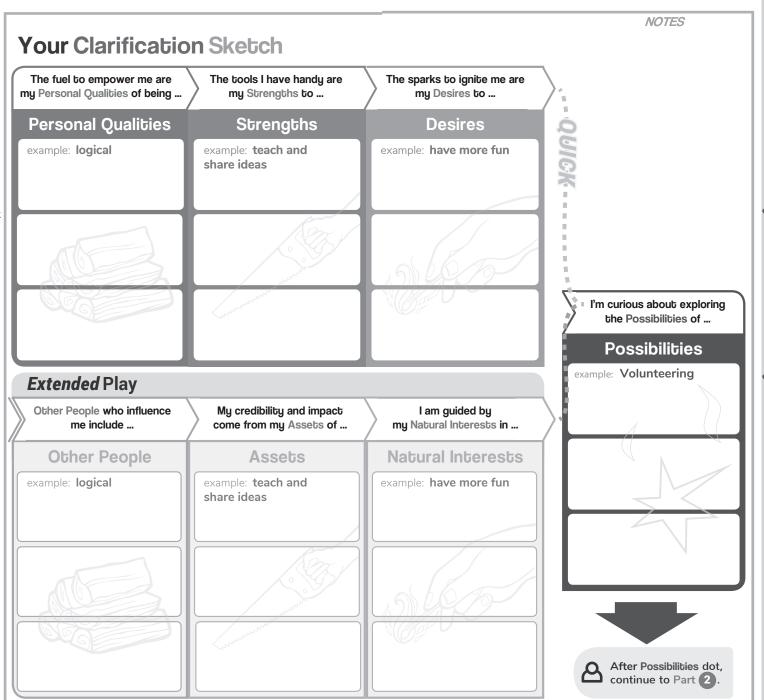
## 5. PASS & REPEAT

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.



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. Place Card on gameboard for all to see. Follow directions.

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

