

who you are MATTERS! Quick Facilitator Hints

Some facilitators use the game Guidebook, supported by this Quick Facilitator Hints, and use the **Facilitator's Guide** as backup.

PAGE	FACILITATOR HINTS <i>Suggested wording for you to say aloud is in blue italics.</i>
Welcome & Page 1	<p><i>Welcome to the Who You Are Matters! experience. My name is _____ . The Agenda today is pretty simple: Pre-game, Game on!, Post-game...</i></p> <p>For Quick Play, add: <i>Today, we'll play the Quick Game in 2 parts with no break. We should be finished by_____ .</i></p> <p>For Extended Play, add: <i>Today, we'll play the Extended Game in 2 parts with a short break in-between parts. We should be finished by _____ .</i></p> <p><i>To guide today's experience, please find your Guidebook under the bottom left corner of your game board. Please write your name...</i></p> <p>Walk through the 4 boxes on Page 1.</p>
Part 1: Page 2	<p><i>Please open your Guidebook to pages 2 and 3 so both pages face you. This is your Clarification Sketch. Notice there is a corresponding space in your Clarification Sketch for each of the Element Cards on the gameboard.</i></p> <p><i>Now, look at Five Easy Steps. When the Game Piece lands on a dot, there is always something to DO, WRITE, SAY, and GIVE.</i></p> <p><i>I'll walk you through the first dot step by step via Five Easy Steps. I'll model the first round/dot, then you'll continue playing the other dots on your own.</i></p> <p>Read aloud each step exactly as written. Let group do each step before moving to next one.</p>
Part 1: Pages 2-3	<p>Each dot is played the same way.</p> <p>For Quick Play add: <i>Remember, we'll be playing the Quick version. You'll do the first 3 dots, then on the gameboard, follow the Quick path to Possibilities.</i></p> <p>For Extended Play add: <i>Remember, we'll be playing the Extended version. You'll do all 7 dots including Possibilities. We'll have a short break after Part 1 before completing Part 2. I will be joining groups and playing a dot with you. Any questions? Game on!</i></p> <p>Optionally, play a dot with each group. Monitor time. Use Fast Track if required. Then take a BREAK. For Quick Play: Players should have completed the 4 dots up to and including Possibilities by [insert time]. If your players have not completed the first 3 dots by [insert time], you can Fast Track through the Possibilities dot. See below.</p> <p>For Extended Play: Depending on overall time available, you may also 'Fast Track' players to complete Part 1 at a given time.</p> <p>Fast-Track: Approach each table you need to speed up and say, <i>Finish playing the dot you're on. Then DO and WRITE only, to complete remaining dots.</i></p>

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Part 2: Pages 3 & 4	<p>For Quick Play, players will proceed to Part 2 on their own. Simply monitor your groups and ensure they move to Part 2, and answer any questions.</p> <p>For Extended Play, <i>We're now playing Part 2 of Who You Are Matters! Please see right side of Page 3: Star Cards Guide You. Here's how to use Star Cards. Follow along with me in the Part 2 instructions, but don't start yet.</i></p> <p>Read aloud the 2 instructions on Page 3 exactly as written.</p> <p><i>Part 2 of the game ends on Star Card 5. Some of your tables will be faster than others. We've created a Star Card 6. Faster tables will play Star Card 6 until the facilitator calls time.</i></p> <p><i>What questions do you have?</i></p> <p><i>Part 2: Game On!</i></p> <p>[Monitor time. ALL GROUPS MUST BE FINISHED STAR CARD 4 BEFORE YOU CALL TIME.]</p>
Post-game Page 4	<p>When last table has finished Star Card 4, you can end Part 2. Ideally, however, you provide time for all tables to finish Star Card 5. When ready, say: <i>Thank you for playing Part 2 of Who You Are Matters! I'd now like to spark some final discoveries before we wrap up.</i></p> <p>Start 'sparking final discoveries' by bringing all groups together. Facilitate learning from each group using two separate questions from Star Card 6.</p> <p><i>Having played today at your separate tables, it's valuable to learn from each other. Let me ask a question from Star Card 6 and have at least 1 person per table respond.</i></p> <p><i>What did you notice about the experience at your table?</i></p> <p><i>OK! To help you get things done, note the 1st box on the bottom right of Page 4. Let me encourage you, after we finish in a few minutes, to find your accountability – or capability – partner. Share your inspired action and due date with them and commit to checking in with them on the due date. Your partner can be anyone in the room today, or within your network.</i></p> <p><i>Accelerate exploration of your Possibilities by visiting onelifetools.com/resources.</i></p> <p>Walk through the next 2 boxes.</p> <p>[OPTIONAL] Make offer to connect game players to your services.</p> <p><i>Thank you for playing the Who You Are Matters! game. We're glad you played today.</i></p> <p>[OPTIONAL] <i>Please complete a brief game experience evaluation survey.</i></p>