Complete Clarification Statement on your own

New Firekeeper: Move game piece to Star dot.

All: Using your clarification selections from Part 2, fill in the boxes below.

All: Signal to Firekeeper when done. Firekeeper: Say, "We're ready to move on to Part 4".

Clarification Statement

I commit to explore the Possibility of Copy 1 of the 3 Possibilities that you want to explore today
such as Use your imagination to provide more detail which is connected to
my Personal Quality of being, my Strength to, Copy 1 Strength,
my Desire to and OPTIONAL: Use your imagination to add 1 more thing
To explore this Possibility , one Small Action I commit to take within 1 week is



Read **Clarification Statement**, Give & Receive Feedback

Each person in order, takes a turn as Firekeeper to do steps 1-4.

1. Firekeeper only: Read Statement. Then say, aloud, I now feel	"After reading this	
 2. Each person: Passing the Stick left, give feedback following these guidelines: Be brief, 30 seconds Even simple encouragement is valuable Give no hard advice or 'shoulds' Give feedback using 1 or 2 of these Prompts 		
. I can s	see you	
A person to meet is	A lasting	
meet is	image is	
What if	I encourage you to	
A question to consider is	A wish I have	

for you is...

- 3. Firekeeper: Don't react yet. Take Notes here: 4. Firekeeper: Say, "Having received your feedback, I feel __ because __
- Time Permitting: After all have read and received feedback, turn over Star Card and place it for all to see.

Post Session - Next Steps

- 1. Identify a Capability Partner to help you complete your one Small Action.
- 2. Discuss your full Clarification Sketch (Pages 2-3) with a coach, friend or manager, for more feedback about additional Possibilities.
- 3. Access Free Resources and continue what you began today
 - Use QR code or go to onelifetools.com/whatsnext and get:
 - a) Invitation to Learn & Connect Community and next Narrative steps
- b) Field Research Guide to set up exploration meetings
- c) insider tips from inspirational career stories



Name:





who you are MATTERS!

Spark meaningful conversations... explore "what's next" for you



Objective

Build trust, emotional intelligence, feedback skills and confidence while clarifying possibilities.

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

Guidelines:

- Share what's comfortable: feel free to pass
- Keep personal details confidential
- Smile and have fun

It's not a game, it's real life!

Choose Firekeeper

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

The Stick serves two purposes:

- People only share aloud when holding the Stick
- Turn Stick over when speaking. It's your 30-second timer

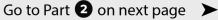
Warm-up

Firekeeper, turn over Stick and say aloud:

- Mv name is...
- Something I really liked when I was younger was... because...

Pass Stick left. Each person takes up to 30 seconds to finish the round.









Complete Clarification Sketch in Quick or Extended play

Write all NAMES above

A Help each other with instructions



When on a colored dot always do the

Five Easy Steps

1.DO 🛆

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

Don't read them out loud.

2. WRITE /

All: Read each card. Select 3 that best describe you. Write only colored keywords in the corresponding place on the right. Use "fill-in-the-blank" card if needed. "Or" means write one or both keywords.

3. SAY O

Firekeeper: Choose 1 of your 3 listed keywords.
In 30 seconds, read aloud the PROMPT

and 1 keyword, then say, "I CHOSE it because..."

Pass Stick left. Each person takes 30 seconds to finish the round. Listen carefully!

Take notes in Scribble Space . 30

4. GIVE ♥

Firekeeper: Name and look at only one person whose story you appreciate. In 30 seconds, give them a stone token and say, "I APPRECIATE what you said because..." Then, Receiver places stone in community fire. Pass Stick left.

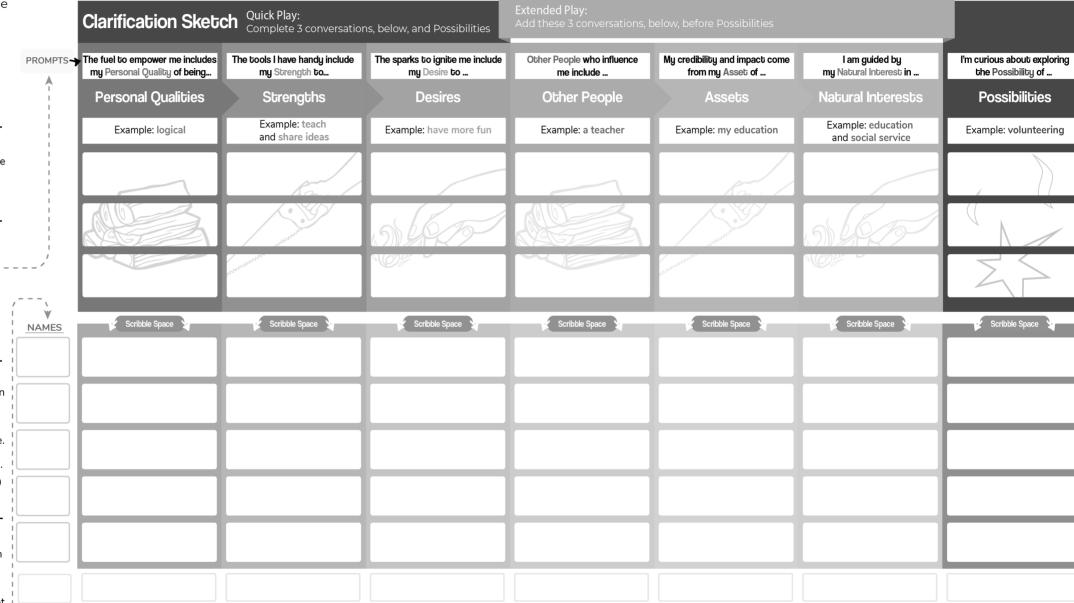
Each person takes 30 seconds to finish round.

Stones help everyone listen, and benefit by expressing and receiving appreciation.

5. PASS & REPEAT 🗘

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

New Firekeeper: Move game piece to next dot. Repeat Five Easy Steps for each Element. Continue to Possibilities following Quick or Extended play.



Fast Track, only if needed to speed up your experience.

Finish the round you are on.

Then complete Steps 1 DO and 2 WRITE.

Don't do 3 SAY and 4 GIVE for the rest of Part 2

After Possibilities conversations

go to Part 3 on next page