FACILITATION OPTION B:
SERIOUS PLAY

Serious Play Orientation

Community Consultations can be fun! Serious Play uses creative exercises and games to arrive at rich insights.

The process of Serious Play is:

1. Draw your Community
2. Community Scattegories
3. There's no such thing as a bad idea
4. Prioritize Ideas
5. Grow the Ideas

Community Conversation Facilitation

Throughout the session, participants will work individually, in small groups of 3-5, in large groups of 8-10, and as a full group. The ideal room arrangement is a setup of large round tables.

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MATERIALS
Room set up in circles
Paper and drawing/craft supplies
Timer
Markers
Printed worksheets
Tape or sticky tack
Star stickers

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1. DRAW YOUR COMMUNITY

Individually, draw a picture of your community. Use the craft supplies provided and get creative! Start with whatever comes to mind when you think of your community. Add in the places and events that stand out. Add in the groups or people who connect others. Add in non-physical things too to describe the value that different places hold. Your picture doesn't need to be a geographical representation or to scale.

(15 mins)

Share your picture with your table group. Go around the circle and present.

(10 mins)

As a group, discuss:

1. What are the commonalities in these pictures?
2. What are the differences in these pictures?
3. Is anything missing from these pictures?
4. What opportunities do they signify within your community?
5. What barriers exist within your community?
6. How was the museum included/or not included in these pictures? How connected is the museum to the community?

(15 mins)

To close this activity, the facilitator should ask the whole group for any insights from the discussion.

(5 mins)

2. COMMUNITY SCATTEGORIES

At each table group, play a game of scattegories! You have 1 minute to write down as many things as you can think of for each assigned category using the Scattegories Worksheet.

Use the following categories one at a time:

1. Events in your community
2. Community and education groups
3. Local or community-minded businesses
4. Places in your community
5. Well-known people/change makers in your community

After the minute is up, go around the circle naming the things generated for that category. If you have the same thing written down as someone else, cross it off your list. The winner for that round is the person who has the most unique responses. (Use the blank Scattegories Worksheet to scribe your table's list as you go so that you have a full list of all things generated.)

Repeat for the remaining 4 categories.

(30 minutes)

At the end of this game you will have generated a robust inventory of community assets.

3. THERE'S NO SUCH THING AS A BAD IDEA

This exercise is designed to stretch our minds to think about the far-out ideas.

Before starting this activity, have each person individually reflect on:

- Their hopes when they think about the future of this community
- The goal of establishing a deeper, more sustainable relationship between the museum and the community

(3 mins)

Ask participants to form into groups of 3-5. Take turns selecting two items from your table's scattegories list at random. Together, brainstorm ways that the museum could work with those two people/places/events/groups/events. Have fun and remember that there's no such thing as a bad idea. Often it's the crazy ideas that prompt a brilliant idea. Try to keep in mind your individual reflection from the beginning of this exercise so that the ideas generated are relevant. Write down each idea.

(20 mins)

Filtering out the great ideas:

With your small group, review your list of ideas and select your favourite five.

(5 mins)

With your larger table group, share your favourite ideas. Together, select the top 5 and write each one on the front of an <u>Idea Worksheet</u>.

 (10 mins)

Each table should present their top ideas to the larger group (5 mins per table). Post the idea worksheets around the room.

4. PRIORITIZE IDEAS

Through dotmocracy, it's time to prioritize the ideas. Ask everyone to walk around the room and put a star next to their two favourite ideas on each grid sheet.

Count all the stars each idea has and write the number next to the title. Identify the top 5-10 ideas (depending on group size) with the most stars together in a space everyone can see.

(10 mins)

5. GROW THE IDEAS

Assign each of the 5-10 top ideas to a different table. Ask each participant to go to the table of the idea that most interests them.

With the people at the table, discuss the following questions:

1. What problem is this idea solving?
2. Who could benefit from this idea?
3. Where will this idea be used?
4. When can this idea be used?
5. How can we make this idea better?
6. What do you need to make it real?

Take notes on the back of the <u>Idea Worksheet</u>.

(30 mins)

Share back with the full group by having each table present their idea.

(10 mins)

Draw the following grid on a whiteboard or flipchart paper at the front of the room. To complete each share-back, ask the table where they would plot the idea on the grid. Validate this placement with the entire room as you write the name of the idea in the appropriate place on the grid. If there are differing perspectives, take a few minutes to discuss and together arrive at where to place it on the grid.

The facilitator should collect each group's idea worksheet once they are finished presenting.

Significant impact

Easy to
implement

Hard to
implement

Lower impact
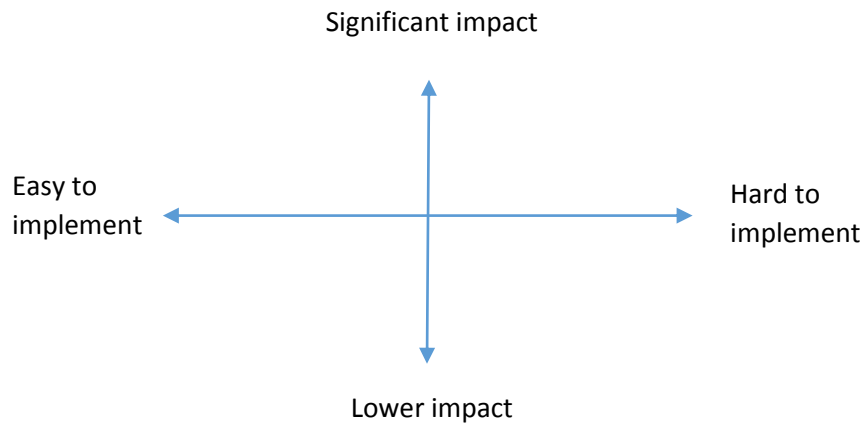
Closing exercise:

Use the Wheel of Engagement Worksheet to gauge interest in participation and leadership.

- Take a few moments to summarize at a high-level how each level is defined:
  - **Core** - interested in being actively involved in the functioning and development of the idea
  - **Involved** - want to be frequently consulted and given opportunities to provide in-depth feedback (i.e. attending topic specific/community specific/age specific discussions or workshops)
  - **Supportive** – want to provide some form of support and input (i.e. attending future community forums, answering surveys and providing input online)
  - **Interested** – want to be kept informed of the progress of the initiative, but not be directly involved in the work (i.e. newsletter, informed about opportunities to participate in events)
- Read out the top ideas and ask participants to write them around the wheel
- Ask people to place a dot (or dots) to indicate the level of involvement they would like to have for each idea in putting the ideas explored today into action
- Hand these in to the facilitator
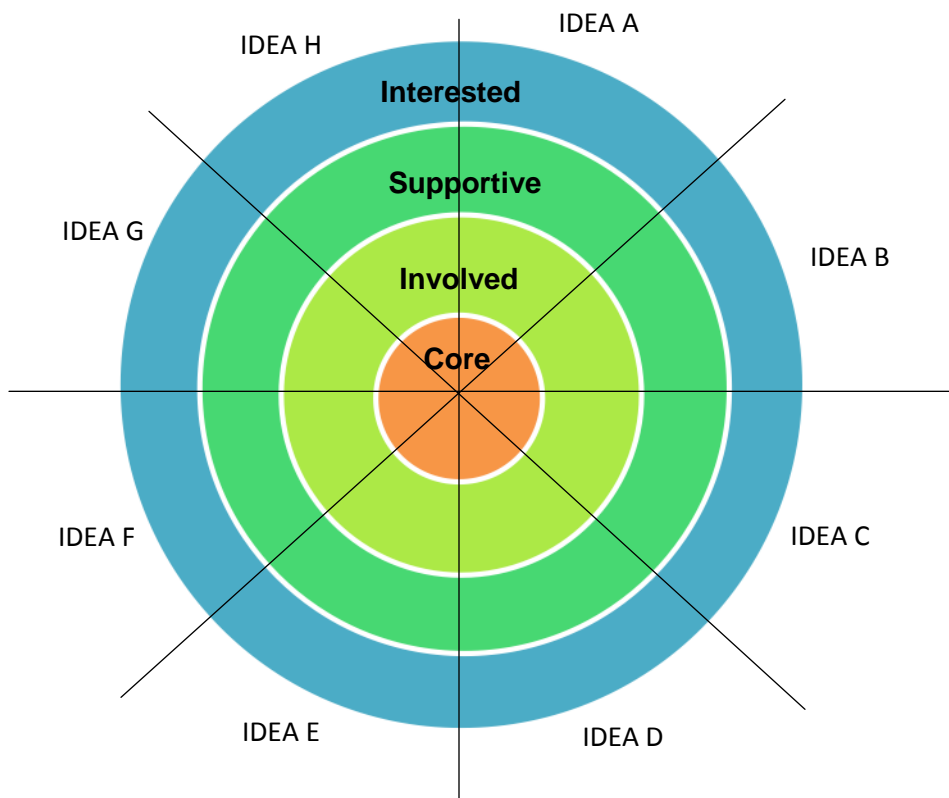
(10 mins)

Closing comments

The Facilitator/working group representative should thank the group for their participation and close the session by discussing the following items:

- Next steps in the process
- How we will share outcomes etc.
- Accountability back to you, the community
- Timeline