

Snake Eyes

A game that uses an element of chance to drill down into the major themes of your workshop.

Time: 15 minutes, longer if you like

Materials: Flipchart, markers, dice, paper, pens

Ask the group to generate six statements about things they have learned in the workshop. These can be a one-sentence summary, a truism, or a piece of sage advice. Post the statements on a flipchart and number them one through six.

Next, post the following numbered catalyst phrases:

1. Is similar to ...
2. Is the opposite of ...
3. Is a logical extension of ...
4. Is a potential problem for ...
5. Is essential for ...
6. Should be avoided with ...

Divide participants into teams of three to six. Each team takes a turn rolling two dice. The first die indicates the number of one of the catalyst phrases. The second die indicates one of the statements that summarize the workshop. (From the list generated by the whole group.) The catalyst then tells how the second statement must be altered to make a new statement. Explain to the participants that, if they roll a 1 with the first die, they are to write a new statement that “is similar to” the statement indicated by the second die. If the first roll is a 4, the new statement will be “a potential problem for” the statement that corresponds to the second die.

For example, in a workshop on improving supervisory skills for managers, 3 and 2 are rolled on the dice. The first die, 3, indicates the catalyst “*Is a logical extension of...*” Let’s say 2, the second die, indicates a predetermined statement like “Managers should communicate clearly and often about their expectations for teams.” Teams must write a statement that is *a logical extension* of the statement about managers and expectations. One team might write, “Teams should ask for clarification of expectations when they see evidence of mission creep.” A role of 5 and 2 might produce “Asking team members a lot of questions *is essential for* managers to insure that expectations are agreed upon.”

Give teams about three minutes to write their new statement then take turns sharing. Record the statements and distribute them as a follow up to the workshop.

TRAINER'S NOTES

Variations:

- Write the six statements about the session topic beforehand to save time or to zero in on specific learning points.
- Have all teams write statements using the same roll of the dice. Award prizes for most humorous, most philosophical, wittiest, etc.
- Ask teams to write their statement on newsprint and illustrate it.
- In a brainstorming session, put new ideas in the statement list then roll the dice to stretch those ideas further.