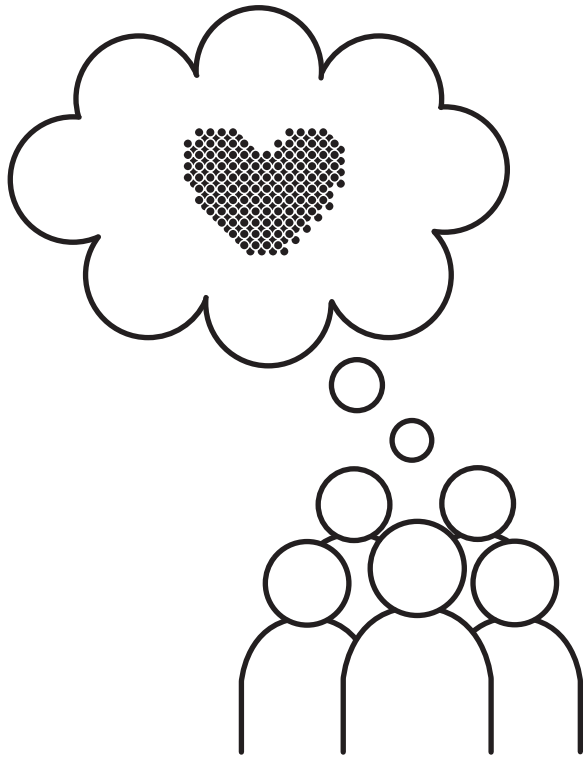


Mini-game 2

DREAM BIG



What do we dream to achieve? How?

Mini-Game 2

DREAM BIG

About the mini-game:

DREAM BIG *Mini-Game 2* is a game for supporting a collective that has already identified what it dreams to change. It tries to answer the question “*What do we dream to achieve? How?*” in depth. This mini-game supports a collective to articulate the core of the change it dreams of and to reflect about how this change could happen to support the structuring of its collective action.

Why to play this mini-game:

Play this game if a collective is looking for ways to further articulate and frame the underlying objectives, values and principles of what it wants to change and if it has identified what it wants to change but it is still unsure about how this change could happen.

How to play this mini-game:

To play the game players write a “dream manifesto” which summarizes the values, principles and objectives of what they dream to change. After, players develop a “dream action plan” which describes the key steps of the collective action they envision to bring change to their everyday environment.

Can DREAM BIG *mini-game 2* support the collective(s)?

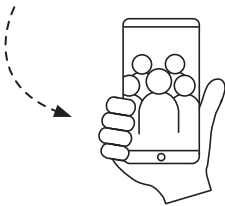
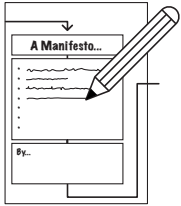
IF YES → you can follow the “Game play” in the next page to prepare and play the mini-game.

IF NOT → you can skip this mini-game and check mini-game 3 Challenge it.

Game play_Mini-Game 2

TOOLS TO PLAY THE GAME:

- ✂ A COPY OF TEMPLATE 1. MANIFESTO
- ✂ COPIES OF TEMPLATE 2. KEY STEPS
- ✂ IF YOU HAVE PLAYED MINI-GAME 1 SET THE SCENE DON'T FORGET TO BRING THE CLUSTERS OF STORIES YOU IDENTIFIED



Step 1. Writing your dream manifesto for change

Using Template 1. Manifesto, players develop their “dream manifesto” for change. On it, they summarize the core of the change they want to bring through their collective action by listing its guiding objectives, principles and ambitions. Players complete the manifesto by giving it a straight forward title and sign it. This shows who is the initiator of the collective action for change. Players can also take a picture to commemorate this moment.

➔ If you played mini-game 1 SET THE SCENE look back at the clusters of stories you identified, they can inspire to define the objectives, principles and values of your manifesto.

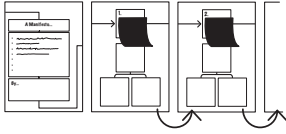
🎮 Game-master/Dream catcher

To support the collective to develop their “dream manifesto”, as a game master, you will play the role of “dream catcher”. For doing this, you can facilitate players to move away from over focusing on all the constraints which prevent the collective’s everyday reality to change to instead facilitate the players to find their collective potential. Support them to do so by listing a number of clear principles, values and goals which are at the core of what motivates their collective action.

➔ If you have played mini-game 1 SET THE SCENE you can support this process by engaging players in further working on the clusters of stories that resulted from it.

🧠 Supplementary insights

Playing the role of dream catcher is not an easy task. “Appreciative inquire” propose some guidelines on how to support a collective to dream. You can see [Reference Card 9 DREAM PHASE](#) to learn more about how dreaming is supported in Appreciative Inquiry.

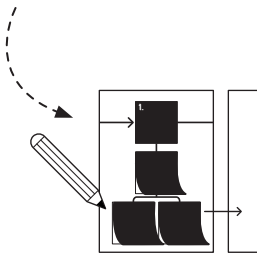


Step 2. Envisioning your dream action plan

Using Template 2. Key Steps, players list the 'key steps' that they envision to develop their collective action. What are the objectives of each key step? Write this down using one copy of Template 2. for each key step.

Game-master/Dream catcher

This step focuses on engaging players in thinking how they will achieve the goals stated in the dream manifesto for change and advance their values and principles in an ideal world. It is important to support players to only write down the key steps to avoid too complicated action plans. A key step can always be composed of a number of activities.



Step 3. Refining your dream action plan


Players look back at the key steps of their "dream action plan". Following the arrows players further define their key steps by reflecting on:

- 1) What needs to be done for each key step? (activities)
- 2) How will the activities be carried out key step?(method)
- 3) Who will participate in each key step? (actors)

Game-master/Dream catcher

In this step, as game master, you support the collective to reflect on each key step in depth. Engage players in articulating which activities are part of each key step, how these activities will be developed and who will be involved.

➔ If you aim to continue to mini-game 3 CHALLENGE IT, take time during this mini-game to write down some notes about the collective. During this mini-game you have started to learn about the collective you are supporting. What are its characteristics? What kind of collective is it? By defining the characteristics of the collective, you will be later able to support the collective to become more aware of itself so that it can (better) achieve its goals.

 Find out more about what a good collective is and about different types of prototypical collectives on [Reference Card 10 TYPES OF COLLECTIVES](#) and on [Reference Card 11 GOOD COLLECTIVE](#).

Game Results

- ✓ A “dream manifesto”
- ✓ A “dream action plan”



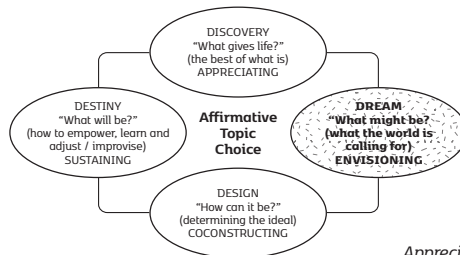
How to support a collective to dream?

Mini-Game 2

REFERENCE CARD 9 DREAM PHASE

How to support a collective to dream?

The second phase of Appreciative Inquiry, *Dream*, focuses on supporting an organization to discover how it can improve by dreaming about a preferred future. As explained by Cooperrider et al. (2008), “the Dream phase amplifies the positive core and challenges the status quo by envisioning more valued and vital futures than those that are recurrently envisioned by organization members and stakeholders”. The main goal of the Dream phase is to support people to acknowledge their potential so that they can expand their idea of what is possible. The sharing of individual positive stories facilitates the emergence of a new narrative about a preferred future to be [See Reference Card 4 for further insights on appreciative inquiry].



Appreciative Inquiry “4-D” Cycle



What kind of collectives exist?

Mini-Game 2

REFERENCE CARD 10 *TYPES OF COLLECTIVE*

How to support a collective to dream?

- ✦ Prototypical collective 1. A Coherent collective
A collective with an identifiable shared consensus to start with.
- ✦ Prototypical collective 2. An Unsettled collective
A collective which is uncertain about making predictions and committing with known conflictual interests.
- ✦ Prototypical collective 3. An Incidental collective
A complex and conflictual collective with its own dynamic and high degree of disagreement.



What is a good collective?

Mini-Game 2

REFERENCE CARD 11 *GOOD COLLECTIVE*

What is a good collective?

2 Principles of a collective:

Principle 1) Everybody treats each other's knowledge equally. A collective includes individual people each with different 'knowledges'. Each person's ideas are to be respected and included.

Principle 2) A common goal binds the collective. Every participant in a collective should think of themselves as a valued part of a collective working towards a shared and common purpose.

Diversity:

A good collective is "diverse" and it involves different parties: key individuals, affected communities, specialist advisors, influential organizations, holistic thinkers. Ideally a collective involves all these "decision-makers", each of them with its own knowledge culture related to its own interests.

There are 4 types of knowledge cultures of Western decision-making which need to be involved in order to bring change:

- ✦ Individual Knowledge (Lived experience, identity)
- ✦ Local Knowledge (Shared experience of people and place)
- ✦ Specialized Knowledge (Mono-, multi- and trans-disciplinary, the professions)
- ✦ Organizational Knowledge (Administration, government, industry, strategic thinking)
- ✦ Holistic Knowledge (Essence, core, purpose)



KEY STEP n° _____

- ✦ What are your objectives of this key step?

WHAT DO YOU DO?

- ✦ What activities do you do to develop this key step?

HOW DO YOU DO IT ?

- ✦ Which methods/tools do you need?

WHO DOES IT ?

- ✦ Which actors do you involve?

NOTES

Dream big *Mini-Game 2*

A series of horizontal dotted lines for writing notes.

