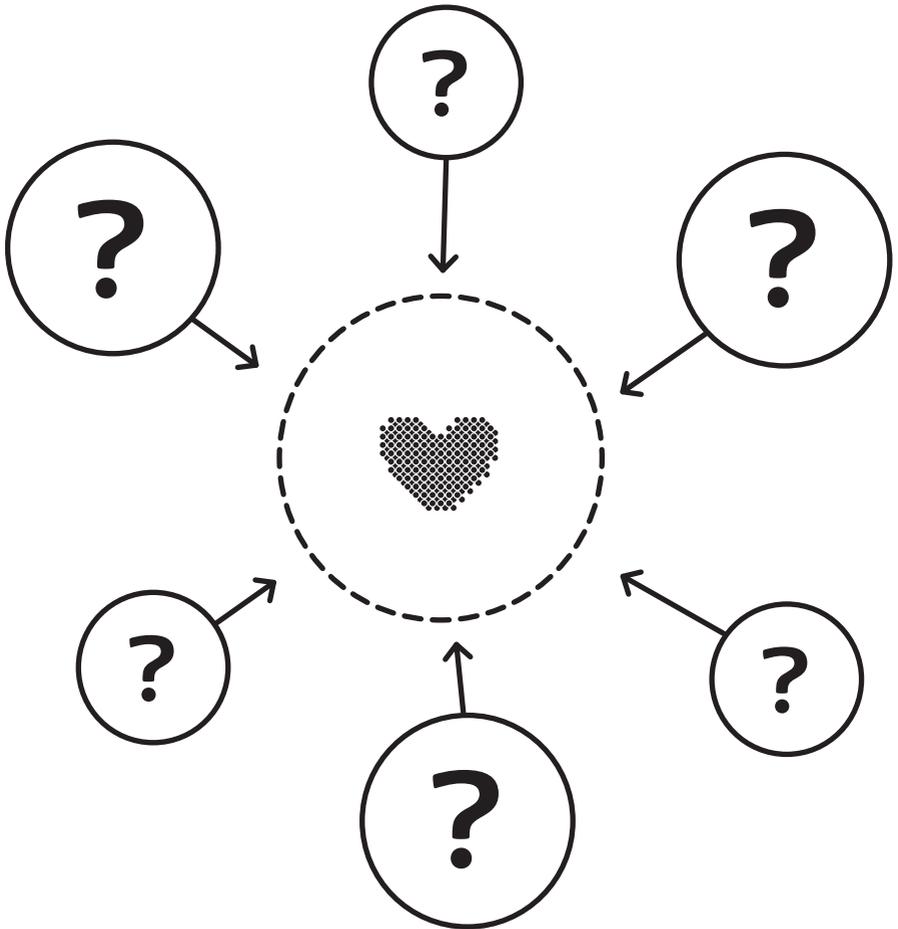


Mini-game 4

RELATE IT



**Who/What can help us to bring
change?**

Mini-Game 4

RELATE IT

About the mini-game:

RELATE IT *Mini-Game 4* is a game that guides a collective that has already acknowledge the need for collaboration for improving its environment to explore possible coalitions with other actors and collectives. It triggers a collective to answer the question: Who/what can help us to bring change?

Why to play this mini-game:

Play this game if a collective has already developed a “realistic” plan on how to bring change and has already an idea about how to put this plan in practice but it is still looking for ways to develop new coalitions in order to mobilize change in its everyday environment in practice.

How to play this mini-game:

To play the mini-game players will look at the action plan they developed and they will first reflect on the key steps that require collaboration. They will reflect on those to specify what they are looking to accomplish in the collaboration. After, they will be guided to look in their everyday to find “partners for change” who can help them to realize their collective action.

Can RELATE IT *mini-game 4* 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 5 Mobilize it.

Game Play_Mini-Game 4

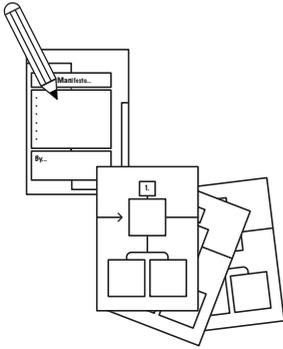
TOOLS TO PLAY THE GAME:

IF YOU PLAYED MINI-GAME 3 CHALLENGE IT

- ✂ YOUR IMPROVED MANIFESTO FOR CHANGE AND ACTION PLAN
- ✂ COPIES OF PARTNERS FOR CHANGE CARDS

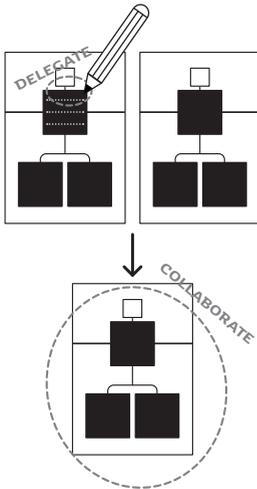
IF YOU DID NOT PLAY MINI-GAME 3 CHALLENGE IT

- ✂ COPIES OF TEMPLATE 1. MANIFESTO and COPIES OF TEMPLATE 2. KEY STEPS
- ✂ COPIES OF PARTNERS FOR CHANGE CARDS



➔ If you played mini-game 3 CHALLENGE IT take the manifesto and action plan you developed in the previous mini-game.

➔ If you did NOT play mini-game 3 CHALLENGE IT prepare to play mini-game 4 RELATE IT by using copies of Template 2. Key Steps to visualize the action plan you envisioned to bring change. Use one copy for each key step of your action plan. Fill in the copies by writing down the activities of each step, how each key step will be developed and who will be involved for its realization. On a copy of Template 1. Manifesto summarize the objectives, values and principles of your collective action.



Step 1. Analyse it

Starting a collective action can be very exciting, yet, actualizing change might require more energy than expected. Players analyse their action plan, are there key steps or part of them which would require the collective to collaborate with other actors?

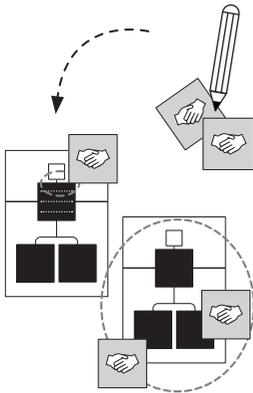
➔ If you played Mini-Game 3 CHALLENGE IT you already marked some key steps or activities which you cannot do yourself. Look back at them and see if something else needs to be included.

What is specifically that the collective is missing and that it would like to achieve from the collaboration? Players can write this down on the action plan next to the Key step or activities they want to delegate.

Game-master/Intermediary

In this mini-game you will play the role of intermediary to facilitate the players to find ways to interact with potential collaborators to develop the necessary coalitions which can support them to develop the collective action plan.

In this step try to support players to critically reflect on and assess the key steps or key steps' activities that the collective would better delegate to or carry out in collaboration with other actors. Also, support them to clearly state what is that they would actually like to accomplish from the collaboration. For example, are they looking for skills or resources they do not have? Or are they looking for someone with their same interests which can support them to have a greater impact? Or...?



Step 2. Assign it

Players have identified parts of their collective action that need to be delegated and/or what they like to carry out in collaboration with others. Who could be their “Partners for change?” Whose interests could align with those of the collective? What would the collective need to negotiate with these potential “Partners for change” to initiate the collaboration? Players can record these information on the Partners for change cards and add them to their action plan.

Game-master/Intermediary

As intermediary in this second step of Mini-game 4 RELATE IT, support the collective to envision realizable coalitions by pointing out at the possible interests and needs of the “Partners for change”. In this way, you can support the collective to envision stronger coalitions by identifying “Partners for change” which interests, needs, but also values and principles might possibly align with those of the collective. You can also point back at the manifesto for change and ask players if they think that the partners for change would agree with it. If not, are they willing to change the manifesto (i.e. negotiate)? How?

- ➔ If you aim to continue to mini-game 5 MOBILIZE IT, take time during this mini-game to write down some notes about the environment the collective is operating in. During this mini-game, questioning the collective about the development of possible coalitions, support the emergence of more information about the collective’s environment. What are its characteristics? Is it a very cooperative environment where there is a shared consensus? Or is it one with a lot of uncertainties? Or is it a very contested one?

Supplementary insights

For further information about why it is important for a collective to situate its collective action you can see [Reference Card 13 SYSTEMS](#).

Game Results

- ✓ A number of key steps and/or key steps activities the collective wants to delegate or to develop in collaboration with other actors.
- ✓ A list of possible “Partners for change” with whom the collective could develop coalitions to realize its collective action for change.



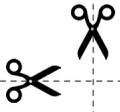
Why situating a collective's action plan?

Mini-Game 4

REFERENCE CARD 13 *SYSTEM*

Why situating a collective's action plan?

All people function within a number of complex systems. Baser and Morgan (2008) suggest that capacity building is a system phenomenon. It is “an emergent property or effect of multiple interactions”. Hence, for a collective to be able to develop its capacities it needs to become aware of the systems which it is part and made of. By becoming aware of its systems, a collective can further understand dysfunctional patterns which prevent it from improving and opportunities for it to bring change. As the authors observe, “effective change” must work with the natural dynamics and energy within the system and not against them”. Understanding systems can also help to appreciate how diverse systems interact and in this way understand how small changes can have larger effects on larger systems and vice versa. Supporting a collective to become aware of its systems can therefore help them to further think in terms of collective other than individual actions.



Partners for change cards



Mini-Game 4 *“PARTNERS FOR CHANGE”*

Mini-Game 4 *“PARTNERS FOR CHANGE”*



Mini-Game 4 *“PARTNERS FOR CHANGE”*

Mini-Game 4 *“PARTNERS FOR CHANGE”*



Mini-Game 4 *“PARTNERS FOR CHANGE”*

Mini-Game 4 *“PARTNERS FOR CHANGE”*





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

Relate it *Mini-Game 4*

A series of horizontal dotted lines for writing notes.

