# **Group Works Applications**

Six basic categories of how to use the cards:

- 1. Learning & Assessment
- 2. Planning
- 3. Mid-Stream Guidance: Stewarding & Troubleshooting
- 4. Games: Fun & Play [& Learning! ;-) ]
- 5. Debrief, Reflection & Evaluation
- 6. Analysis & Description

## 1. **Learning & Assessment** (by individuals or groups)

- Have group members introduce themselves to one another by selecting a card that reflects a strength or an area for desired growth and sharing why they picked the card
- Pick out which patterns you 9and/or your group) are already skilled at, and which you wish to improve on. Look at how to practice and improve at the latter.
- Choose a card of the day/week/month to study, consider, and hold in your attention.

## 2. Planning

- Choose which patterns are the most important for your event to meet its goals, and orient the design work around them.
- View each of the nine categories and see what guidance each suggests. You could even make a grid with the categories on rows and time periods on columns (e.g. far in advance of session, final prep, during session, and follow-up).
- Map out your session using the cards, in sequence.

#### 3. Mid-Stream Guidance: Stewarding & Troubleshooting

- Shortly before the session, select a card for personal guidance as a facilitator.
- As part of the opening of the meeting, invite someone from the group to select a card at random for the group to keep in mind for the duration.
- Ask each person present to select a card, share them, and then take responsibility
  for stewarding that pattern during the meeting, thus sharing responsibility for good
  process.
- If the group gets stuck, pick a card.

#### 4. Games: Fun & Play! [& Learning ;-) ]

"Pitch Your Card": Each player draws a hand of 6 random cards. One player
describes a challenging group scenario they face to the group. All other players
select one card in their hand that speaks to that situation and tried tries to "sell"
their card as the best approach/solution to the problem. After hearing all the
pitches, the player with the problem selects the card they are most convinced will
assist them.

- "Wayward Facilitator": Create a scenario of a group meeting for some purpose and have 3 or more volunteers play group members and another play the facilitator. Instruct the first three volunteers to try seriously to resolve the issue at hand, while instructing the facilitator to facilitate badly. Then have the 'audience' call out a card/pattern that the facilitator should try out for better results.
- Make up your own game to do with the cards!

## 5. Debrief, Reflection & Evaluation

- If you used the cards or categories in planning, go back to those same patterns for the debrief discussion and consider how you fulfilled each or how it could have been better.
- Choose a few patterns at random and consider your event in light of them.
- Invite participants to select cards that reflect what was done well in the session and what could be done better next time

### 6. Analysis and Description

- "Method Maps": Map the key aspects/elements of a participatory group methodology using the cards/patterns
- Explore the 'language' of group process that emerges as the patterns are sequenced/laid out in relation to one another; are there compound or meta patterns? how can the patterns be used to narrate the flow of a group experience?