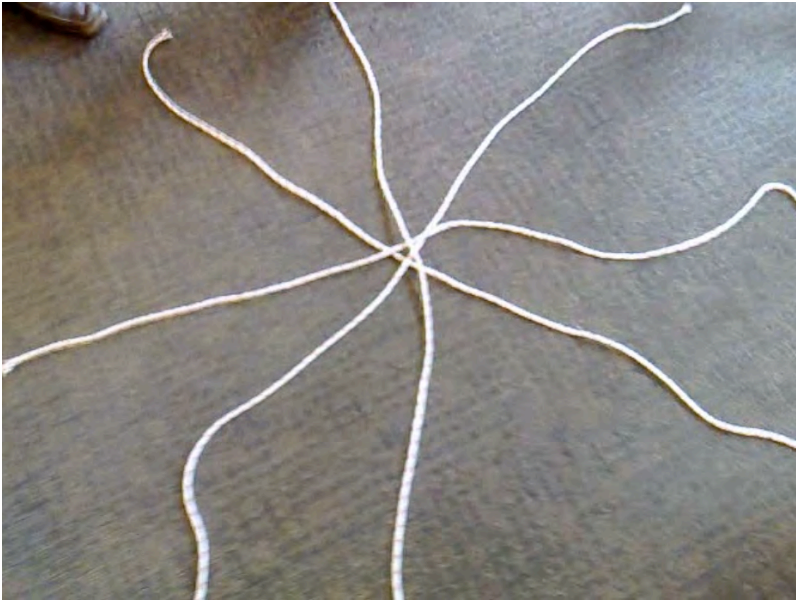


The Rope Game



As experienced by the Art of Hosting Workshop, Wellington, August 29th,

facilitated by Glen Lauder, and described by Toke Møller

Purpose

To train participants in:

1. Co-creation
2. Fast, collaborative learning
3. reveal participatory leadership

Instruction

Tools:

- **3-4 ropes per group, each one 1.2 metres long.** Not too thin, so they won't form too tight a knot. Colourful, so it's more fun. Sailor's rope should be perfect for this.
- **Small coloured cards** - 3 cards of different colours for each group
- **Marker pens** - 1 per group

Notes for hosts

- Work with no more than 5 groups per instructor/host.
- Form groups of 6 minimum, 10 maximum.
- Be clear on what you want to harvest. This will determine the questions you ask. For our session the questions were:
 - a) What did you learn about leadership?
 - b) What did you learn about co-creation?
 - c) What did you learn about creating a space for learning?

The Game

- Partner up with someone different from yourself. Stand at each end of a rope
- Co-create a structure at the centre of your circle
- Hold on to your end of the rope, and don't switch hands.
- You must be silent, but you are welcome to move.
- Use as much rope as you can. Each person should only have about 10 centimetres of rope left.
- (For instructor) When the group has made their structure, look at it, and quietly ask the group to unwind it.
- Once a group has unwound their structure, invite them to sit down, and give them the 3 coloured cards and a pen while they're still in a circle.
- You can speak now! Discuss quietly with your group the questions, and write your group answer on the three cards.
- As a larger group, spend 5-10 minutes harvesting the learnings from each group.

Alternatives

- Try it with dance music!