

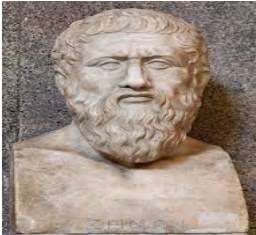



The Agile Game - Learning Through Play
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A WORD ON THE IMPORTANCE OF PLAY

“You can discover more about a person in an hour of play than in a year of conversation” – Plato



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“YES AND...” - TEACHING OPENNESS



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THE NUMBERS GAME - TEACHING FOCUS



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THE BALL POINT GAME - TEACHING FLOW



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THE BALL POINT GAME - THE RULES

- Objective: Pass as many balls as possible through every Team member in 2 minutes.
- Rules: The Team gets a point for each ball passed through *every* member of the Team provided:
 1. The first person to touch that ball is also the last
 2. The ball has "air time"
 3. The ball is not passed to a person's immediate left or right
 4. The ball does not touch the wall, the floor, a tabletop, etc.
- If any of these rules are broken, the Team loses that point and has to start again.
- Keep count

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“BOSSES AND WORKERS” - TEACHING SERVANT LEADERSHIP



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“BOSSES AND WORKERS” - THE RULES - ROUND 1

1. Form Pairs
2. One person is the “Boss”, the other is the “Worker”
3. The “Boss” is responsible for having the “Worker” proceed 60 paces in 2 minutes.
4. The “Boss” can only use the following commands to direct the “Worker”: “Go, Stop, Left, Right”.
5. The “Worker” must follow the “Boss’” instructions.
6. No physical contact is allowed.

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“BOSSES AND WORKERS” - THE RULES - ROUND 2

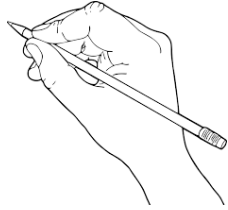
1. Same Pairs - one person is the “Boss”, the other is the “Worker”
2. The “Worker” must proceed 60 paces in 1 minute.
3. The “Boss’” only responsibility is to help the “Worker” in any way that they can.
4. No physical contact is allowed.

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"THE DRAWING GAME" - TEACHING DIRECT COMMUNICATION



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WRAPPING UP



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