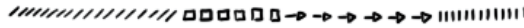


## Movement Cards Guidance Sheet



Thinking 'out of the box' is easier said than done.  
Doing so in groups is extra tricky.  
It's easy to feel judged for saying something silly.  
It's easy to stay close to what's safe.

The movement cards are here to help.

Rather than trying to have one 'great idea', the cards will help you deviate from the obvious, step by step in a co-creative process.

You can use them to generate new ideas, actions or questions.  
As you play, a whole ecosystem of unexpected possibilities will unfold, that no one could have come up with alone.

### You will need:

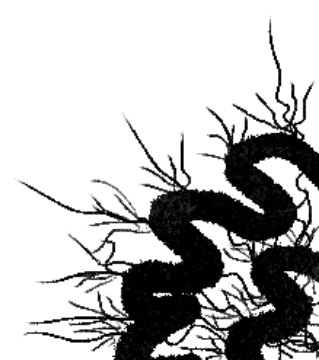
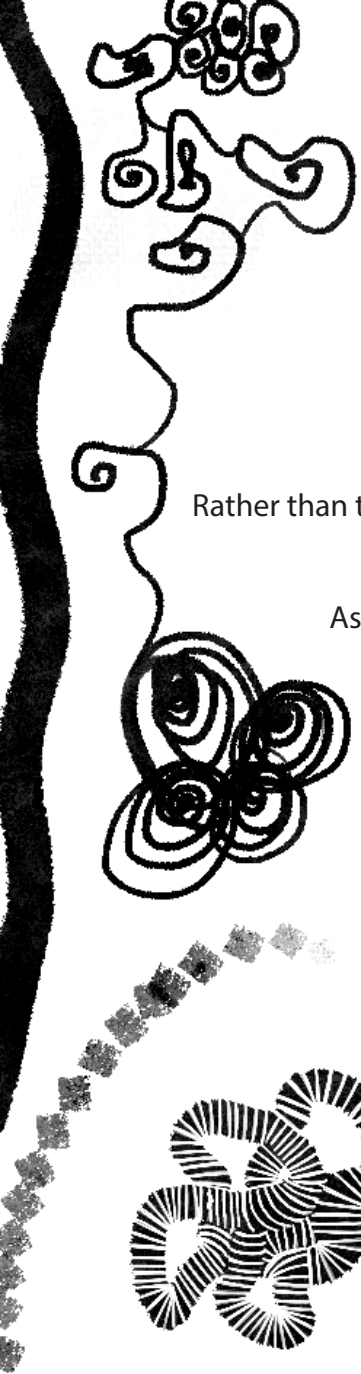
The movement cards printed and cut out,  
a table or flat surface,  
post-its or papers or cards,  
pens.

The process is simple.  
Set aside at least 45 minutes.  
You'll work as a group,  
but each person takes  
individual turns.

The faster you play, the better — try not to overthink your turn.  
The point is not to choose the right idea immediately,  
but to explore the space in-between ideas for long enough  
that something meaningful appears.

Start by noting down for two to three initial ideas/actions/questions.  
They don't need to be perfect, precise or even pretty.  
They don't need to be viable, or proven, or likely.  
They need to feel alive, intriguing.  
Once everyone is ready, lay all your papers out on a surface  
you will collectively build on these, using the movement cards.

From this point of departure, participants take turns.  
During your turn, choose an idea/action/question you want to modify  
and a movement card to apply to it.  
Then write the modified idea/action/question on a new card/paper/post-it,  
and place this new piece along with the movement card on the surface,  
creating a new 'branch' of possibilities.  
Explain your rationale in maximum one sentence as you share your addition.

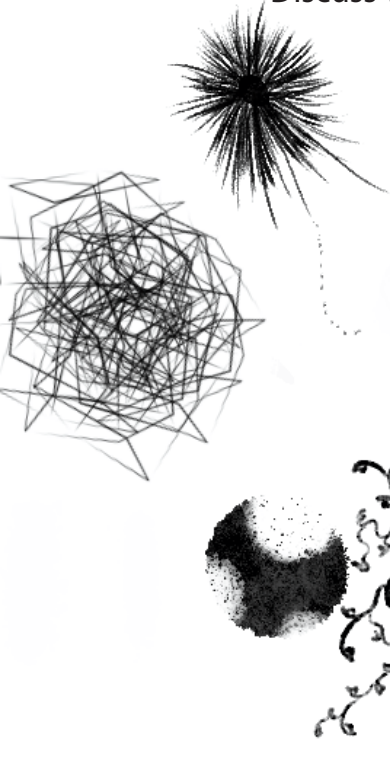




A demonstrative example:  
 Original card: Organise a small event to communicate our results.  
 "I want to exaggerate this small event because I feel we need more impact!"  
 -> "Organise a massive festival to communicate our results."

Once you have co-created your diverse and abundant constellation, spend some time digesting the group work. Were there areas that are very promising? Did new ideas spark?

Chose democratically how to move forward, e.g. with a small set of resulting ideas that resonate strongest across your group. Discuss what worked for you, and why.



.....))))) **Rules of thumb for interaction** (((((((.....

**Stretch your imagination!**  
**Stay silly!**  
**Don't overthink it!**  
**Let the cards do the heavy lifting!**  
**Create a diverse & wild ecosystem!**  
**Have fun!**

Optional warm-up round:  
 What is the weirdest event you can imagine?  
 Each player writes down their answer on a paper, lays it out (on the surface) so everyone can see it, then each player makes a move with a movement card: building on the existing ideas on display, guided by the same question:  
 What is the weirdest thing that you can imagine?

