



# The Race

Visioning activity developed by CatalyticAction

The race is a fun exercise where children compete to let their most valuable elements from the individual visions win and be included in the collective shared group vision. After each participant has developed their individual vision and got the chance to share it with the group, the participants discuss and prioritise the most important elements of the visions that have the potential to address their needs and enhance their wellbeing. While moving from discussion to prioritisation, participants negotiate with one another and learn about the importance of collective decision making.

## Preparation:

- On sticky notes, write down the main themes (up to 12) that were discussed in the individual visioning previous exercise. For example, football, basketball, tree climbing, house, etc.

Tip: If some or all participants have difficulty reading, come up with symbols with the group that represent the forms of play and draw them over the words on the sticky notes.

- Draw a chart on the whiteboard or flipchart and place the sticky notes in the first column to start the “RACE”.



### Purpose:

To collectively develop the shared vision of the group.



### Duration:

15 minutes



### Group size:

Ideally up to 15 participants with one facilitator, up to 30 participants with two facilitators.



### Suggested Age:

4+



### Materials:

Sticky notes, white board or flip-chart, and appropriate marker.



### Space:

Ideally this activity takes place in the same spaceroom as the individual visioning activity such as 'Visioning Play', in a classroom with a whiteboard or an appropriate space for a flip-chart.

## Step by Step:

- On sticky notes, write down the main themes (up to 12) that were discussed in the previous exercise. For example, football, basketball, tree climbing, house, etc.

Tip: If some or all participants have difficulty reading, come up with symbols with the group that represent the forms of play and draw them over the words on the sticky notes.

- Draw a chart on the whiteboard or flip board and place the sticky notes in the first column to start the “RACE” as in the illustration below.
- Explain to the participants that one by one, they will move forward (one column) the sticky note with the element of the vision that is most important to them.
- Play the race until all participants have gone up once. The sticky note(s) that reached the last column are the element(s) that resonate most with the group.

- If more than 4 elements reach the last column the process can be repeated to select another 2 elements
- After the game, open a discussion with the group about the different themes: Why do you think this theme won? Why do you think it shouldn't have won? Choose other themes from the chart and ask why they did or didn't vote for them.
- Thank participants for playing and sharing their ideas, reminding them that all their individual ideas are valued and considered during the design process, yet it is also important to also consider the opinion of the group.

