The Race

Visioning activity developed by CatalyticAction

The race is a fun exercise whereby children compete to have their most valuable elements from their individual visions win and be included in the collective group vision. After each participant has developed their individual vision, they get the chance to share it with the group. With the help of the facilitator, the participants discuss and prioritise the most important elements of their visions to address their needs and enhance their wellbeing. When 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 elements (up to 12) that were discussed in the previous 'individual visioning' exercise. For example, football, basketball, tree climbing, house, etc.

Tip: If some or all participants have difficulties in reading, come up with symbols that represent the elements 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" as in the following illustration.

Purpose:
To collectively develop the collective 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 flipchart, and appropriate marker.

Space:
Ideally this activity takes place in the same space as the individual visioning activity such as 'Visioning Play', e.g. a classroom with a whiteboard or an appropriate space for a flipchart.

Step by Step:

- 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 the participants have gone up once. The sticky note(s) that reach 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 of participants about the different elements: Why do you think this won? Why do you think it shouldn't have won? Choose other elements from the chart and ask why they did or didn't vote for them.

- Thank the participants for playing and sharing their ideas, reminding them that all their individual ideas are valued and considered, yet it is also important to value and consider the collective vision of the group.