Elicit and Evoke for Engaged Planning

Be intentional and deliberate in design to ensure quality, meaningful engagement.

| Planning Element | Ways to Elicit, Evoke, and Engage |
|----------------------------|--|
| Don't Name it Planning | Examples of Words that Signal Ownership: |
| | Shaping Our Future; Community Conversations; Ours to Shape; Our Future Together |
| Start Meetings with | Liberating Structures: Impromptu Networking |
| Connection | |
| Mission/Purpose | Scenario: Annual conference discussion or dinner |
| | Question: What metaphor would you use to describe this organization and why? |
| | Liberating Structure: 9 Whys |
| | SY Partners: <u>Transformation Jenga</u> |
| Vision/Outcome | SessionLab: <u>Headlines</u> |
| | Game Storming: Cover Story |
| | Session Lab: <u>Letter from the Future</u> |
| | Questions: What would it mean for XXX to be the best both in and for the world? |
| | If you fully achieve your mission, what happens – what is the outcome? Whose life will |
| | be better and how? |
| Environment | What's happening around us (internal and external) that may influence and impact our |
| | (work, organization)? |
| | Game Storming: Context Map |
| | SOAR |
| Values/Principles/Working | How must we work together to make progress toward that vision or desired future? |
| Together | Choose from List: <u>List of Values</u> |
| | ASQ: Affinity Grouping of principles/values |
| | Define behaviors associated with each value |
| | SYPartners: Operating Principles |
| | Liberating Structures: Generative Relationships STAR |
| Ideas/Possibilities | Liberating Structure: Crowdsourcing |
| | SessionLab: Mindspin |
| | World Cafe |
| | Add Constraints to Boost Creativity |
| | Question: If success was completely guaranteed, what bold steps might we choose? |
| Stakeholder Input | Liberating Structure: Fishbowl |
| | Feedback Capture Grid Design Thinking |
| | Journey Map |
| Big Picture/Prioritization | Liberating Structure: Ecocycle Planning |
| | Game Storming: 20/20 Vision |
| Idea Assessment and | <u>Debono's Thinking Hats</u> |
| Prioritization | Game Storming: <u>How-Now-Wow Matrix</u> |
| | SessionLab: Donut Prioritization |
| Action | SessionLab: Who/What/When Matrix |
| | Liberating Structure: <u>15% Solutions</u> |
| | Liberating Structure: <u>Triz</u> |
| | Liberating Structures: What, So What, Now What |
| All Content Areas | Liberating Structure: <u>1-2-4-all</u> |

Tips:

- Don't name it. Just give the instructions.
- Embrace the novelty of the approach.
- Try variations, don't have to execute it as described.
- Small groups are key (and changing these groups).