

## Facilitator's Guide

### Title: Change Game

**Overview:** Most people know very little about the dynamics of change – how it happens, what makes it happen. Researchers from The Network, in Andover, Massachusetts have found that the best laid plans for change are routinely sabotaged by poor understanding of the dynamics of change. This activity provides an environment for trial and error experimentation to practice the process of change and a safe environment in which to practice new behaviors using real-life situations.

**Objectives: Participants will:**

- Recognize change as a process
- Practice effective implementation of change
- Track the evolution of change and understand that change is flexible
- Identify what type of support is needed during the change process
- Confront and dispel some of their previous notions about effective ways to manage change

**Time Frame:** 2 hours

**Preparation Requirement/ Materials Needed: See Section 1 Reading (p. 79)**

- Read leader's manual, player instructions, and handouts in "The Name of the Game is Change (Not included in toolkit. The purchase or rent information is on P. 82 of Section 1)
- Game: Making Change for School Improvement

**Program Outline/Sequencing:**

- Section 1 – pp. 79 - 82

**Follow-up Activities from Toolkit**