Special Edition
Navigating Collaboration IA3.0

Assentire®

1 to 4 players, one round takes typically 30 minutes

Set Up

Each player has a set of 10 score cards 1 to 10 with the same colour piece printed on the score side.
Collect the colour pieces that match the score card set. Stack the Voting Cards in the two boxes to the left.
Stack the Help Cards and Change Card below. Shuffle the Randomize Cards and place on the board.

Select which Dynamic you are going to play: Environment, Learning or Control Dynamic
Place the Dynamic Cards face down in the numbered boxes below.

How to Play Step 1

In turn, pick up a Randomize Card and turn over the Dynamic card with the same number.
Take it in turns to read the main statement aloud. Start a timer for the agreed time (suggest 60 seconds)
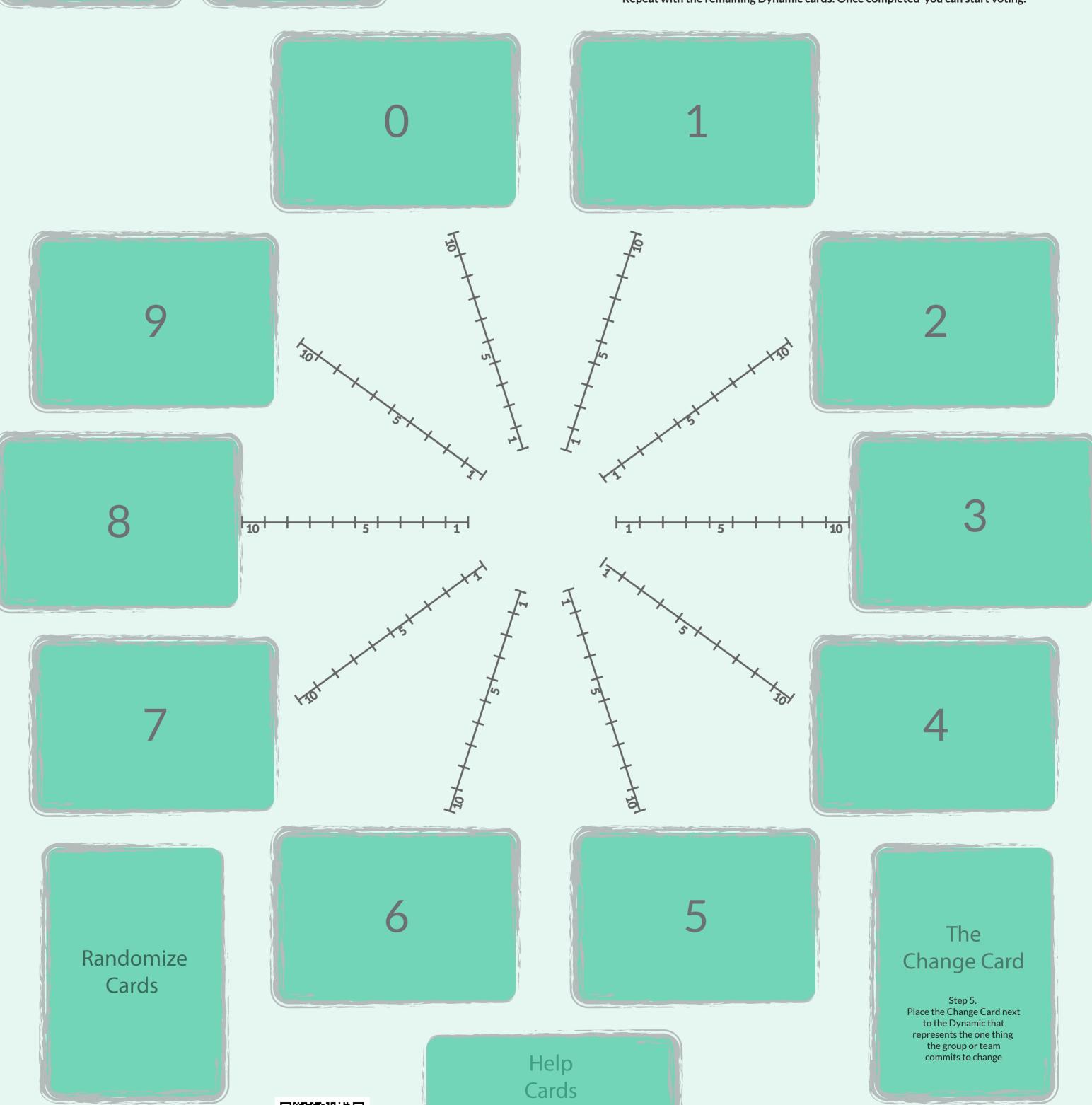Each player places one of their 10 Score Cards, face down in front of them .
Scoring 1 if you don't see the behaviour, and 10 where you often see this behaviour (or anywhere in between).
When all score cards have been placed face down, turn them over to share the scores with each other

When the timer has stopped, each player now places one of their game pieces on the score scale
on the board using the same colour as printed on the score card.

Repeat with the remaining Dynamic cards. Once completed you can start voting.

1st Voting Cards

Step 2.
Place the 1st Voting Card next to the Dynamic you would like to see change using the card with the same colour as the pieces you have used for Step 1 of the game

2nd Voting Cards

Step 3.
Place the 2nd Voting Card next to the Dynamic you would like to see change, using the same colour

0

1

9

2

8

3

7

4

6

5

Randomize Cards

The Change Card

Step 5.
Place the Change Card next to the Dynamic that represents the one thing the group or team commits to change

Help Cards

Step 4.
Place the Help Card next to the Dynamic you believe the group needs help from others, to bring about change, using the same colour