

Collaboration Training Parts 1 & 2 'Collaboration in Action'



The serious play approach now represents all players
The language works across different National boundaries

Target Audience

Agile Coaches, Scrum Masters and Facilitators
Up to 8 people per session

Duration

Part 1 – 1 day (Foundation)
Part 2 – 1 day (Foundation Plus)

Purpose

Explore the Group & Environment Dynamics
Learn the Language of Collaboration
Receive the facilitator resource kit and game

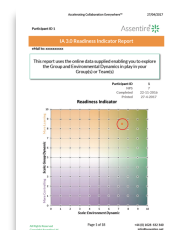
Pre-requisites

Complete the IA3.0 online profile (10-minutes)

Why use this approach?

- Use gamification to understand how the individuals in the group perceive the team/group in which they are work <https://getcollaborating.com/introduction>
- Model and build collaborative behaviours in your group or team
- Explore how 'ready' a team is to collaborate
- Understand what a group/team needs to focus on to enhance collaboration, and identify where it needs help from the wider organisation

Gathering the Data	Each person completes the Innovation Audit 3.0 questions by: <ul style="list-style-type: none"> • Completing the online profile prior to the workshop • The group/team playing the 'Navigating Collaboration' Board Game
Workshop Resources	Highly interactive session using Board Game, cards & poster resources to promote dialogue. Participant Workbooks are included for capturing reflections and learning.
Format	<p>Workshop Part 1 Starts with the individual perspectives and explore the Learning Dynamic and immediate Environment around the group, The Environment Dynamic.</p> <p>Workshop Part 2 Starts with individual perspectives and explores the Control Dynamic and group member relationships.</p>

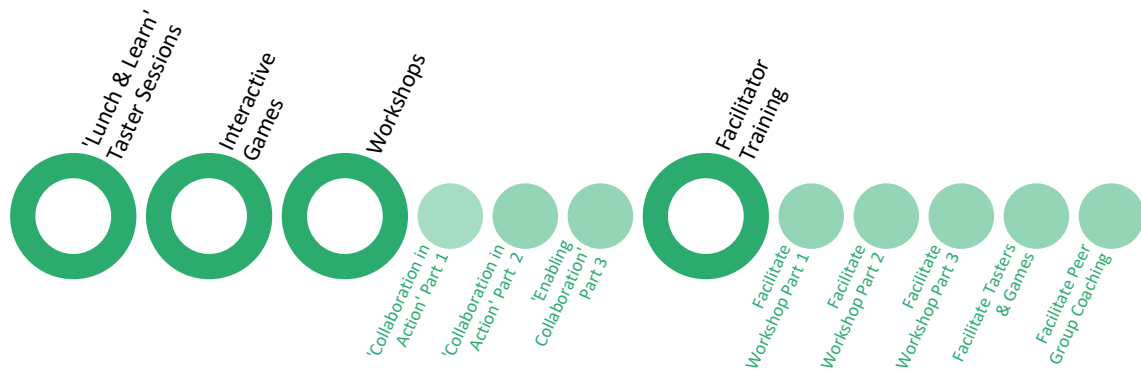


Accelerating Collaboration Everywhere®

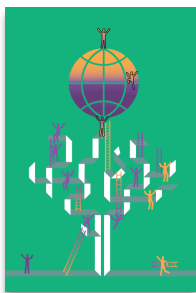
A range of interventions and resources specifically created by Assentire® to promote and enhance collaboration across the organisation.

At the **heart** of all our ACE interventions and resources is a researched based question set, the **Innovation Audit 3.0**. These statements (with robust underpinning) have been developed to create a vocabulary and structure enabling groups and teams to explore and build collaborative behaviours quickly and effectively.

These interventions have many applications including raising awareness, building skills, bench-marking, as a diagnostic, development, action planning and continuous improvement. Anywhere people need to collaborate!



Explore what is the best approach for the people you are working with. 30 minutes to 6-day interventions and formats including card activities, board games and online profiles.



30 to 90 mins	<i>'Lunch & Learns' Taster Sessions</i>
30 mins to 2 hours	<i>Interactive Games</i>
3 x 1-day Collaboration Workshops	<i>'Collaboration in Action' Workshop Part 1 of 2</i>
	<i>'Collaboration in Action' Workshop Part 2 of 2</i>
	<i>'Enabling Collaboration across the Organisation' Workshop Part 3</i>
Facilitator Training	<i>To facilitate Workshops Part 1, 2 & 3</i>
1 Day Facilitator Training	<i>Facilitate using Navigating Collaboration Games</i>
	<i>Facilitate Peer-group Coaching</i>

For more information about our other services and activities please go to <https://getcollaborating.com/>