



CLIPS MODEL & MAT

ALL LAYERS - DIAGNOSTIC METHOD

The main goal of this method is to use the Mat to learn about the clips model and to put it at the service of a group project. The Mat serves as a symbolic representation of the project to be worked on. Placed on the ground, it takes strength and identity. This representation encourages play and participation through other symbolic elements like stones, seeds, branches, leaves, etc. that are already in the place, creating a space of deep connection of the participants with their common project and with the facilitators.

Here we present a way to use it, and there can be many others; the way that each CLIPS facilitator or group finds suitable is welcome.



Aims and Objectives

- To know the CLIPS model and the interrelationship between the layers
- To use the model to observe a project's strengths and areas of improvement.



Time

2-3 hours



Materials Preparation

- The CLIPS mat
- Cards with the topics of each layer (printed or written on the spot)
- Pens
- Scissors and picture magazines (cut out)
- CLIPS mats printed on din A3 (or higher) paper, 1 or 2 (just in case)
- Blank cards (or sticky notes) white and colored: for questions (white) and for hot topics (color)
- Set of small stones (about 50 or more): what is solid in the project
- Small dry branches, about 50, what does not work
- Colored crystals (or colorful seeds) about 30-40: the creative process.



Target audience

Groups and trainers



Number of Participants

Minimum 12 – maximum 30



CLIPS
COMMUNITY LEARNING INCUBATOR



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CLIPS
METHODS



Duration	Activity
15'	INTRODUCTION
20-30'	COLLECTING INFORMATION
25'	MAT PREPARATION
40-60'	MAT EXPLORATION
15-30'	PAUSE
20'	GRATITUDE AND APPRECIATION
20'	CLOSING

INTRODUCTION

FRAMING - 15 MINUTES

Presentation round.

The facilitator presents the model with the key points of each layer and the most emphasized topics (CLIPS guide) with the map on the ground.

Each facilitator can freely choose to previously write some CLIPS topics on cards.

Explain that the mat, at this moment, represents the home of the common project.

COLLECTING INFORMATION

INSTRUCTION 1 - COLLECTIVE OWNERSHIP - 15-20 MINUTES

The group is invited to "own the Mat". Putting words, images, drawings that represent the collective project that brings them together.

FACILITATOR'S TIP: THIS IS ONLY FOR GROUPS "INCUBATION". IF IT IS AN INTRO TO THE CLIPS MODEL, WE SKIP THIS STEP

INSTRUCTION 2- INDIVIDUAL WORK- 5-10 MINUTES

Each person has about 5-10 minutes to write questions about the project or process.

The "hot" topics that are alive inside (always putting their names on the papers) can be written on colored cards.

INSTRUCTION 3 - MAT PLACING 5 MINUTES

On the map, everyone places their questions and hot topics in the place they consider (no need to argue about where they have placed it, as there is no "right or wrong place"), and we allow time to read, observe, and see what has come up.

INSTRUCTION 4 - SUMMING UP 5 MINUTES

With the help of the facilitator and the consent of the group, we see if there are redundant topics or if they are part of the same fields, clustering them together.



MAT EXPLORATION

INSTRUCTION 1 - MAP DISTRIBUTION 10 MINUTES

The facilitator distributes the following items to each participant. The quantities may vary. You may want to give it a try to see what are the optimal quantities of elements.

- 5 stones: appreciation: the participant values the topic as something that goes well in her/his group.
- 4 branches: discard, the participant is tired of that issue. It is something that she/he does not want or like anymore.
- 3 crystals: new process, it indicates that the participant wants to undergo a process of change on the subject. That she/he has the energy and creativity to address it for a transformation.

Then they take time to put the stones, branches, and crystals on the different topics on the mat.

Walking around, observing, asking questions, if they have some, to the person who came up with the specific topic, etc.

INSTRUCTION 2 - EXPLORATION 40-60 MINUTES

When all elements have been placed, the facilitator collects the subjects with the most branches and crystals. 1 or 2 topics for each layer.

FACILITATOR'S TIP: it depends on the availability of time, on how long the session is, and the number of participants. For a group of 10-12, in a session of 2.30h, you can choose 5 or 6 topics, giving each one 8-10 minutes. Also, check if a topic stands out, and in that case, you may want to give it more time and go deeper. It may happen that there are many items on one of the layers, whether they belong there or not. This may be an indicator that something is happening in that layer.

Open the space for exchange about the chosen topic, listening to diverse voices, and providing information on possible methods and tools that can support the process.

HARVESTING & CLOSING

INSTRUCTION 1 - APPRECIATION AND GRATITUDE (OPTIONAL) - 20 MINUTES

It is optional, and also important for an incubation group

In small groups (3 or 4) they choose the topics with the most stones and prepare a presentation to the plenary, in a creative way: role playing, collective sculpture, poem, song etc.

INSTRUCTION 2 - MAT GATHERING AND CLOSING - 20 MINUTES

Gather the information in the CLIPS mat (dinA3), noting down the interactions (stones, crystals, branches) checking for a certain order of priorities (indicated by the inputs of the group).

The group takes it home, as information with which they can work.

Closing round: what do I take for myself, and for the project.

Celebration (final music, dance, game etc.)



DETAILED DESCRIPTION AND INSTRUCTIONS

- Working with the Mat is useful both for groups in the incubation process and to introduce facilitators to the CLIPS model.
- It is important to be clear whom you are working with because the process and participation may change.
- It is important that the facilitator knows and is comfortable with the CLIPS model, in order to use it in an agile way.
- The Mat is a symbolic and conceptual game. It is important to know how to use a symbolic game.
- Bring relevant information from each layer to a particular group.
- In the case of a group in incubation, the Mat will represent their project.
- In the case of a CLIPS model intro, the Mat represents only the model and its associated conceptual content and methods.
- Participants are expected to represent their project in a playful way, with their doubts, difficulties, appreciations, etc.

FACILITATOR'S TIP: BE CREATIVE AND THINK OF BRINGING ALL KINDS OF MATERIALS TO PLAY WITH. ALSO, LOOK AROUND THE PLACE TO SEE WHAT MATERIALS MAY BE THERE TO USE IN THE SYMBOLIC GAME.

