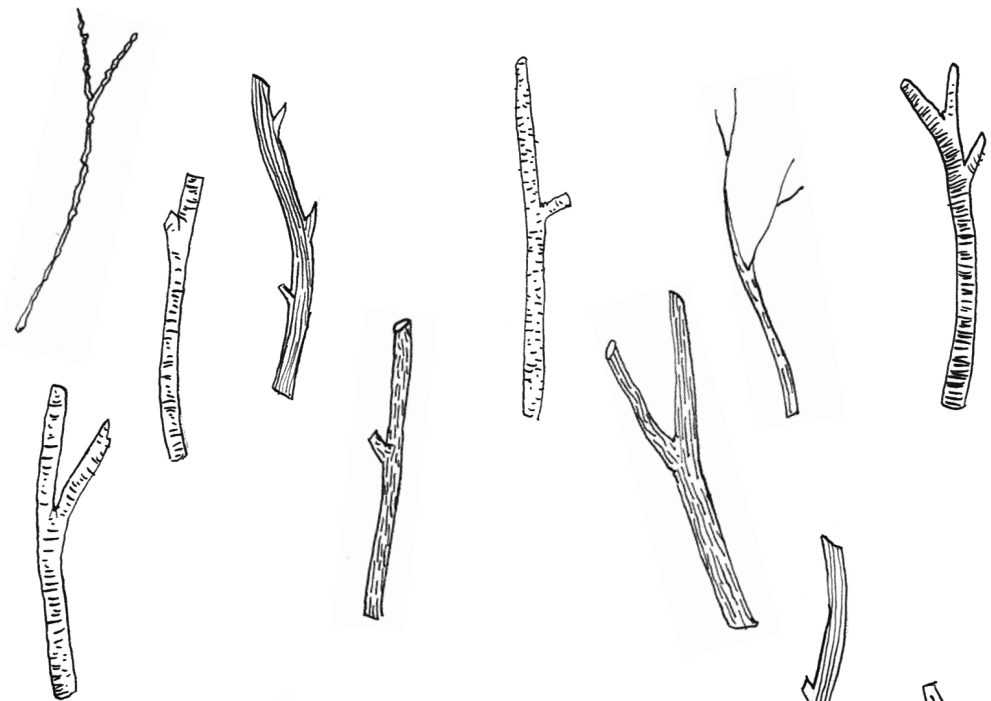
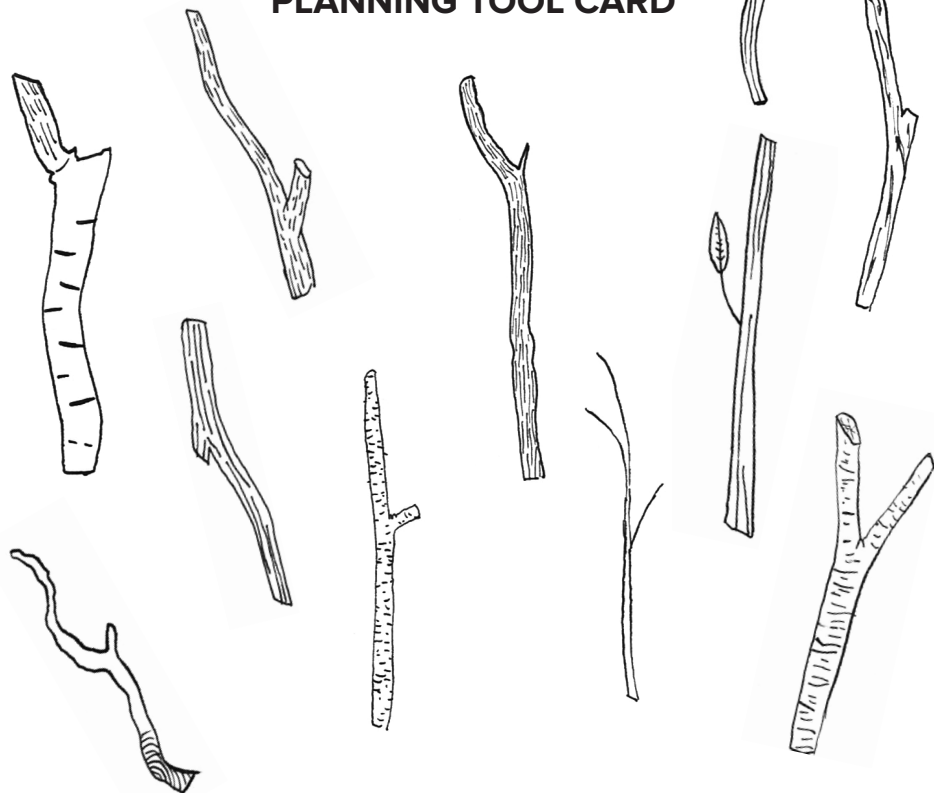
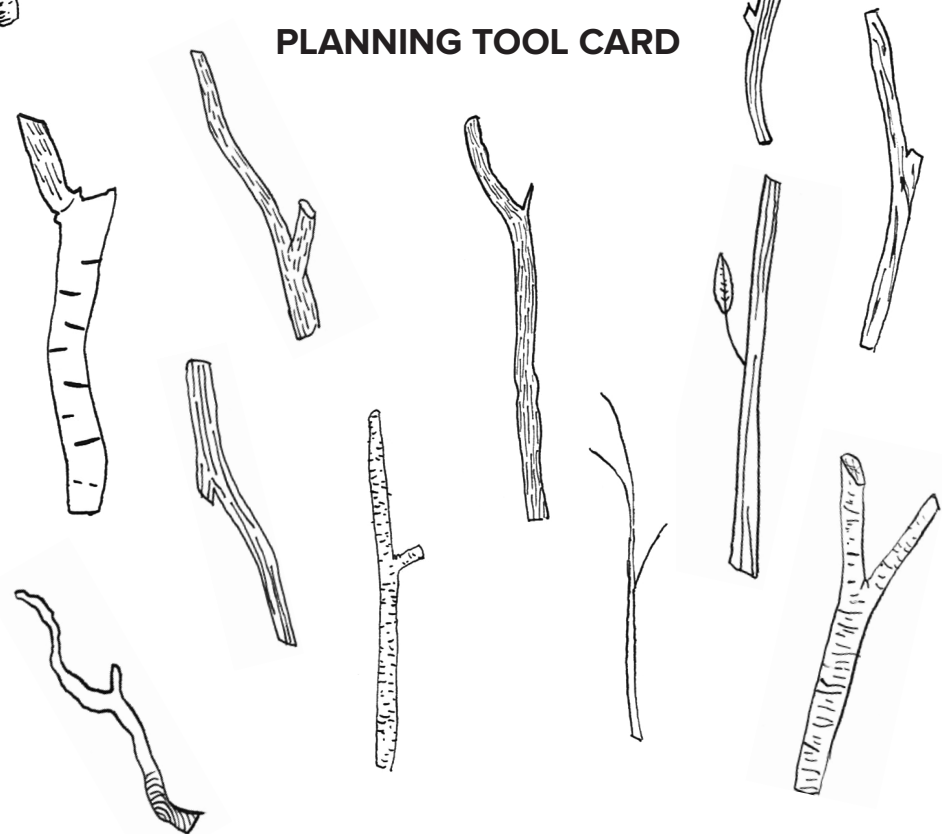




PLANNING TOOL CARD



PLANNING TOOL CARD



TITLE ARROW DIAGRAM

EXPECTED OUTCOME

Visual presentation of the project timeline and the relationship between tasks.

ABSTRACT

The planning tool, used in project management. In the Dragon Dreaming method a modified version of it is known as a 'Karrabird'. Graphic representation of a project timeline and the relationships between the tasks in consequential order. It gives a clear overview of what tasks need to be completed before others, which tasks can be executed contemporarily, relationships between tasks, and the overall duration of the project.

CONTENT

Describe the present situation, then describe the situation as you want it to be in a defined time. (e.g. in a month, some months, a year...). Create a timeline. Use as many sheets of paper as needed.

Ask the group a question: What needs to happen and when that will bring us to the desired situation?

Write the tasks on the appropriate spots on the timeline. One participant at a time writes on the timeline. Do 2 rounds.

Once the tasks are listed in consecutive order, connect them with arrows; arrows pointing from the tasks that need to be completed before, to the subsequent task. Some tasks will have more arrows pointing out or in. Those tasks are usually more important than the tasks with only one arrow pointing in or out.

This is a short version of the tool adapted for the game. The full version is explained on the CLIPS website. clips.gen-europe.org

DURATION (min/max) 10-15 minute

MATERIALS/REQUIREMENTS

Long paper roll. Sticky notes, visible crayons that allow clear writing on the sticky notes.

BACKCASTING

EXPECTED OUTCOME

Tool for mid-term and long term strategic planning.

ABSTRACT

The group envisions an ideal desired scenario (or more than one) and sets it in the future. Answer the question: What needs to happen and when to reach the ideal outcome from the present situation?

CONTENT

Create a timeline for your project from the present time to 1 year ahead on paper. If one sheet of paper is too small, join more sheets together. You can use months or weeks as units, depending on how detailed a plan you wish to do.

Define the desired outcome for the project one year in the future. Where would you like to be as a group? Describe it as much as possible in detail. You can draw it to boost the imagination and creativity of the group.

Players, all at the same time, write their ideas on what needs to happen when on the timeline. If you have sticky notes you can use them if not, write directly on the timeline. Do so for 5 minutes. Look at your timeline.

This is a short version of the tool adapted for the game. The full version is explained on the CLIPS website. clips.gen-europe.org

DURATION (min/max) 10-15 min

MATERIALS/REQUIREMENTS

Table or paper roll. Crayons, sticky-notes of different colours and sizes. As many pens as there are participants.