Guide to Using People Science Relationship Makers

People Science exercises are applicable to a wide variety of situations. They can be used in large groups, in small groups, in a few minutes, or over the course of weeks. However, the end goal is the same: to build relationships. People Science exercises are specifically designed to build and strengthen **relationships** in a given group of people. To maximize the effect of these exercises, please follow the following guidelines:

1. Focus on relationships

Relationships are the backbone of all People Science activities, and are best built when we are actively focusing our energy on using these exercises toward that purpose. Do not gloss over the relationship building aspect of these exercises – that is where our impact truly lies.

2. Combine and iterate

These exercises can be used as stand alone activities, but feel free to combine two complementary exercises if you have the time available! Many of these exercises can be very successful used together or in the course of the same gathering.

3. Help us improve

As you begin to use these exercises, please help to improve the quality of these. Comment, rate, send feedback, provide ideas, or alternative options. Share with others what worked and what didn't work . Please

send all ideas/options/edits to info@peoplescience.info

Thank you so much! And Enjoy!

Keep the People Science **Principles** in mind at all times:

- Intentionally connect people to make an impact
- Use data and artificial intelligence to achieve these interconnections
- Change the way we have conversations -intelligently network your knowledge and relationships
- Apply data-based Design Thinking to organizational structure

An open source change platform: intentional relationships can empower re-wired communities to drive exponential impact. Models and implementation design curated by <u>The Value Web</u> & paid for/sponsored by <u>Way Better Work.</u>
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50 Word Epiphany



Timing

5 - 15 minutes, <5 minutes

Purpose/Objectives - Quick Description

Using the most basic elements of the alphabet and a volunteer, quickly establish a different and fun paradigm for examining problems

Process

- 1. Ask for 3 volunteers
- 2. Once they are at the front of the room, ask which of them is better with words, more verbose, more talkative, etc.
- 3. Whichever person is selected, make the other person a timer and notify the other person that they will have

to go second

- 4. Then give very specific instructions:
 - 1. Say 50 words that DO NOT contain the letter A in 30 seconds or less
 - 2. Give them a few moments to ponder...
 - 3. Then say "Go"
- 5. Most likely they will not be able to do it and it will be fun to watch them try
- 6. Ask the 3rd silent volunteer to try. Keep the timer the same. "Go"
- 7. Call for a 4^{th} This time add more restrictions a, b, c, j, k, m or p
- 8. If they can't, call for any volunteers who think that they can do it
- 9. Allow them to try. If they can't, simply offer to whisper one sentence into the timers ear and explain the solution: simply count to 50 because no numbers spelled out have an A all the way past to one thousand!
- 10. Debrief with the group
 - 1. Why is this message important to the content we are addressing today?
 - 2. How can we look at the work/the data/the options and realize that we don't have to explore every option (word in the English language) to come up with a solution...
 - 3. How do calling for volunteers and pressure from an audience inform the way work is done? What if we had approached this in small teams instead?

Logistics

NA

Cool Possibilities/Options

• Offer a bet/give \$20 to the volunteers on stage who can get it quickly

- Before the event begins, get people to list 4 countries that don't contain the letter A to warm the audience up in this frame of thinking
- Reference that there is an entire novel without the letter E in it: Gadsby a 1939 by Ernest Vincent Wright
- Don't whisper to the timer, but tell them earlier without the audience noticing so they can look like the superstar!

People Science Data Capture:

Not recommended. Capture who has seen this exercise so that you don't use it again as it is a one time show!

Tags

15 - 25 minutes, <5 minutes, awkward, beginner, bets, big picture, brain teaser, brainstorming, coaching, facilitation tool, gamification, idea flexibility, ideation

Source:

Unknown. Multiple web and text personalities purport originality