



Dreaming Up Creative Actions Curriculum

These games can be used to get groups thinking creatively about actions. Each game can be used with small groups or big groups.

Game1 - Tactics Target Location

In 3 separate containers like cups or bowls, write examples of each target, tactic, and location. Each container should have multiply examples. Some examples should be mad silly ie Kanye as a target of hipster cafe as a location. Some should be directly connected to the campaign or target you want to engage.

The group than picks one slip of paper from each container and workshops possible action opportunities. Once you think the group has played enough with that scenario let them pick another set from the containers and start again. This activity creates a space for us to move from constrained scenarios to a place where you are thinking more creatively about your actions.

Examples

Locations		Targets		Tactics	
Bridge	New building	Mayor	City council	Soft Blockades	Hard Blockades
City Hall	Police Station	President	Kanye West	Die Inn's	Occupation
White house	Parking lot	Police union	Police officer	March	Highway takeover

Questions

How can we use this action to build power for our communities

How can we build a narrative to connect these

Rules

Don't say why not

Game 2- You are have all the Powers

You give each group a scenario, in each scenario the group has a target, a number of people, and a super power. Each group then has 15 min to come up with an action. It can be as outrageous as they want it to be

Scenario example

There are 500 people and one of them can fly and you are at a jail.
You are on a bridge with a team of 10 and 3 of you are invisible

Super power examples

1. The ability to fly
2. Invisibility
3. Running really fast
4. Super strength

Game 3 - Story Game

This is an exercise to train group narrative and action logic. All players sit in a circle. We are going to tell a story 1 sentence at a time, with each person saying one sentence then passing it to the person next to them to add on to the story.
Each story needs to have a hero, a villain and a happily ever after .

To debrief pull out :

- Themes
- The tactic used to defeat the villain
- The time of day and location
- Attributes of the hero

*you can also pick an issue and create a story that serves as a metaphor.