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 multiple 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**

<table>
<thead>
<tr>
<th>Locations</th>
<th>Targets</th>
<th>Tactics</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bridge</td>
<td>New building</td>
<td>Mayor</td>
</tr>
<tr>
<td></td>
<td></td>
<td>City council</td>
</tr>
<tr>
<td>City Hall</td>
<td>Police Station</td>
<td>President</td>
</tr>
<tr>
<td>White house</td>
<td>Parking lot</td>
<td>Police union</td>
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<td></td>
<td></td>
<td>Police officer</td>
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**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.*