

Product Catalogue



An overview of RSVP Design Ltd's range of learning tools & resources



Experiential learning resources for developing personal development, team, management, leadership and facilitation skills



Toolbox

Learning Focus

Group Size
Duration
Contents

Comments

At My Best Strength Cards

Coaching, Strengths,
Giving & Receiving Feedback

Up to 4 per set
Approximately 30 minutes per task
48 attractively designed cards (10.5 x 7.5cm)
with images on one side that can be related
to a single 'Strength' word on the reverse.
Instruction/activity guide

An exercise in reviewing individual strengths
on a personal reflection basis or as part of a
coaching conversation. The beautiful images
are an extremely useful alternative to the
Word sort for non-native English speakers. A
great tool for team development too.



Toolbox

Learning Focus

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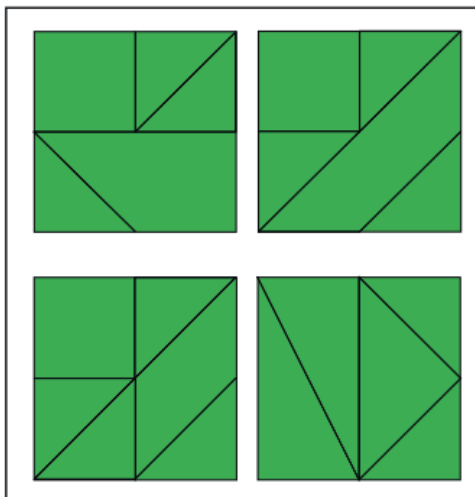
Comments

Blindfolds

Change Management
Effective Communication
Negotiation & Building Trust
Resilience, Risk Assessment
Teambuilding

Variable
10-20 Minutes plus review
20 x blindfolds

Blindfolds can be used in a wide variety of
situations either with existing activities to
change various elements of it, or to simulate a
number of different challenges to individuals
and groups.



Toolbox

Learning Focus

Group Size
Duration
Contents

Comments

Broken Square

Emotional Intelligenc
Teambuilding & Collaboration

Up to 4-16 per set
10 to 20 minutes per activity
Four team sets of plastic materials. Success
is dependent upon an awareness of what
others need and a willingness to offer
individual puzzle components to others, with
no communication.

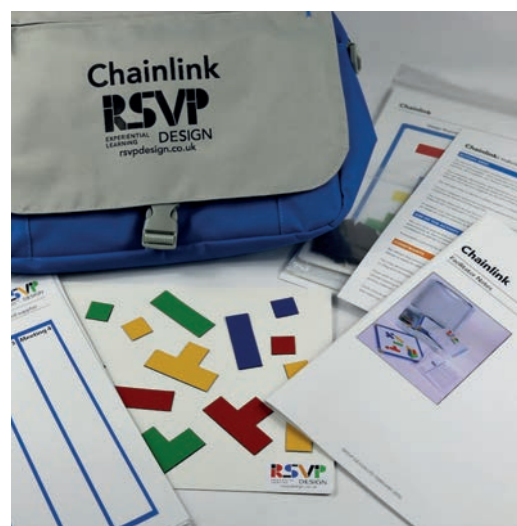
An introduction to working collaboratively
with others, and understanding the needs of
individuals to meet team performance targets.
Participants need to use problem solving skills
without any verbal or written communication.

Toolbox Building Personal Resilience Coaching Cards

Learning focus	Improving Performance Resilience Strategic Thinking
Group size	Ideal 2-6, possible to have up to 16 participants
Duration	30-90 minutes + review
Contents	41 Building Personal Resilience Coaching Cards, 35 page Downloadable PDF facilitator manual.
Comments	Use these cards, created by Reveal Solutions, to help participants build and improve their resilience through the use of a comprehensive collection of challenges, questions and techniques.


Toolbox Chainlink

Learning Focus	Prioritisation/ Managing Multiple Demands Customer Supplier Relationships Effective Communication under Pressure
Group Size	Up to 16 per set
Duration	Approximately 40 minutes plus review
Contents	Facilitator Manual, Customer order sheets 8 magnetic boards + magnetic components
Comments	Managing the demands of being in an internal supply chain - supplying customer needs whilst also ensuring suppliers deliver. The use of the observer role provides an excellent opportunity to rehearse providing feedback based on observed behaviour


Toolbox Challenging Assumptions

Learning Focus	Creative Thinking and Problem Solving Challenging Conventional Thinking Understanding Approaches to Change
Group Size	Ideal 3-4 per puzzle. Possible up to 16 in total
Duration	20-30 minutes plus review
Contents	Facilitator Manual 4 x puzzle sets per pack
Comments	An exploration of how to tackle a new challenge, with emphasis on the need to use past experience carefully and avoid making assumptions. An opportunity to combine creative thinking with resilience in learning new skills.





Toolbox

Learning Focus

Group Size

Duration

Contents

Comments

Chiji Cards

Facilitation Tool
Feedback and Reflection

Up to 6-14 per set
30 to 60 minutes review time
48 playing-sized cards (10.5 x 7.5cm) with images on one side created as a tool to help inexperienced facilitators manage experiential learning activity reviews

Not simply pretty pictures on a deck of playing cards, they are a valuable educational tool for all experiential educators who recognise processing (or debriefing) as the most challenging part of quality experiential learning facilitation.



Toolbox

Learning Focus

Group Size

Duration

Contents

Comments

Coaching Cubes

Action Planning, Goal Setting and Monitoring, Improving Performance, Negotiating & Building Trust, Prioritisation

2-8
30-60 mins
6x Themed coloured question dice containing a total of 36 coaching questions.
1x Instruction leaflet.

Explore new areas of discussion with Coaching Cubes by Appreciating Change. These dice feature positive coaching question and are great for promoting discussion and unblocking stuck conversations with your coachees.



Toolbox

Learning Focus

Group Size

Duration

Contents

Comments

Colourblind®

Communication (Managing Information)
Achieving Common Meaning
Team Problem Solving
Chairing and Group Management

Ideal 6-16.
20-40 minutes plus review
Facilitator Manual, 20 x blindfolds
30 coloured components

A classic communication skills activity, to improve the skills of listening and speaking. The emphasis is on using language accurately and descriptively, and building in a feedback process, to ensure shared understanding.

Toolbox

Colourblind® Plus

Learning Focus

Communication
Achieving Common Meaning
Team Problem Solving
Chairing and Group Management

Group Size

Ideal 4-16.

Duration

10-40 minutes plus review

Contents

Facilitator Manual, 20 x blindfolds
30 coloured components

Comments

An extension of the principles behind the original Colourblind® activity, this separate version provides additional (simpler) paired and small group communications activities, as well as a more challenging version of the original activity, process and learning focus



Toolbox

Counter Intelligence

Learning Focus

Supervisory Leadership
Problem Solving
Communication

Group Size

Up to 8 per team. Possible 16 per set

Duration

15 minutes plus review

Contents

2 x sets of 32 x coloured counters and 32 x instruction/task cards. Facilitator manual.

Comments

A challenging group activity that allows team members to use a range of communication and logic skills. Encourages critical thinking and the need to test and prove a hypothesis. Explores attitudes to rules and constraints.



Toolbox

Cultural Connections

Learning Focus

Diversity
Cultural Awareness

Group Size

Ideal 4-8. Possible 1-16 per pack

Duration

20-30 minutes plus review

Contents

1 pack of 48 playing cards
Facilitation guidelines on additional cards

Comments

A 'Learning Loops' activity, designed to test individual and team knowledge and to provoke discussion about wider themes of diversity and cultural stereotyping. Cards are grouped according to known cultural differentiators.





Toolbox

Learning Focus

Group size
Duration

Contents

Comments

Developing Emotional Intelligence Coaching Cards

Improving performance, develop emotional intelligence, effective communication

Individually, pairs or a small group
20-40mins

48x coaching cards arranged in 4 coloured suits that correspond to Dan Goleman's EI model. 4x summary cards
3x set up and suggested uses cards.

Use these cards, created by Reveal Solutions, as a tool for individual personal development or to develop emotional intelligence within a team. This tool encourages reflection and discussion of both our understanding of self and impact on others.



Toolbox

Learning Focus

Group Size

Duration
Contents

Comments

Dialogue (2008, 2009, 2010 & 2011 Versions available)

Introduction to a Learning Event
Personal or Team Development Planning
Creative Thinking

Pocket Edition: 2-6 people
Magnum Edition: 4-30 people
Approximately 30 minutes
Pocket Edition: 58 picture cards (9x9cm)
Magnum Edition: 58 picture cards (19x19cm)

Four different carefully created and selected sets of abstract images, photos and symbols to creatively kick-start, renew, diversify and qualify dialogues and conversations. Each version comes with a facilitator manual & in two sizes



Toolbox

Learning Focus

Group Size
Duration
Contents

Comments

Electric Maze® (EM3) by Interel

Teamwork and Team Communication
Goal-Setting and Monitoring
Rehearsing and Improving a Process

4-24 people
20-60 minutes plus review
1.8 x 2.4m carpet grid & pin programmed control module
Wheeled carrying case included

This is an innovative, electronically programmable activity that challenges teams to find a successful path without triggering a pressure sensitive alarm. Using a wide range of exercises with this activity can develop a variety of soft skills essential to an organisation's success.

Toolbox

Experience Explorer

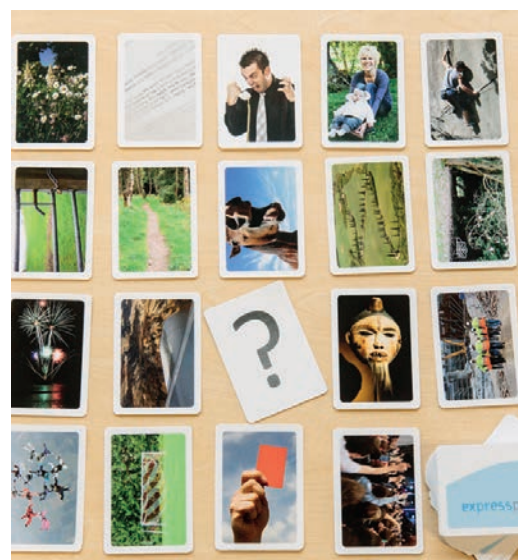
Learning Focus:	Reflection on Experiences and Lessons Leadership and Personal Development
Group Size	Variable
Duration	30-90 minutes + review
Contents	52 Experience cards, 42 lesson cards, 5 Instruction cards, Facilitator's guide (additional card decks can be purchased separately)
Comments	Experience Explorer, from CCL, allows participants to reflect upon their past experiences of leadership behaviour, whether the experience is from themselves, another person, good or bad. Leadership is developed through experiences, not solely through training.



Toolbox

expresspack

Learning Focus	Ensuring Collective Understanding & Clarity Management & Workplace Communications Personal Development / Coaching
Group Size	2-18
Duration	20-60 minutes plus review
Contents	53 x playing card-sized images (88 x 63mm) or postcard sized (A6)
Comments	A carefully constructed set of images that encourages self-expression and allows for the fluent and coherent communication of ideas. Suitable for developing more technical language skills, as well as creative thinking and writing skills.



Toolbox

The Feedback Game

Learning Focus	Giving & Receiving Feedback Effective Communication Working with Conflict
Group Size	2 to 8 per set
Duration	20-30 minutes plus review
Contents	70 x strengths cards 70 x weakness cards game instructions
Comments	Through a process of swapping cards, colleagues practice giving and receiving feedback in a safe environment, and find out how others perceive their strengths and weaknesses.





Toolbox

Learning Focus

Group Size

Duration

Contents

Comments

The Feelings Game

Coaching Skills, Effective Communication, Feedback, Listening, Mindfulness, Negotiation and Building Trust

up to 20 people

30 - 60 minutes plus review

140 coloured cards and instructions for five methods of play

Although feelings play an important role in our lives and have a massive influence on our behaviour, many people have difficulty putting their feelings into words. This game helps to encourage personal growth and will enable people to better appreciate others.



Toolbox

Learning Focus

Group Size

Duration

Contents

Comments

Getting Acquainted

A fun, effective and informal way of getting to know colleagues, team members and co-workers

2 to 8 per set

20-30 minutes plus review

56 x cards containing a thought provoking question alongside an associated picture game instructions

The purpose is to get acquainted with other people in an unexpected way. Each card contains a picture that is humorous, inviting and stimulating. By matching a question to a picture you become more involved with the question, stimulating creativity and offering more open, interesting and unusual information about yourself to others.



Toolbox

Learning Focus

Group Size

Duration

Contents

Comments

Global Maze by Interel

Teamwork and Team Communication
Goal-Setting and Monitoring
Rehearsing and Improving a Process

4-24 people

20-60 minutes plus review

1.8 x 2.4m vinyl grid with removable RF tags
Two detecting probes, contained in an airline approved 'carry-on' sized case

This is a fully programmable and economical adaptation of Interel's Electric Maze®. Global Maze activities challenge teams to find a successful path across the grid, using a unique hand-held detector, without triggering an audible alarm.

Toolbox
GROW Coaching Cards

Learning Focus

The GROW Coaching Model stands for: Goal, Reality, Options, Way Forward

Group Size

2 to 8 per set

Duration

20-30 minutes plus review

Contents

Introductory, Intermediate and Advanced Card pack Versions available, each containing: 10x Goals Cards, 10x Reality Cards, 10x Options Cards, 10x Way forward Cards, 4x Coach Recap Cards, 4x Set Up Cards

Comments

Use to improve process and help develop your team. Colour coded for easy reference, each card has a question for you to ask as the coach, the reason for asking the question, and a reminder tip at the bottom.


Toolbox
Helium Stick

Learning Focus

 Collaboration,
Effective Communication,
Goal-setting & Monitoring,
Icebreaker, Problem Solving, Teambuilding

Group Size

6-16 people

Duration

10-20 Minutes plus review

Contents

Each set includes a 'Helium' stick, that is divided into 6 x 60cm sections and when joined together creates 3.6m long stick. No extra materials are required.

Comments

Helium stick is a very simple, but powerful activity that helps a group to explore what to do when things don't go quite as well as intended! It is an excellent icebreaker in teamwork / teambuilding events.


Toolbox
Images of Customer Experience

Learning Focus

 Introduction to Customer Service
Understanding Customer Perspectives
Experience of Customer Relationships

Group Size

Ideal 6-16. Possible 4-30

Duration

Approximately 30 minutes

Contents

 48 high quality laminated images (3 x 16)
Full facilitation notes and questions

Comments

An engaging way to encourage learners to consider the emotions and responses related to good and poor customer service. The images require some interpretation to allow learners to explore different perceptions.





Toolbox

Learning Focus

Group Size
Duration
Contents

Comments

Images of Organisations®

Management & Workplace Communications
Team Development
Personal or Team Development Planning

Ideal 6-16. Possible 4-30
Approximately 30 minutes
48 high quality laminated images (3 x 16)
Full facilitation notes and questions

A set of images based around metaphors for living and working in teams and organisations. The images provide an opportunity to think about what you have learned in the past, as well as what is important to you now and in the future.



Toolbox

Learning Focus

Group Size
Duration
Contents

Comments

Images of Resilience

Stimulate discussion and explore what resilience means
To develop resilience in coached pairs and small groups

Ideal 2-6. Possible 2-18
Approximately 30 minutes
48 high quality laminated images (3 x 16)
Full facilitation notes and questions

Engaging metaphors representing a range of experiences and emotions linked to the theme of 'resilience'. They explore different facets and connections with stress, change, challenge and learning.



Toolbox

Learning Focus

Group size
Duration
Contents

Comments

Innovation Images

Innovation
Knowledge Management
Problem Solving

4-16 participants
30-90 minutes + review
48 postcard sized (A6) image cards (105mm x 143mm), Facilitator Manual and instructions.

Understand and practice powerful memory presentation and creative problem solving techniques with this set of simple, but carefully selected images, that are ideal for both team training and coaching sessions.

Toolbox
Keypunch

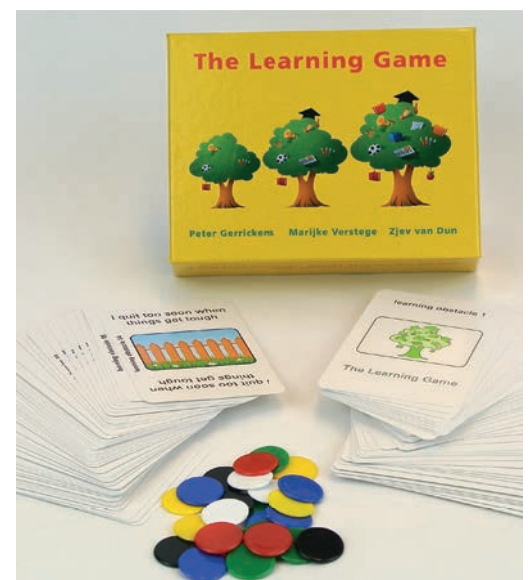
Learning Focus	Improving Task Efficiency Problem Solving Effective Teamwork Planning & Monitoring Work
Group Size	Ideal 6-16
Duration	30 minutes
Contents	30 x rubber numbered disks and 30m boundary rope Full facilitation notes and questions
Comments	What appears as a moderately physical challenge increasingly becomes clear to be more about understanding how to use the abilities and resources within the full team to meet challenging targets and objectives.


Toolbox
Leadership Metaphor Explorer

Learning Focus	Leadership Development Reflection on Past Experiences Goal-Setting and Monitoring
Group Size	Variable
Duration	30-60 minutes + review
Contents	83 x leadership metaphor cards, 7 x general instruction cards, facilitator's guide
Comments	A card-based group activity, from CCL, to enable insightful and creative conversations about leadership. While the images are cartoon-like and playful, the cards develop deep, serious dialogue while also being engaging.


Toolbox
The Learning Game

Learning Focus	Learning Motivation & Approaches to Learning Learning Skills Conditions & Obstacles
Group Size	Ideal 1-6 per pack
Duration	20-30 minutes plus review
Contents	162 cards in five key groups 60 coloured counters Facilitator Guide
Comments	A useful aid for anyone who wants to gain insight into how their own learning process works, and who or what plays an important role. Also suitable for professionals working with, or responsible for, the learning process of others i.e. teachers, trainers, coaches, social workers and managers.



Learning Loops

Buy a Learning Loops licence to allow you to use our patented game format to create an individual card game around your chosen content.

An ideal alternative to multiple-choice testing to confirm knowledge and awareness of specific subject matter.

Patent:11/642,259



Toolbox

Learning Focus

Group Size
Duration
Contents

Comments

Learning Loops + licence

Knowledge testing
eg. Legislation, Systems, Health and Safety

Ideal 4. Possible up to 8
20 minutes upwards
This licence allows you to create your own game by adding your own content to our template. Alternatively, we can design and produce high quality playing cards or Apps to your specifications.

Please contact us to talk about how we can customise this product for your corporate use, and delivery of multiple assessments via mobile devices.

Toolbox

Learning Focus

Group Size
Duration

Contents

Comments

Learning² (Learning Squared)

Broken Squares: Working Collaboratively
Hollow Square: Instruction and Delegation

Ideal 4-16.
Broken Squares: 20 minutes plus review
Hollow Square: 30 minutes plus review
Two separate activities with Facilitator Manual, Plastic pieces and activity briefs

Both activities require 'square' shapes to be made from components supplied: In **Broken Squares** success is dependent upon an awareness of what others need and a willingness to offer resources. **Hollow Square** is a rapid introduction to the skills of planning and then carrying out a team briefing or other instructional process.

Toolbox

Learning Focus

Group Size
Duration
Contents

Comments

LIVE a Life Less Ordinary

Effective Communication
Icebreaker
Teambuilding

Ideal 6. Possible 2 -12
30 to 45 minutes plus review
Facilitator guide, 1x Playing board, 5x Packs of Cards (Energy, Values, Lessons, Insight & Story), 6 x Playing counters, 1 x Dice, 24 Life Wealth tokens, Communication Skills self-assessment

In the style of a board game, the LIVE game is an informal team building and communications activity designed to encourage individuals to talk about their experiences, and express themselves, using different sections and cards.

Toolbox
Matrix

Learning Focus

An activity to explore networks, connections, interdependency and information flow

Group Size

Up to 16 people

Duration

30 to 60 minutes plus review

Contents

Facilitator manual, 16 x fabric belts with 4 D-rings on each, 16 x chain links in each of the 4 colours, 16 x 2m lengths of red cord, 12 x 1.5m lengths of white cord, 16 x printed target cards

Comments

A versatile & flexible exercise to allow opportunities to model organisational networks & flows of information. It offers opportunities to explore the effectiveness of different matrix, cell and linear reporting systems when there are both personal and organisational targets


Toolbox
Mindfulness Unravelled

Learning Focus

Mindfulness, Resilience & Reflection

Group Size

Ideal 2-10. Possible 2-15

Duration

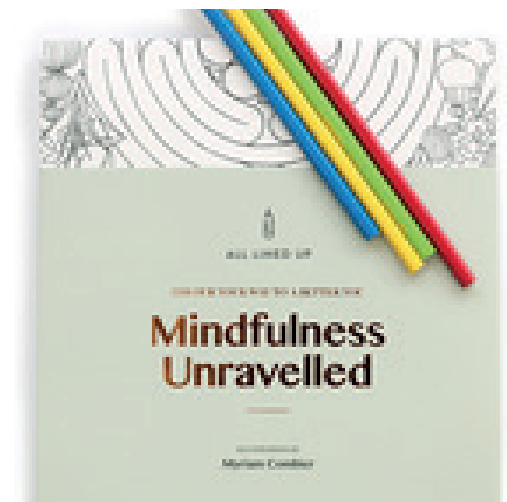
10 minutes to 4 hours of activity

Contents

5 different A2 size posters

Comments

Use these intricate colouring posters to allow opportunities for reflection within the experiential learning process. Includes 5 different A2 size posters, along with a guide for independent reflection and introspection. Includes 5 mindful themes; Beginner's Mind, Non-judging, Letting go, Acceptance,


Toolbox
Minefield

Learning Focus

 Knowledge Management
Information Sharing
Relationship Building across teams
Competition v Collaboration

Group Size

Ideal 8-12. Possible 4-16

Duration

45 minutes plus review

Contents

 Facilitator Manual, Gameboard, Case
64 magnetic pieces + scoresheets

Comments

A task that gives a numerical measure of effective team performance, based upon a willingness to break down barriers and share knowledge across team boundaries. Competition is inevitable yet ineffective.





Toolbox

Learning Focus

Group Size
Duration
Contents

Comments

Mosaic

Collaboration, Diversity/Cultural Awareness
Effective Communication,
Knowledge Management
Problem Solving, Working with Conflict

4 to 8 people
45 minutes
1 x Viewpoint screen containing image
4 x bags each containing 21 blue and 21 red plastic tiles, 4 x Participant Guides, 4 x Solution Diagrams, 20 x sets of Viewpoint glasses
Facilitator Manual

This activity uses clever but simple technology to demonstrate that others can truly have different perspectives and insights based on viewing the same situation - and helps people build strategies to cope with this realization!

Toolbox

Learning Focus

Group Size
Duration

Contents

Comments

Mystery Object

Creative Thinking Techniques, Coaching Skills
Presenting & Influencing Skill

Ideal 6-16. Possible 4-24
Three stages of up to 60 minutes activity each plus review
Facilitator Manual, 8 x Mystery Objects, 14 x SPARK-IT Cards & Briefing/Coaching Guides

Learners use the SPARK-IT model to 'push' and extend creative idea generation. They then work in pairs using the stimulus of a 'Mystery object' to develop an innovative product idea. They adopt two different roles - of designer and coach - and prepare to make a short sales presentation to the group.



Toolbox

Learning Focus

Group Size
Duration
Contents

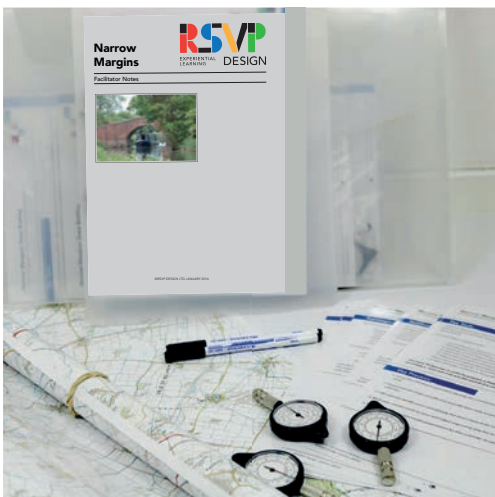
Comments

Narrow Margins

Information Management
Delegation of Responsibility
Strategic Decision-Making
Planning & Leading a Complex Team Activity

Ideal 4-16.
Approximately 60 minutes plus review
Facilitator Manual, Project information sheets
4 x OS Map Extracts and Map Measurers

A competitive small group activity in which up to 4 teams must analyse a large volume of information, then use it to create and cost a workable strategy. A commercial proposal is then prepared to present to a prospective customer to win the tender.



Toolbox
Network 2i by Interel

Learning Focus

 Teamwork and Team Communication
 Goal-Setting and Monitoring
 Rehearsing and Improving a Process

Group Size

Ideal 4-9

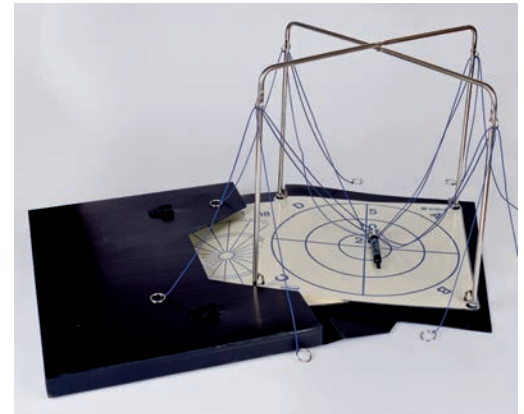
Duration

15-30 minutes plus review

Contents

 Facilitator Manual
 Network mechanism + 3 target sheets

Comments

 A challenging test of team co-ordination.
 A more formal version of Team Balance, for indoor use, and with more senior teams.
 Useful in supervisory work: can supervisors direct without hands-on involvement?

Toolbox
Performance Cubed

Learning Focus

Collaborative and Communication skills.

Group Size

Up to four teams of 2 to 5 members

Duration

60 to 90 minutes including review

Contents

1 Gameboard, 100 coloured plastic cubes, Participant Briefing Sheets, Participant Cube Configuration Sheets, 1 Performance Cubed Scoring Sheet and Facilitator Manual

Comments

Performance Cubed is a collaborative learning tool that can help illustrate the need for a win-win mentality by balancing the needs to achieve individual and smaller team goals. An ever evolving challenge where teams must work collaboratively to minimize error while achieving a defined result.


Toolbox
Points of You Coaching Game

Learning focus

 Effective Communication
 Teambuilding
 Improving Performance

Group size:

Ideal 4-16, possible up to 30 participants.

Duration:

90+ minutes and review

Contents:

65x high quality image cards, 165x page facilitator manual, with additional content for working with each image.

Comments:

The Coaching Game is a powerful, award winning tool, ideal for personal and professional development and improving communication. It can be used in groups or as an individual. Includes a complete coaching process using materials supplied





Toolbox

Learning Focus

Group Size
Duration
Contents

Comments

Positive Organisational Development Cards

Change Management
Diversity \ Cultural Awareness
Feedback
Improving Performance
Mindfulness \ Teambuilding

1-4 people
20 to 40 minutes plus review
20 x Action Cards - colour-coded into 4 sub-groups: Appreciative Strengths, Collective Strengths, Presence Strengths, Cultural Strengths

These cards offer an engaging way of introducing positive development ideas to individuals, teams and organisations. The concepts reflect key findings from positive psychology research of things that make a positive difference to organisational life.



Toolbox

Learning Focus

Group Size
Duration
Contents

Comments

Pressure Point

Management Decision-Making
Managing Meetings
Agreeing Shared Values

Ideal 8. Possible 6-10 per set
Approximately 60 minutes plus review
Facilitator Manual, Carrying case, Gameboard + components

A team debates the value of a range of organisational projects in order to make difficult resource allocation decisions. This task models the process of a decision-making and negotiation meeting. Both for-profit and not-for-profit options included.



Toolbox

Learning Focus

Group Size
Duration
Contents

Comments

Reversal

Supervisory Skills
Instruction and Delegation
Workload Allocation
Time and Resource Management

Ideal 8 per set. Possible 4-12
Approximately 30-40 minutes
Facilitator Manual, Gameboard, Master model + matching magnetic pieces

An excellent example of how to assess individual ability and delegate accordingly. Creating the conditions under which all individuals can do their best work, when managing a remote task.

Toolbox
Seeing the Point

Learning Focus

Synergy: doing more with less
 Creative Problem Solving
 Innovation & Change

Group Size

Ideal 3-4 per puzzle. Possible 2-20 per set
 10-15 minutes plus review

Duration

Contents
 4 x 7-piece puzzles in different colours
 Facilitation guidelines

Comments

A challenging activity to illustrate "thinking outside the box". Ideally used with 'Challenging Assumptions' as a 'mental warm-up' for problem-solving and creative thinking, or to reinforce key learning points.


Toolbox
Sequencer

Learning Focus

Process Improvement
 Team Planning and Organisation
 Supervisory Leadership and Delegation

Group Size

Mini: Ideal 4 - 6, possible 4 - 8
 Tabletop: Ideal 6 - 10, possible 6 - 16
 Standard: Ideal 6 - 12, possible 6 - 16

Duration

40-50 minutes plus review

Contents

15 components

Comments

Sequencer is a problem solving and performance improvement activity where participants need to construct pieces of plywood. It requires strong leadership and excellent communication. Three versions are available in hand-finished sealed plywood: Mini - 61cm with shipping tube, Tabletop - 91cm with shipping tube and bag and Standard - 122cm with shipping container


Toolbox
Simbols

Learning Focus

Communication (Managing Information)
 Process Improvement
 Team Planning and Organisation
 Supervisory Leadership

Group Size

Ideal 6-12. Possible up to 30

Duration

40-50 minutes plus review

Contents

Facilitator Manual, Gameboard
 30 different magnetic tiles

Comments

A complex, challenging, communication task with a high-pressure deadline. Ideal for use in a competitive situation, to challenge teams to produce excellent performance.





Toolbox

Learning Focus

Group Size
Duration
Contents

Comments

Simmetrics

Process Review & Improvement
Cumulative Error
Time Management

Ideal 5-10. Possible up to 20
40 minutes plus review
Facilitator Manual
4 x Gameboards
20 magnetic pieces + matching cards

A fast-moving task that illustrates how quickly small errors become expensive! An opportunity to explore how a short process review brings out valuable learning.



Toolbox

Learning Focus

Group Size
Duration
Contents

Comments

Strike Fighter by PGS

Influencing Skills
Working with Conflict

Ideal 3-18
2 to 3 hours plus review
3 x sets of Marines, Air Force & Navy documents & background information. Pens, CD and full facilitator manual

This award winning activity provides a realistic multi-party negotiation experience. Set against a real-life US Military negotiation three parties have to negotiate to meet their competing demands.



Toolbox

Learning Focus

Group Size
Duration
Contents

Comments

Successful Appraisal Coaching Cards

Conducting productive and professional staff appraisals and meetings
Building employee engagement
Setting objectives and working towards them

Ideal 1 to 1
30 minutes plus review
52 x Cards in 7 sections

These Cards suggest questions to assist the appraiser and appraisee to keep the content interesting, engaging, and challenging, while being professional. Each card has a question or statement for the coach to consider integrating into their session.

Toolbox

Team Balance

Learning Focus

Teamwork and Team Communication
Goal-Setting
Rehearsing and Improving a Process
Quality Improvement

Group Size

Ideal 8. Possible 4-16

Duration

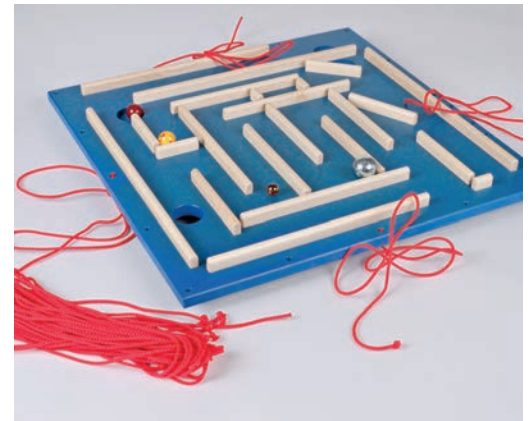
30 minutes plus review

Contents

Facilitator manual, wooden labyrinth (double-sided), assorted balls and marbles

Comments

An entertaining team challenge, to set and achieve goals. Ideal for team competitions and for working with young employees to teach them how to contribute effectively.



Toolbox

Teamwork & Teamplay Cards

Learning Focus

Communication (Managing Information)
Team Development
Team Problem Solving
Creative Thinking

Group Size

Ideal 6-16

Duration

20 - 40 minutes plus review

Contents

52 large playing cards (20cm x 13cm) and 12 instruction cards

Comments

With this deck of cards you can facilitate more than 20 powerful team and community building activities including debriefing tools, ice-breaking questions, character building activities & games



Toolbox

The Dutchman's Rope

Learning Focus

Risk Assessment
Teambuilding
Facilitation Tool

Group Size

Up to 4-20 per set

Duration

10 to 20 minutes per activity

Contents

Two lengths of blue rope, each prepared with a lightweight carabiner attached to each knot/bight every 2m (6 x foot). Ensures that each participant remains 2m (6 x foot) apart.

Comments

The lightweight rope is ideal for either indoor or outside use. The materials can be used to help up to 20 x participants observe social distancing during a training event, team meeting or other gathering. Includes 25 socially-distanced group activity ideas. Also an ideal active review tool.



Toolbox

Learning Focus



Group Size

Duration

Contents

Comments

The Values Game

Values clarification

Diversity training and awareness

Organisational culture and values

Understanding personal & team aspirations

2 to 8 per set

20-30 minutes plus review

140 Cards & Facilitator Guide with four suggested exercises

This game is intended to be an aid in provoking and directing value and norm discussions. It concerns the (individual) exploration of: What do I as an individual (or we) think is the right thing to do? What impact do the selected values have on my everyday actions?

Toolbox

Learning Focus



Group Size

Duration

Contents

Comments

T-trade and Post-it

Negotiation & Building Trust

Building Relationships across Teams

Individual and Organisational Goals

Management Communications

Ideal: 6-15

T-trade: 90 mins, **Post-it:** 60 mins + review

Facilitator Manual & Catalogues

Two separate, complete activities in one box
Task 1 (**T-trade**) was co-designed with IMD.
Three sub-teams negotiate for scarce resources to complete different individual goals. Task 2 (**Post-it**) explores communications as three remote teams work on the same task - this activity needs collaborative effort to succeed.

Toolbox
Values Coaching Cards

Learning Focus	Coaching Understanding individual differences Understanding what motivates and can change behaviour
Group Size	2 to 8 per set
Duration	20-30 minutes plus review
Contents	52 x Values Coaching Cards, 4 x Game set up & introduction cards with 8 suggested exercises
Comments	These cards combine 260 words to guide individuals through what they consider to be their core values. A tool for professional consultants, coaches and trainers - or individuals - who work with VALUES. These cards have endless uses for deep conversations about what motivates behaviours and decisions.


Toolbox
Values Explorer Set

Learning Focus	Decision Making Diversity & Cultural awareness Feedback, Goal-setting & Monitoring Improving Performance Working with Conflict
Group Size	Ideal 1-4
Duration	30-90 mins
Contents	60 Cards with instruction for use Leadership Brand - Deliver on your Promise guidebook
Comments	The Values Explorer & The Leadership Brand set gives a foundation to open up discussions about workplace/group and personal values and to help individuals clarify what they value most and least in professional and business life.





Toolbox

Visual Explorer

Learning Focus

Effective Communication, Understanding Individual Perspective, Creative Thinking

Group Size

Letter Sized – 4-24 (ideal for larger groups)
Post-card sized – 4-24 (ideal for small groups)
Playing card Sized – 2-24 (ideal for one-on-one situations)

Duration
Contents

60-90 minutes
Letter Sized – 2 x 108 (22 x 28cm) images
Post-card Sized – 3 x 72 (15cm x 10cm) images
Playing card Sized – 4 x 54 (6cm x 9cm) images

Comments

Visual Explorer, from CCL, uses a collection of abstract images to spark discussions and emotions to aid in helping people connect in discussion, despite their differences. It can be used in a wide variety of settings. Full facilitator guide available based on CCL research and use.



Toolbox

Voyage Mapping

Learning Focus

Reviewing Experience
Future Planning/Action Planning
Risk Assessment / Planning Change

Group Size
Duration
Contents

Individual and group versions 2 to 20
Optional: Minimum 45 minutes
Individual and group re-useable, laminated map versions available with sets of 15 x cartoon images, future and past 'keys'
Hardback Version: 119cm x 59cm
Standard Roll-Up: 119cm x 59cm
Large Roll-Up: 145cm x 73cm
Individual Coaching Version: 42cm x 30cm

Comments

A visual metaphor of a journey generates discussion of past and future challenges. A versatile resource with applications in personal coaching and team development.

Toolbox
Webmaster®

Learning Focus

Problem-Solving
 Remote Team Working
 Improving Task Efficiency
 Effective Teamwork

Group Size

Ideal 9-15. Possible up to 30

Duration

40-60 minutes plus review

Contents

Facilitator Manual, Design plans, 29 metal and rope components

Comments

A large scale team exercise, with many learning possibilities. A two stage team problem: can they put the pieces together in the correct way? Once completed, can they build it correctly under time trial conditions?


Toolbox
Workstations

Learning Focus

Introductory Team Building
 Managing Information & Communication
 Identifying Individual Learning Styles
 Using Information to Solve Problems

Group Size

Ideal 5-6 per pack. Possible 4-15

Duration

20-30 minutes plus review

Contents

1 x pack of playing cards with full facilitation notes and questions

Comments

A challenging problem-solving task with powerful messages about managing team communication. A perfect early team exercise, to establish how a team works together.



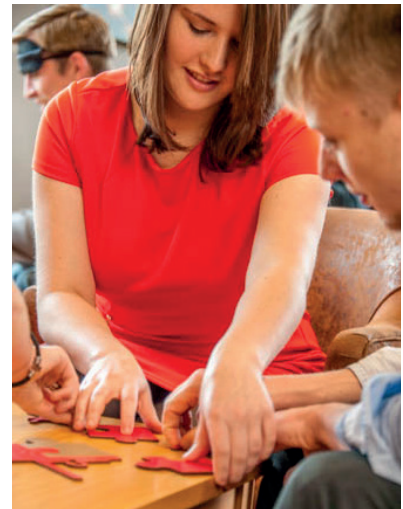
Toolbox

Complete Toolbox Package

Learning Focus

Business Analysis Tools

Business Relationships & Networks
Change Management
Conflict Management
Coaching
Communication
Compliance
Conference & Large Meetings
Creativity & Innovation
Cultural Integration
Customer Service
Diversity
Emotional Intelligence
Enhancing Learning Power
Experiential Review tools
Facilitation
Feedback
Image and Metaphor Based
Influencing
Information Management
Instructional Design
Leadership
Listening
Negotiation
Outdoor (suitable) Activities
Problem Solving
Process Improvement
Remote/Virtual Management
Resilience
Risk Assessment & Risk Management
Sales
Strategic Development
Team Development
Teambuilding for large groups
Time Management
Training Design
Trust



Group Size Duration

From 2 to 20 on individual activities
15 to 90 minutes of activity plus review

It is possible to buy a package of RSVP Design Ltd's toolboxes at a price that is discounted from the individual product prices. This package is ideally suited to resourcing a central training library and can be used with groups from entry level to senior management, ensuring that trainers and facilitators always have a wide variety of activity-based learning tools available.

The Complete Toolbox package includes 35 of the individual toolbox products (and two books) that are listed in this catalogue. (It does not include Powertools or Workshops).

We can offer a significant level of support or trainer training to clients who purchase the Complete Toolbox package, to ensure that you are comfortable with working with the individual activities. Please contact us for details of the price, delivery and shipping costs for the Complete Toolbox package and to establish the level of support you need from RSVP Design in order to be able to achieve the potential contained in this comprehensive range of learning tools.



Online Activity

Colourblind® (Online Version)

Learning Focus

Communication (Managing Information)
Achieving Common Meaning
Team Problem Solving
Chairing and Group Management

Group Size
Duration

Up to 6-28 per session during the licence term
30 to 40 minutes plus review

Included

Assets delivered by secure online platform at <https://experientiallearningtools.com/login>
Annual licence allows for up to two concurrent Groups, with unlimited consecutive sessions

Comments

Fully online version of this classic physical communication skills activity. The emphasis remains on using language accurately and descriptively, and building in a feedback process to ensure shared understanding.



Online Activity

Colourblind® Plus (Online Version)

Learning Focus

Communication (Managing Information)
Achieving Common Meaning
Team Problem Solving
Change Management

Group Size
Duration

Up to 6-28 per session during the licence term
30 to 40 minutes plus review

Included

Assets delivered by secure online platform at <https://experientiallearningtools.com/login>
Annual licence allows for up to two concurrent Groups, with unlimited consecutive sessions

Comments

An extension of the principles behind the original Colourblind® activity, this separate fully online version provides additional (simpler) paired & small group communications activities, and a more challenging large group version of the original activity, process and learning focus.

Online Activity

Emergency Delivery

Learning Focus

Effective Decision Making
Critical Thinking
Prioritisation

Group Size
Duration

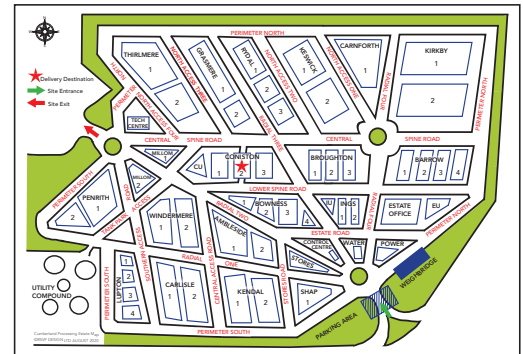
Up to 4-20 per session during the licence term
30 to 60 minutes plus review

Included

Assets delivered by secure online platform at <https://experientiallearningtools.com/login>
Annual licence allows one concurrent group of up to 4 x sub-teams & unlimited consecutive sessions

Comments

This is about 'Delivery at Pace' - an exercise focused on producing top quality results due to effective decision-making under pressure. The task is a two-stage realistic challenge requiring individuals to process information then quickly contribute to a workable team strategy.



Online Activity

Online Workstations

Learning Focus

Introductory Virtual Team Building
Managing Information & Communication
Using Information to Solve Problems

Group Size
Duration

Up to 6-14 per session during the licence term
30 to 40 minutes plus review

Included

Assets delivered by secure online platform at <https://experientiallearningtools.com/login>
Annual licence allows for up to two concurrent Groups, with unlimited consecutive sessions

Comments

This fully online version of the popular physical team problem solving card game retains the powerful messages about managing team communication. All communication is verbal & each participant is provided with a link to view their individual task information.





Online Activity

Seeing the Point (Online Version)

Learning Focus

Collaboration
Innovation
Resource Management

Group Size
Duration

Up to 20 per session during the licence term
30 to 40 minutes plus review

Included

Assets delivered by secure online platform at <https://experientiallearningtools.com/login>
Annual licence allows one concurrent group of up to 4 x sub-teams & unlimited consecutive sessions

Comments

This online version of the original activity is ideal to use to help teams collaborate. First, participants in a sub-team try to create as much as possible from their components, then all four sub-teams combine to try and create more!



Online Activity

Symbols (Online Version)

Learning Focus

Collaboration
Strategic Thinking
Improving Performance

Group Size

8 to 30 per session per session during the licence term

Duration

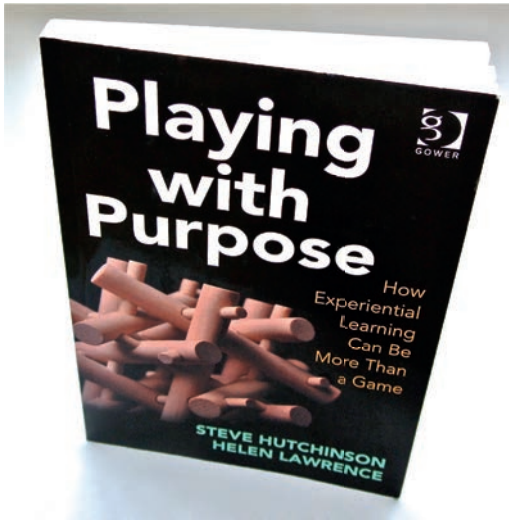
30 to 60 minutes plus review

Included

Assets delivered by secure online platform at <https://experientiallearningtools.com/login>
Annual licence allows for up to two concurrent Groups, with unlimited consecutive sessions

Comments

This fully virtual team activity is based on the successful physical activity. The team(s) must quickly develop a common language, problem solve and think strategically to succeed. They then combine to test their assumptions against a challenging team target.



Playing With Purpose by Steve Hutchinson and Helen Lawrence

Steve Hutchinson and Helen Lawrence, authors of this book are also creators of the Counter Intelligence experiential learning activity.

Playing with Purpose shows how a facilitator, coach, manager, people developer or trainer can invent or reinvigorate an artificial learning experience and make it so much more than a game.

The authors look at a range of dilemmas, challenges and problems faced by anyone wanting to run memorable training sessions, classes and project meetings and then demonstrate how to get powerful lessons from the simplest of household and office objects and situations. The exercises and ideas outlined provide a focused examination of a range of training aims and outcomes including leadership, teamwork, communications, equality and diversity, feedback and personal effectiveness; as well as general energisers, closers and problems to be solved.

Find Something To Do by Jim Cain

This book by Jim Cain is Find Something To Do - 123 powerful and practical things to do with nothing at all.

This non-prop activity book is 224 pages, back pocket size (12cm x 15cm), with lots of photographs and illustrations. It covers everything from painless icebreakers to team challenges and trust building activities, to games just for fun, puzzles, reviewing and closing activities. In fact, there are more than 123 activities in this book, more than any other no prop book in the field (so far).

If you are starting to build an experiential learning library, then this little book is handy for when your activities are being borrowed, undelivered or just unavailable!

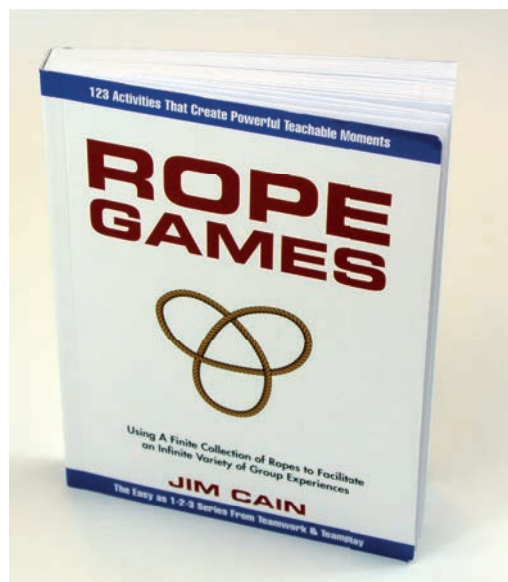


Rope Games by Jim Cain

The second book by Jim Cain in his The Easy as 1-2-3 Series is Rope Games - Using a finite collection of ropes to facilitate an infinite variety of group experiences.

The phrase 'learning the ropes' is as applicable today as it was two hundred years ago. Then it referred to a new recruit on a sailing vessel learning how to climb and handle the many ropes that operated the ship's sails. For the purpose of this book, 'learning the ropes' refers to understanding how to facilitate a wide variety of powerful group activities that explore a significant range of topics. Perfect for camp counselors, college orientation staff, managers, coaches, wilderness guides, teachers, facilitators, trainers and group leaders of all kinds.

The techniques in this book require only a few simple pieces of rope, string, elastic shock cord, webbing and other common forms of cordage, plus a few simple props you already have, and a few that require no equipment at all.



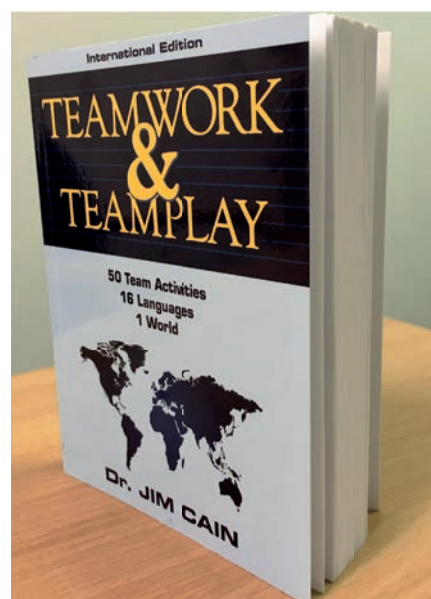
Teamwork & Teampay by Jim Cain

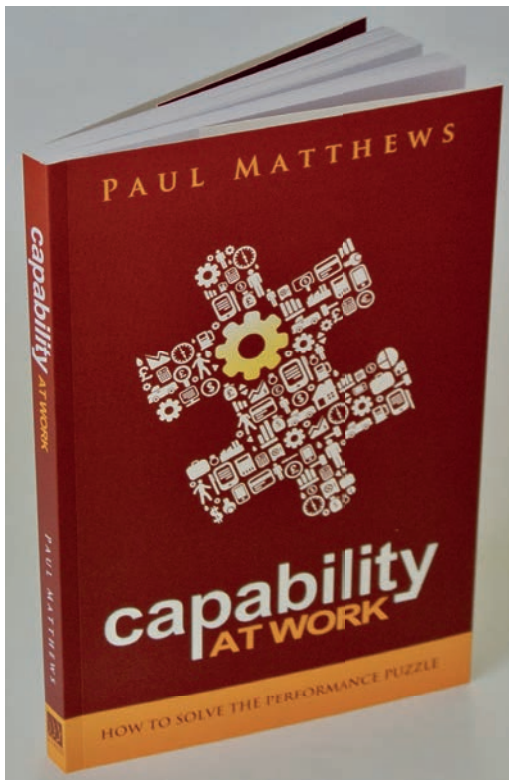
The newest book by Jim Cain has 50 practical Team Activities translated into 16 x different languages! This pocket-size activity book contains Jim's favourite fifty activities from a 'best of the best' list compiled over the last 20 years, creating and using simple experiential learning activities and materials around the world.

These activities require little in the way of equipment and what is required is typically easily sourced in any location - the photos that accompany this wonderful little book also help to bring these activities to life.

The book covers everything from painless icebreakers to team challenges, games just for fun, and closing activities and reviewing techniques.

If you are starting to build an experiential learning library then this little book is a handy collection of trusted and powerful ideas.





Capability at Work by Paul Matthews

This book was published by Three Faces Publishing in 2014
ISBN: 978-1-909552-04-3

Many organisations struggle with poor performance. Despite investing in various learning and development initiatives they seem unable to solve the performance puzzle. They cannot get to the real underlying cause of the lack of performance, and so it continues. Think about it this way - wherever there is poor performance, it is because someone is not capable of doing what needs to be done. Something is stopping them doing the job in front of them. This book is a must for anyone starting out in the world of HR and L&D.

This book is like a 'field guide' that shows you how to operate as a performance consultant, how to identify the root causes of poor performance, and how to collaborate with the operations managers to deal with those root causes.

It is not sufficient to be competent, an L&D department must be capable and must be able to also build the capability of its clients. This book explains why this is so and lays out the practical steps to get you there.

Informal Learning at Work by Paul Matthews

This book was published by Three Faces Publishing in 2013
ISBN - 978-1-909552-00-5

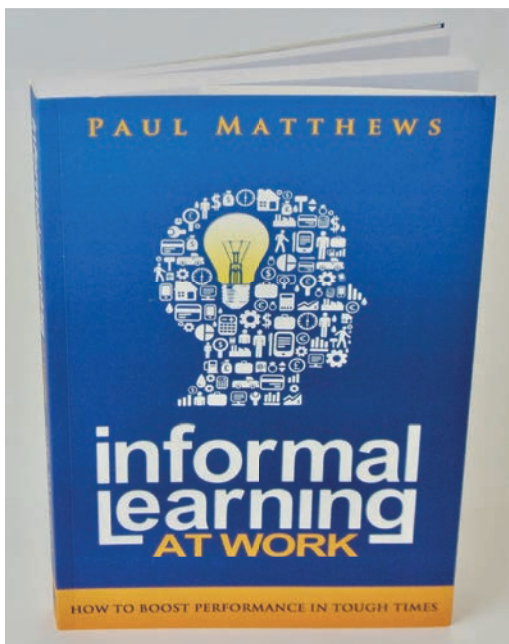
Informal learning is the powerhouse of learning in the workplace, and yet in many ways, it is fragile. How can you manage informal learning without destroying the informality; and without destroying the very thing that makes it so powerful?

So we need answers to questions like...

- How does it work?
- How do you manage it?
- How do you encourage it?
- How do you measure it?
- What role does Learning and Development play?
- Who else is doing it, and what is their experience?
- How do you use it in conjunction with formal learning?

Despite millions spent on training, surveys show that the majority of workers are disengaged and delivering far less than they are capable of. Deliberately harnessing the power of informal learning is the new way to tangibly improve worker capability, right at the point of work. This book shows you how, using practical advice from workplace learning experts, and examples and case studies from around the world.

You will discover how the role of anybody involved with workplace learning, enhancing capability and improving performance **MUST** change to successfully manage the critical shift in the way organisations need to cater to the learning needs of their employees.



Learning Transfer at Work by Paul Matthews

This book was published by Three Faces Publishing in 2018
ISBN - 978-1-909552-06-7

Learning, and the hoped-for subsequent behaviour change is a process, and yet we focus on the training event thinking that if we can only get that right, everything else will be wonderful. This is no more true for training than it is for a wedding. The quality of the wedding ceremony does not predict the quality of the subsequent marriage. There is a lot more to do after the ceremony, and there is also a lot more to do after the training event to get to 'happily ever after'. Sadly, very few people do what it takes to get even reasonable results from their training events. As Robin Hoyle puts it, "Learning transfer has been L&D's dirty little secret for too long. Too much of what learning teams do is well-intentioned but ultimately underwhelming."

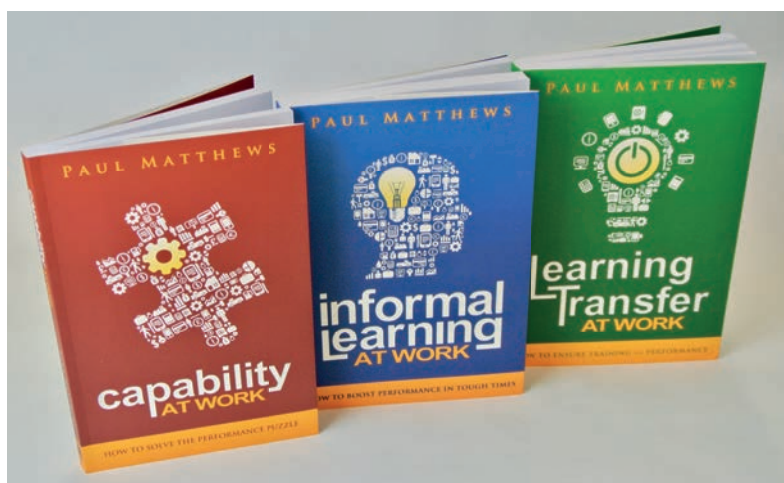
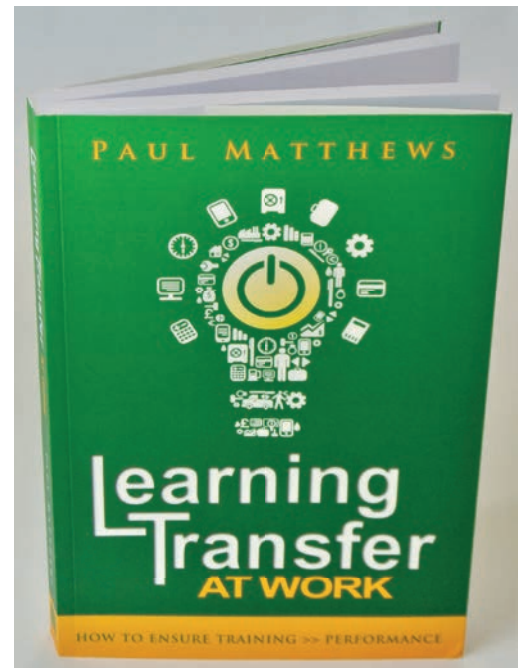
This book explains learning transfer in a way that will enable you to talk with non-L&D people and convince them of the need for their proactive involvement. It is important because learning transfer involves many people across the organisation and across an extended time frame.

Learning transfer is the elephant in the room for many in L&D, and this elephant is BIG! The case for pro-actively driving the learning transfer process is self-evident, and yet so many people choose to behave as if the elephant isn't there. How can people keep ignoring it.

This book helps you do two things:

1. Convince those around you that the learning transfer elephant is real.
2. Introduce processes and activities that deal with this elephant.

Doing this will get you better returns on your L&D budget, so seize the opportunity!





Powertool

Learning Focus

Group Size
Duration
Contents

Comments

Reach for A Star

Large group action planning / multiple team review
Creativity & Innovation

variable: 20 to 180
1.5 to 2 hours
60 x pre-cut card panels & pens
360 x plastic tubes and cable ties for pyramid assemblies

The group creates a complex sculpture that is a visual representation of an action plan or team review. The sculpture takes the form of a large, moveable 3 dimensional star with 20 points, displaying 60 individual illustrated / written statements.



Powertool

Learning Focus

Group Size
Duration
Contents

Comments

Shaping the Future

Leadership
Organisational Strategy and Structuring
Managing through Change

Up to 30
8 hours, ideally over 2 days
A comprehensive set of activity materials and briefing documents with training

This is the most challenging and powerful of our Powertools. Initial delivery is under taken by our team, and further client training can be provided with a licence for continued delivery.



Powertool

Learning Focus

Group Size
Duration
Contents

Comments

SuperSymbols

Effective Communication
Process Planning and Time Management
Co-operation across team boundaries

Up to 150 per set (6 x sub-teams of 25)
60 minutes plus review time
150 printed tiles and assembly grid. When assembled reveals a large image on reverse. Full facilitation notes. Standard or custom image can be supplied on reverse of tiles.

A conference size version of our popular Symbols activity, it is ideal for working with multiple teams on a collaborative task and can include custom imagery or branding.

Powertool

Teamwork Web

Learning Focus

Team Building and Team Creativity
Problem-Solving and Task Achievement
Time and Resource Planning

Group Size

Up to 30

Duration

A half-day session : 2.5 to 3 hours

Contents

Materials for 29 varied team tasks.
A full set of Webmaster®.
Extensive facilitation guides.

Comments

A varied challenge for a team-building event or fun 'awayday'. Tasks include individual & small group; creative and logical thinking; and those suited to introverts and extroverts. Use all 29 tasks or as individual resources!



Powertool

Top Priority

Learning Focus

Prioritisation/ Managing Multiple Tasks
Supervisory Leadership
Project and Resource Management

Group Size

18-36

Duration

90 minutes plus review

Contents

Materials to complete up to 6 different parallel activities
Extensive facilitation manual

Comments

Set up Top Priority to create a 'synthetic' but realistic organisational context. Parallel tasks must be completed, under strict time and resource pressure. Does the team have the management skills needed?



Powertool

Webmaster® Bridge

Learning Focus

Project Planning
Problem-Solving
Team Organisation

Group Size

10-30

Duration

Approximately 2 hours

Contents

A full scale, challenge course element; 29 components + connectors + rigging

Comments

The Webmaster® Bridge enables a team to create their own fully functioning Ropes (Challenge) Course Burma Bridge and to suspend and then cross it. This requires a (semi) permanent outdoor installation.





Workshop

Breakthrough Thinking

Learning Focus

Creative Thinking
Creative Problem-Solving and Solution-Finding
Individual contribution to a process of Innovation

Group Size
Duration

Up to 16 participants
7 hours (can be delivered in modular form).
4 x modules.

Contents

Activity materials for practical exercises
Full Facilitator Manual
A USB containing materials for printing, including Participant Workbooks
A Powerpoint Presentation of key points

Comments

Many people confuse the concepts of creativity and innovation. This practical and lively workshop addresses both. Working in small groups, through a series of fast-paced and entertaining activities that tackle different aspects of the innovation process, learners build confidence in their own ability to contribute to the development of new ideas, products and solutions. The workshop also includes opportunities for teams to engage in creative problem-solving and to work together on real-life issues.



Workshop

Building Personal Resilience

Learning Focus

Effective Communication
Improving Performance
Mindfulness
Problem Solving
Resilience
Working with Conflict

Group Size

Ideal 12 participants
Possible 6-16 participants

Duration

7 hours
Can be delivered in Modular form: 4 x Modules

Contents

1 x set of Images of Resilience Cards
1 set of Challenging Assumptions (4 Puzzles)
4 x sets of Personal Resilience Cards
2 x sets of Workstations activity
1 x set of Matrix activity
A USB containing materials for printing, including Participant Workbooks
A Powerpoint Presentation of key points

Comments

Resilience is the ability to thrive on positive stress and avoid distress. How do we manage the situations that create stress and recover from these with motivation and a sense of well-being? This workshop is suitable for anyone with a personal or professional interest in building resilience. This includes HR professionals, Learning and Development specialists, teachers and educators, trainers and consultants and operational managers

Workshop	Developing Others through Coaching
Learning Focus	Observation and feedback skills Coaching skills, questioning and listening Personal and team development and action planning
Group Size	Up to 16 participants
Duration	7 hours (can be delivered in modular form). 4 x modules
Contents	Activity materials for practical exercises including Colourblind®, Voyage Mapping Simmetrics toolboxes Full Facilitator Manual A USB containing materials for printing, including Participant Workbooks A Powerpoint Presentation of key points



Comments

Strategic and operational managers are increasingly recognising the value of being able to act as coaches to their staff. In fact, their own performance is now often measured against their ability to develop and support others. Yet many have no training and lack confidence in their ability to mentor and coach. This workshop builds the specific management skills of behavioural observation, feedback, questioning, coaching and development planning to improve the performance of others.

Workshop	Managing Effective Meetings
Learning Focus	Meeting planning and follow-up Chairing skills and the management of groups Techniques for generating ideas, evaluating options and reaching agreements
Group Size	Up to 16 participants
Durations	7 hours (can be delivered in modular form). 4 x modules.
Contents	Activity materials for practical exercises including 2 x Images of Organisations® and 2 x Workstations toolboxes Full Facilitator Manual A USB containing materials for printing, including Participant Workbooks A Powerpoint Presentation of key points



Comments

Traditional skills, such as the skills of managing meetings, can be taught in inspiring ways, and are relevant for anyone who manages, chairs or simply attends meetings. The skills apply to many types of meeting, from formal board meetings to informal problem solving sessions or focus groups.



Workshop

Working with a Customer Focus

Learning Focus

Identifying customers, their needs and expectations
Understanding how to achieve excellence in customer service
Developing the behavioural skills that support strong customer relationships

Group Size
Duration

Up to 16 participants
7 hours (can be delivered in modular form).
4 x modules.

Contents

Activity materials for practical exercises including 2 x Images of Customer Experience and 2 x Chainlink toolboxes
Full Facilitator Manual
A USB containing materials for printing, including Participant Workbooks
A Powerpoint Presentation of key points

Comments

At RSVP Design we firmly believe that building excellence in customer relationships depends upon changes in attitude and behaviour. This workshop enables you to work with learners to use their own experience of being both customers and suppliers, and their ability to see things from the customer's perspective, so that they can begin to identify improvements to their own personal, team and organisational approaches to great customer service.



Workshop

Working with Conflict

Learning Focus

Factors that contribute to conflict
Understanding of individual behavioural style in dealing with challenging people and situations
Recognising potential conflict situations

Group Size
Duration

Up to 16 participants
7 hours (can be delivered in modular form).
4 x modules.

Contents

Activity materials for practical exercise including a T-trade toolbox
A Powerpoint Presentation of key points Full Facilitator Manual
A USB containing materials for viewing videos and document printing, including Participant Workbooks

Comments

Conflict exists in every organisation but managing conflict well can be a positive experience - providing increased understanding for those involved This workshop includes useful tools for participants as well as opportunities to rehearse.

A Guide to Learning Development

Seven independent but linked modules used for developing capable and effective learners by understanding and strengthening learning skills



Learning & Change

This module focuses on helping individuals to believe that they can learn - thinking about ways that they've learned in the past and ways that they can continue to learn and change in the future. It contains practical activities that small teams (up to 16 people) can practice together, supported by a trainer or facilitator, and everything required to complete a 2 hour work module on this Changing & Learning dimension is included.

Physical materials include 1 x set of Optical Illusion Images, 1 x 4 pack of Challenging Assumptions puzzles, 1 x set of Juggling Balls, 1 x set of Key punch activity, facilitator notes.



Meaning Making

This module focuses on helping individuals to build skills in linking different concepts together and seeing the 'bigger picture'. It identifies specific and relevant actions, behaviours and strategies used by those who have developed this aspect of learning power. In a world where accumulating information and facts is easy, meaning making, and making connections to productively use acquired information is a key skill.

Physical materials include 2 x sets of Innovation Images, 2 x sets of Workstations and facilitator notes.



Critical Curiosity

This module focuses on helping individuals to investigate and understand the power of questions, and the advantages in having an interest in why things happen and how things work. It contains practical activities that small teams (up to 16 people) can practice together, supported by a trainer or facilitator, and everything required to complete a 2 hour work module on this Critical Curiosity dimension is included.

Physical materials include 1 x set of Counters, 1 x set of SPARK-IT cards, 6 x Mystery Objects, 1 x Coin sorter brief, facilitator notes.



Creativity

This module focuses on helping individuals to build their skills in being creative, to explore the value of playfulness and a willingness to experiment and to take risks. It contains practical activities that small teams (up to 16 people) can practice together, supported by a trainer or facilitator, and everything required to complete a 2 hour work module on this Creativity dimension is included.

Physical materials include 1 x Seeing the Point puzzle set, 1 x set of Dialogle cards, and facilitator notes.

Resilience

This module focuses on helping individuals to understand the concept of resilience in terms of learning power, and building their capacity to persevere when the learning process becomes difficult, or indeed to recognise that there is an alternative way to proceed. It contains practical activities that small teams (up to 16 people) can practice together, supported by a trainer or facilitator, and everything required to complete a 2 hour work module on this Resilience dimension is included.

Physical materials include 1 x set of Images of Resilience, 2 x Sets of Straw Bridges, 9x Juggling Balls, facilitator notes



Learning Preferences

This module focuses on helping individuals to build awareness of their own learning strategies and the need to approach learning in a structured and considered way. It contains practical activities that small teams (up to 16 people) can practice together, supported by a trainer or facilitator, and everything required to complete a 2 hour work module on this Strategic Awareness dimension is included.

Physical materials include 1x set of Simmetrics , 1 x set of Voyage Mapping (Individual Coaching Version) and facilitator notes.



Learning Support Relationships

This module focuses on helping individuals to become more effective at building and using strong relationships that help them in learning successfully. It contains practical activities that small teams (up to 16 people) can practice together, supported by a trainer or facilitator, and everything required to complete a 2 hour work module on this Learning Relationships dimension is included.

Physical materials include 4 x sets of Broken Square activity and facilitator notes.



TALK TO US ABOUT OUR RANGE OF PRODUCTS AND SERVICES



A CATALOGUE OF ACTIVITY BASED RESOURCES



DESIGN AND DELIVERY OF LEARNING EVENTS



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This manual is printed on sustainable materials and is fully recyclable



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