OBJECTIVE 1

To experience and learn the LEGO SERIOUS PLAY methodology and the standard applications Real Time Strategy for the Team and Real Time Strategy for the Enterprise

This training will offer you advanced insight into:
a) The 4 step Core Process and the 7 Application Techniques
b) The relationship between the methodology and its standard applications
c) The experience of LSP as an end user
d) Client experiences with LSP
e) The development history of the LEGO SERIOUS PLAY methodology

OBJECTIVE 2

To experience and learn the theories underpinning the methodology and the standard applications Real Time Strategy for the Team and Real Time Strategy for the Enterprise

This training will offer you:
a) An understanding of the key learning concepts and opportunities to use the method to demonstrate them
b) Insights into how the theories impact the flow of the workshop

OBJECTIVE 3

To embed the knowledge needed to effectively develop and facilitate workshops using the LEGO SERIOUS PLAY methodology

This training enables you to:
a) Heed the different styles of facilitating that should be adopted at different stages of the process
b) Become aware of critical parts of the methodology and applications (including what is flexible and what is not)
c) Appreciate the practicalities of the program workshop, especially the time required and the organization of the materials during the workshop
d) Recognize the artificial nature of the training 'group' compared to a group attending a real engagement
e) Become a proficient LEGO builder

OBJECTIVE 4

To practice designing customized applications of the LEGO SERIOUS PLAY methodology

This training will provide a forum for you to:
a) Design a segment of a workshop with fellow trainees and receive peer feedback
b) Discuss how best to demonstrate the power of the methodology in a selling situation
c) Become familiar with the Facilitator Manual
d) Understand the practicalities associated with procuring and managing the LEGO material

The "4–Days at a Glance" Program Overview

	Day 1	Day 2	Day 3	Day 4
8.30	Introduction to Training	Warm-up act.	Warm-up Act.	Group Presentations
	Introduction to LEGO SERIOUS PLAY	Introduction to Real Time Strategy (RTS)	RTS – Landscape Connections (AT4) & Systems (AT5)	
9.30	LSP Skills Building	RTS – Individual Identity Building (AT1)		
10.30				RTS - Team Core, Aspirational and External Identity
	LSP Essentials I		Debrief - Landscape	
		Debrief - Identity		
11.30	AT 1. Individual Model Building (AT1 – AT3)	RTS – Aspiration for LEGO SERIOUS PLAY (AT1 – AT2)	RTS – Playing Emergence & Decisions I (AT6)	
				Debrief
12.30	Lunch	Lunch	Lunch	Lunch
	LSP Essentials I Debrief AT1	RTS – Shared Identity (AT2)	Debrief	RTS – Team TeamLife Connections Landscape
13.30			RTS – Playing Emergence & Decisions II (AT6)	
	AT 2. Shared Model Building (AT2)			
14.30		Debrief – Shared Model Building		Debrief
			Debrief	RTS – Team Playing the Past and Emergence
15.30	Debrief AT2	RTS – Landscape (AT3 Agents)	RTS – Extracting Simple Guiding Principles (AT7-SGPs)	Extracting SGPs
	Imagination Game			
16.30				Debrief RTS Team
	Debrief Imagination	Debrief - Agents	Debrief –SGPs Closing of RTS	Closing of Training
			Design Essentials	
17.30	Closing Day 1	Closing Day 2		
18.30			Group Work Workshop Design	
22.00				