

Activities-Scripts Cross Reference

Activity	24-Hour Script	16-Hour Script	Notes
Icebreaker, page 406	Orienteering, Activity 2, page 49	Not applicable due to time limitations.	You may have your own favorite icebreaker. Please use as long as it accomplishes the same objectives.
Blind Square, page 409	Inspire a Shared Vision, Activity 1, page 110 or Activity 4, page 120 (Envision the Ideal and Unique Future)	Not applicable due to time limitations.	The Blind Square does not appear in the script, but if you're doing a longer program and have the time, this is a fun activity to illustrate the importance of getting a clear image of the end state.
The Innovation Quiz, page 412	Challenge the Process, Activity 5, page 151 (Use Outsight)	Challenge the Process, Activity 2, page 304(Use Outsight)	This is a new activity created especially for this new edition.
Koosh® Ball, page 414	Challenge the Process, Activity 3, page 146(Take the Initiative)	Not applicable due to time limitations.	This is an optional learning experience, and it is not mentioned in the script. If you have time in the agenda it's useful for getting people to challenge assumptions and look for ways to come up with new ideas. It also gets participants to stand up and move around.

Activity	24-Hour Script	16-Hour Script	Notes
The Strategy Game, page 417	Challenge the Process, Activity 7, page 158 (Take Risks and Learn from Mistakes)	Challenge the Process, Activity 4, page 311 (Take Risks and Learn from Mistakes)	If you are doing an outdoor “Ropes Course,” you can skip this experiential exercise unless there is enough time to do both.
Mint Condition, page 420	Challenge the Process, Activity 6, page 154 (Take One Step at a Time)	Challenge the Process, Activity 3, page 307 (Take One Step at a Time)	The case takes 20 to 30 minutes to read, so you may have to assign it as homework the evening before the module on Challenge the Process.
Egg Drop, page 421	Enable Others to Act, Activity 6, page 184 (Experiencing Collaboration)	Enable Others to Act, Activity 5, page 332 (Experiencing Collaboration)	The Egg Drop is an optional exercise that can be used in Experiencing Collaboration in place of the recommended Broken Squares activity. You might want to use the Egg Drop if your group has already done the Broken Squares exercise.
Broken Squares, page 425	Enable Others to Act, Activity 6, page 184 (Experiencing Collaboration)	Enable Others to Act, Activity 5, page 332 (Experiencing Collaboration)	Broken Squares is the recommended experiential activity for Experiencing Collaboration. Please keep in mind that in the scripts for the 24-hour and 16-hour programs you only have time for one experiential activity. If you wish to do more than one exercise in Experiencing Collaboration, please add additional time to the agenda.

Activity	24-Hour Script	16-Hour Script	Notes
Helium Stick, page 432	Enable Others to Act, Activity 6, page 184 (Experiencing Collaboration)	Enable Others to Act, Activity 5, page 332 (Experiencing Collaboration)	The Helium Stick is another optional experiential activity for Experiencing Collaboration. You can use it in place of the recommended Broken Squares activity. You might want to use the Helium Stick if your group has already done the Broken Squares exercise.
Measuring Commitment, page 434	Enable Others to Act, Activity 1, page 170 (Introduce the Practice)	Not applicable due to time limitations.	Measuring Commitment can be used as an introductory activity that sets the stage for Enable Others to Act, but it requires an additional 15 minutes at the beginning of the module.
Steve Ettridge Story, page 437	Challenge the Process, Activity 7, page 158 (Take Risks and Learn from Mistakes)	Challenge the Process, Activity 4, page 311 (Take Risks and Learn from Mistakes)	This is an optional story to tell at the end of the module.
Planning Your Meeting With Your Team, page 438	Committing, Activity 6, page 215 (Making Commitments)	Not applicable due to time limitations.	An optional planning activity if time permits. Since we recommend that participants report back to their team after the Workshop, this would be useful to include.