

A. VISION

I. TIMES WORKSHOP

1. Individually brainstorm 3 economic, 3 political and 3 cultural events and happenings of the years 1960-1974 from the Western, the Eastern, and the Southern Spheres.
2. Corporately get individuals to brainstorm economic, cultural and political global events on the blackboard.
3. Corporately mark the key events that signaled major global shifts in the times.
4. Name these sections.
5. Individually brainstorm 10 key events of one's own journey from '60 to '74, putting events on a journey timeline, and proceed to categorize by marking key events and naming the sections.
6. Reflect corporately on our experience of the times.

II. TRENDS WORKSHOP

1. Individually list 3 trends each in the economic, cultural and political arena.
2. Brainstorm corporately the trends.
3. Gestalt the trends of the times.

III. VALENCED SOCIAL MODEL

A valenced social model was created on the effectiveness rating of agencies in Uptown by the Guild with the use of the Fifth City Social Model. This was followed by a reflection on the valenced social model.

Questions for Reflection:

1. What catches your attention?
2. Where is it adequately holding an imaginal picture of Uptown?
3. Where is it not adequately holding an imaginal picture of Uptown?
4. What story does it tell you about the Uptown community?
5. What does it indicate as the focus for Guild planning?
6. How does valencing enable a group to grasp after the community?

B. CONTRADICTIONS

I. BLOCKS

1. Individually brainstorm 5 blocks each in the following arenas--economic/wisdom/symbol/style/political.

2. Corporately get individuals to brainstorm blocks on the blackboard.
3. Gestalt the blocks into 4 arenas and name the 4 arenas. These 4 arenas are the 4 pre-contradictions.
4. Swirl these pre-contradictions to intuitively grasp after the relationship of the pre-contradictions to each other and their priority in relation to the quarter's planning.

II. CONTRADICTIONS

1. Individually list the 3 contradictions of the community.
2. Corporately brainstorm the contradictions on the board.
3. Gestalt into 4 key contradictions.
4. Break into 4 groups and assign each group to write a sentence on one contradiction.

C. TACTICS

I. PROPOSALS

1. Individually list 5 resolutions to each key contradiction.
2. Corporately brainstorm the resolutions on the blackboard.
3. Gestalt this data into a $4 \times 4 \times 4$. Each contradiction should have the resolutions listed under it gestalted into 4 proposals and each proposal should have data gestalted into 4 subproposals. (Brainstorm corporately where data is found lacking.)

II. TACTICAL ARENAS

1. Cross-gestalt the subproposals into 4-6 arenas.
2. Name the arenas of the gestalt. These become the paramount tactics.
3. Gestalt the raw data under paramount tactics into 2-6 basic tactics.
4. Gestalt raw data in each basic tactic into 4 tactical thrusts. (Brainstorm where raw data is insufficient.)
5. Write paragraphs on the "why" and the "what" of each basic tactic.

III. REFINE TACTICS

1. Check for overlap and redundancy in tactical arenas.
2. Rewrite paragraphs.

3. Brainstorm a list of tactics to ensure that the basic tactic happens.
4. Write paragraphs on who/when/where/how on each basic tactic.

IV. TIMELINE

1. List the practical "do's" in each tactic.
2. Organize the practical "do's" on a 13-week timeline.
3. Check for overlap and redundancy.