## WORKSHOP PROCEDURES GUIDE



TOWN MEETING '76 is a program of community involvement developed by The Institute of Cultural Affairs; a world service organization. The ICA conducts training, demonstration and research programs concerned with the human factor in world development. The TOWN MEETING '76 format has been tested and refined in 47 diverse community settings.

The ICA is a not-for-profit corporation with tax exempt status registered in the State of Illinois.

The ICA has 101 offices around the world, 47 of which are located in the United States. Area centers are located in Bombay, Brussels, Chicago, Hong Kong, Nairobi, and Singapore.

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This Workshop is built on a method of collecting the wisdom of a group of people on a given subject. It rests on the assumption that everyone has worthwhile insights which will make the final product richer than one created by an individual or small group. The key to a good workshop is group participation in the process. There are many procedures and gimmicks that are designed to enhance creative participation – some of which are contained here.

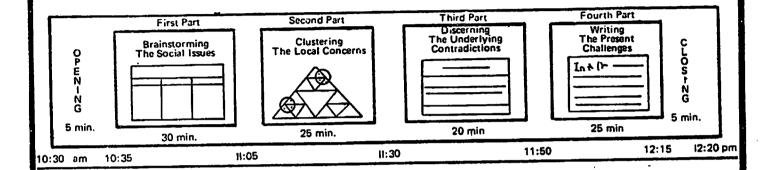
"Brainstorming" is one of the basic methods used in the TOWN MEETING workshops. In leading a brainstorm, there are four things to remember: (1) Ask the questions clearly and simply (Be sure you have answered the question yourself, so that you are clear on the kind of answer you are seeking.); (2) Record every answer; (3) Keep the pace rapid in order to get first responses and fresh intuitions instead of old or stale answers; (4) Don't discuss answers during the brainstorming, even if they are controversial (Reflection comes later in the process.). The Brainstorming Method is intended to produce new insights and to maximize people's engagement in the process.

As a workshop leader, you will not "know" all the answers. The best image of the workshop leader is "orchestrator" rather than "teacher". A teacher is supposed to know answers while an orchestrator is responsible for only the score - i.e. the workshop procedures. The "music" or content comes from the participants themselves.

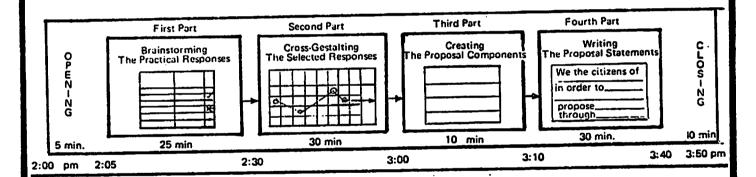
The following hints are helpful in leading workshops:

- 1. Honor all participation (There are no wrong answers).
- 2. The time design is right fast pacing pushes intuition.
- Get across to the group that intuition is the key--trust your first response.
- 4. Keep the group moving rapidly (Dramatize shifts with a song, perhaps).
- Prepare and order your materials beforehand so that the workshop can move from step to step smoothly.
- 6. Workshopping is a method--trust it.
- 7. Know your product--i.e. what the workshop is out to produce.
- 8. Keep the group reminded of the product.
- 9. Have fun-this is serious business, but it's fun to do.
- Sing a song or tell a joke when bogged down to release the group's creativity and to get distance.
- Always begin by giving the group an overall view of the major steps and the final product of the workshop.
- End on a celebrative note that honors the hard work that has been completed.

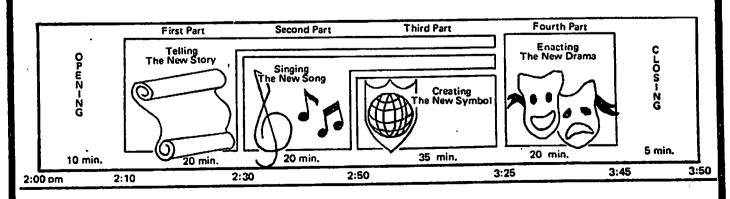
### THE PRESENT CHALLENGES WORKSHOP



### THE PRACTICAL PROPOSALS WORKSHOP

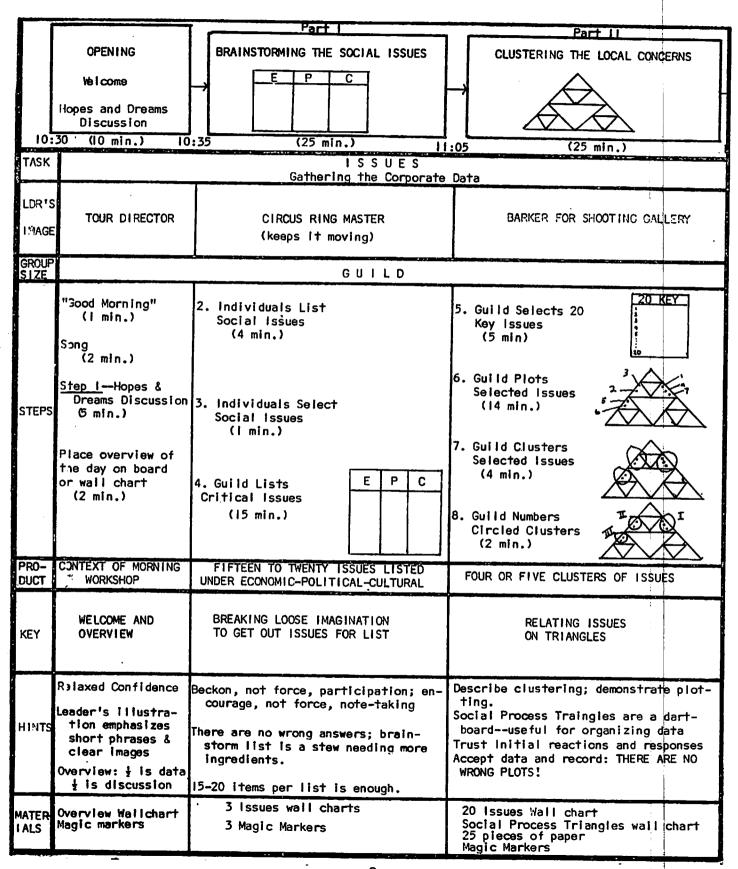


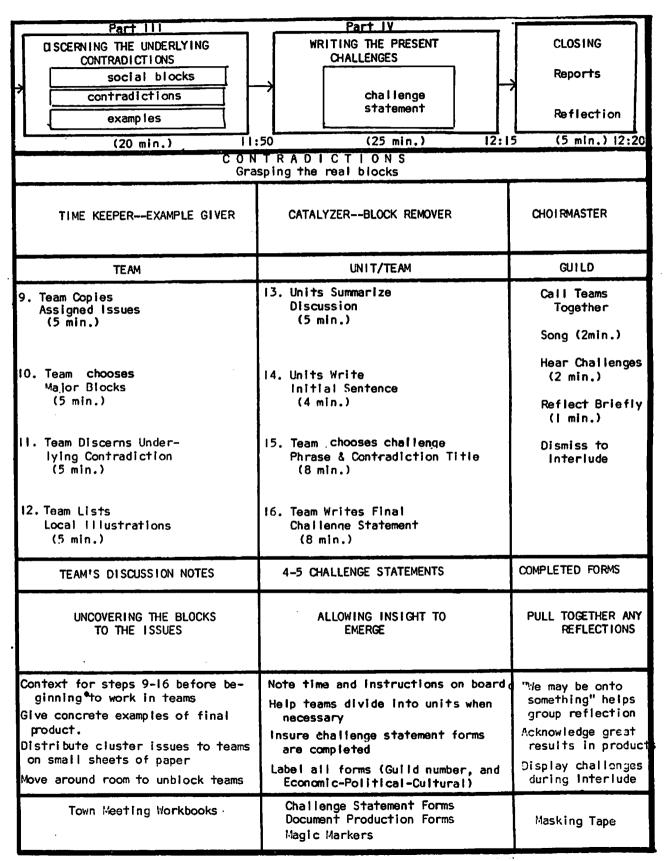
### THE NEW STORY WORKSHOP

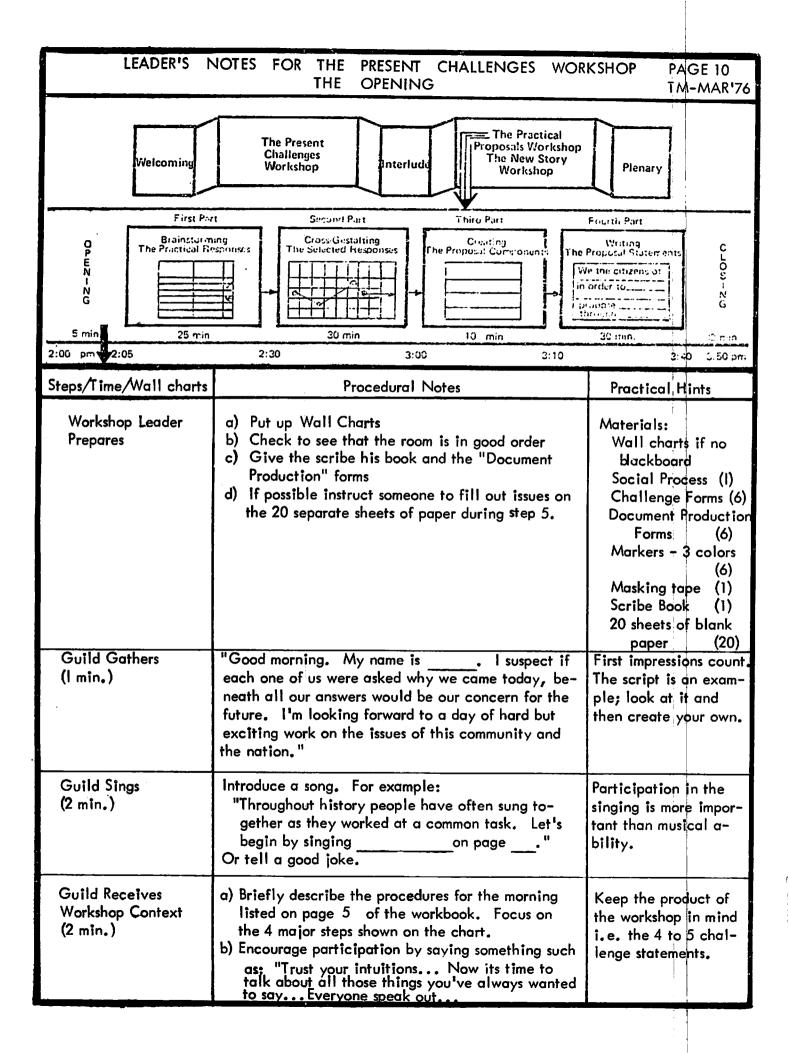


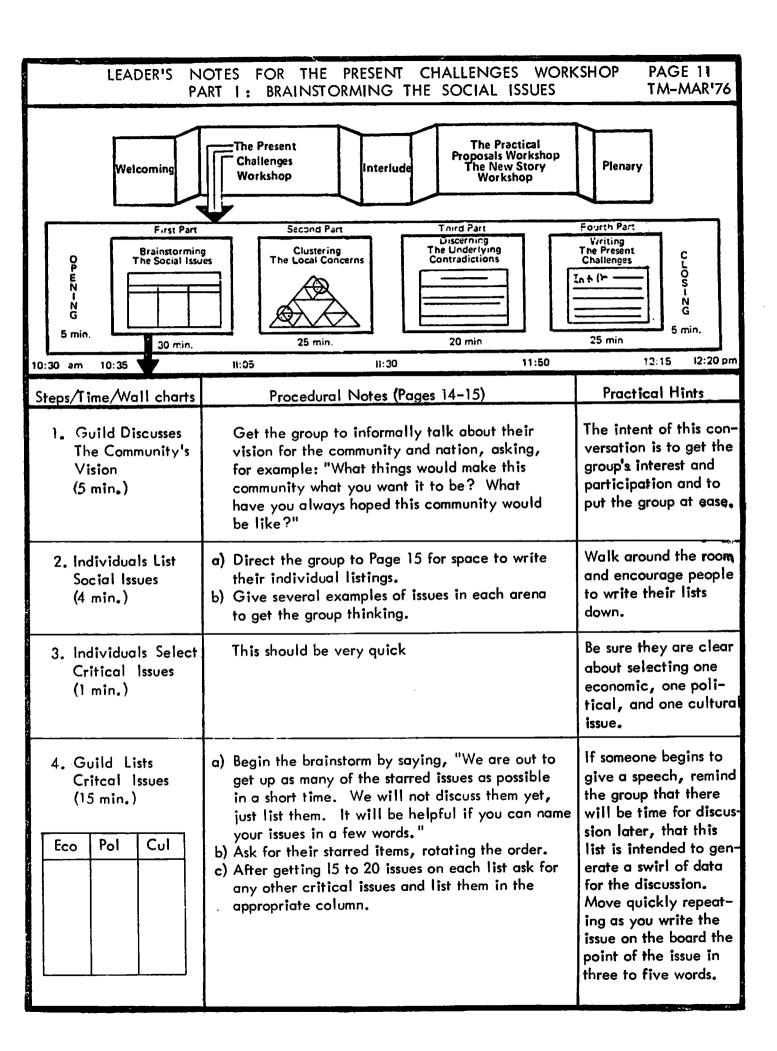
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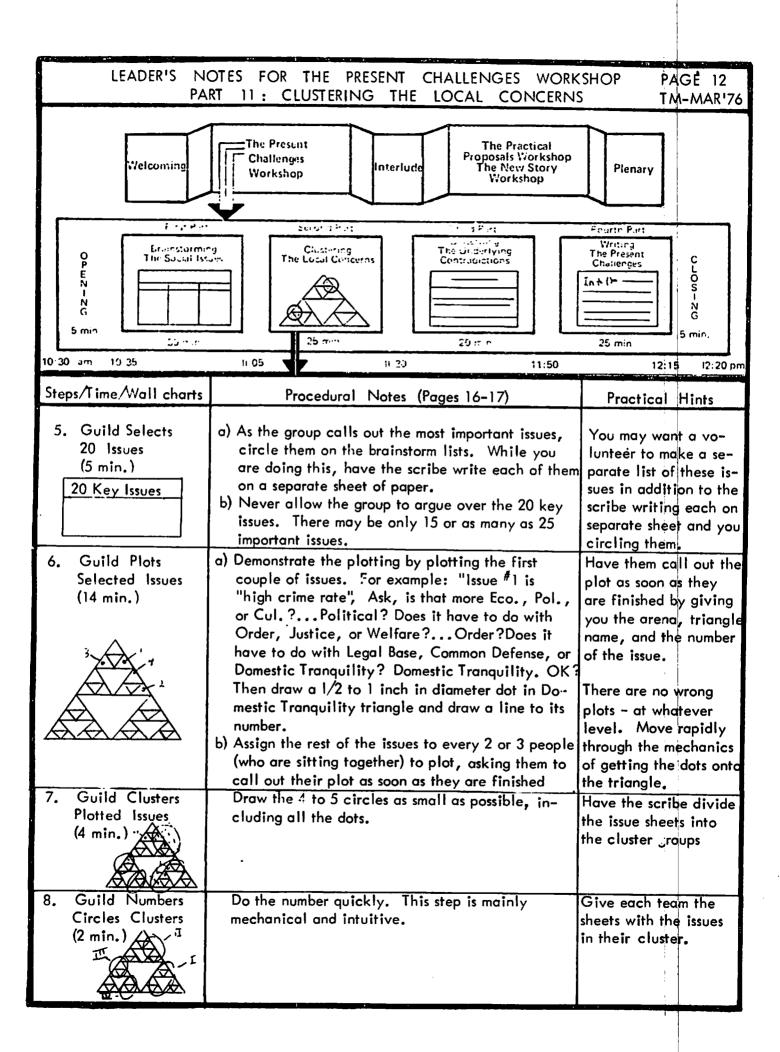
### THE PRESENT CHALLENGES WORKSHOP OVERVIEW

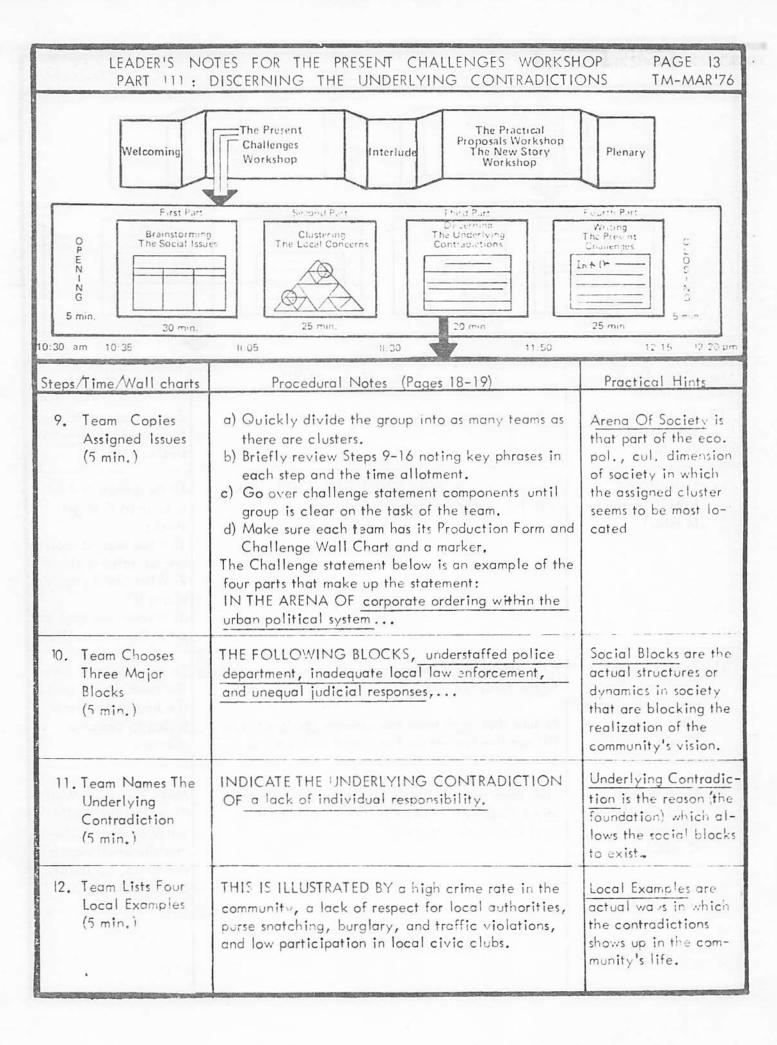


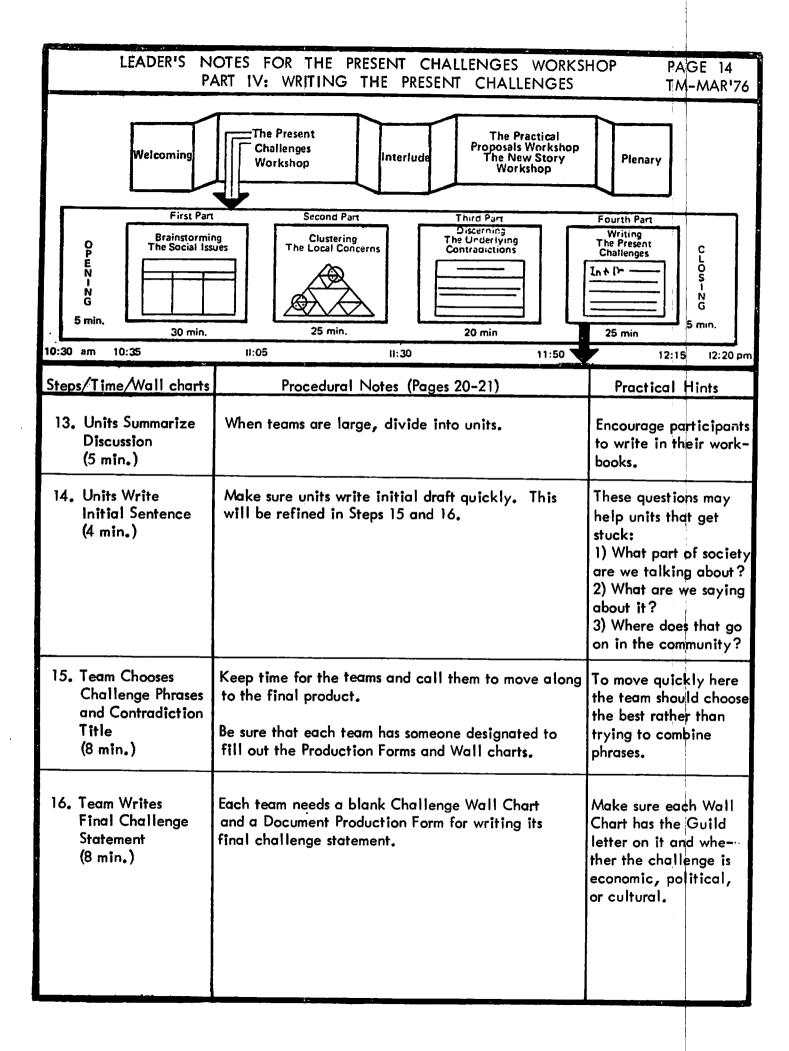


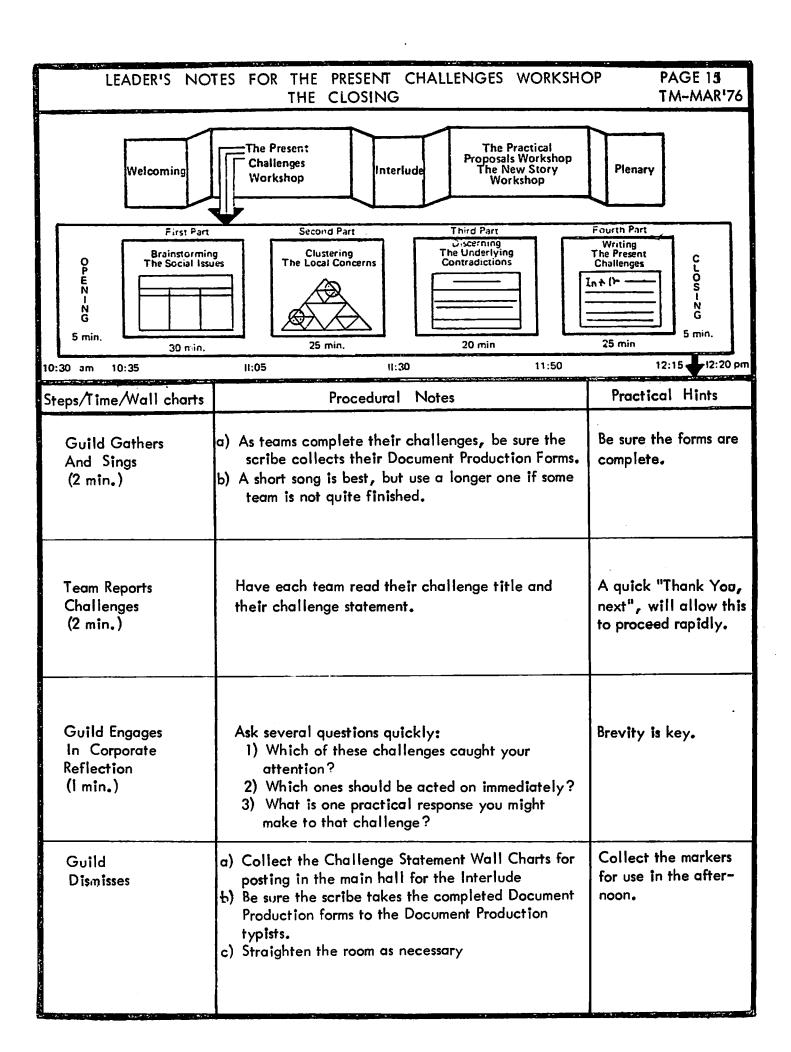






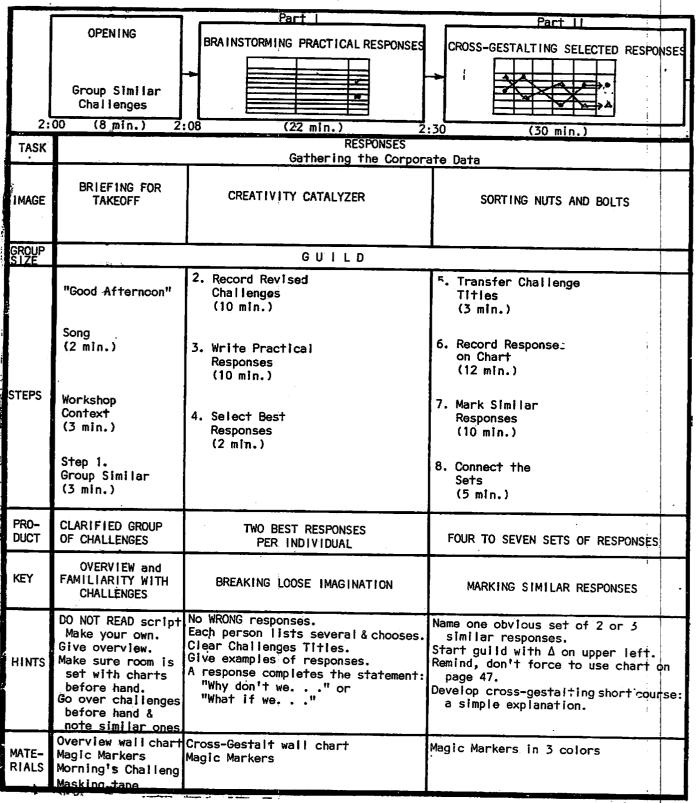






THE PRACTICAL PROPOSALS WORKSHOP

### THE PRACTICAL PROPOSALS WORKSHOP OVERVIEW



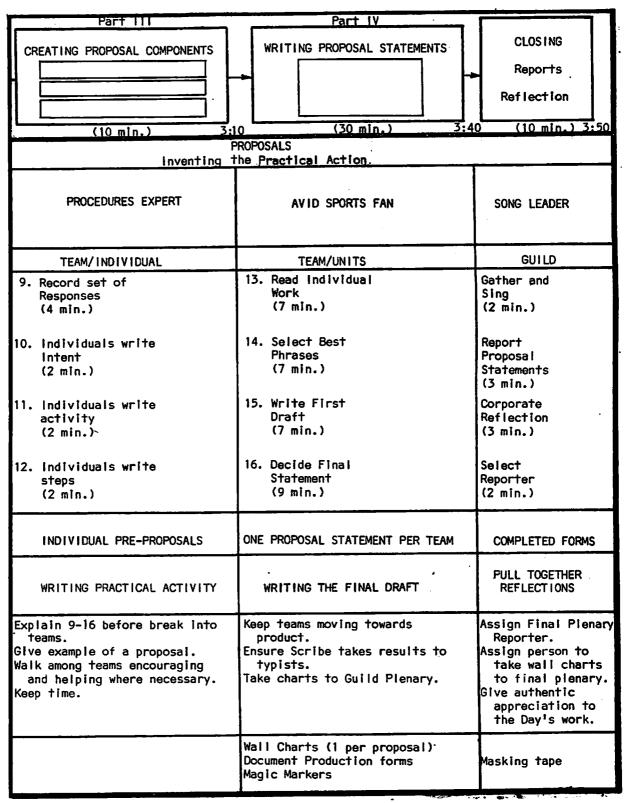
### One good term deserves another...

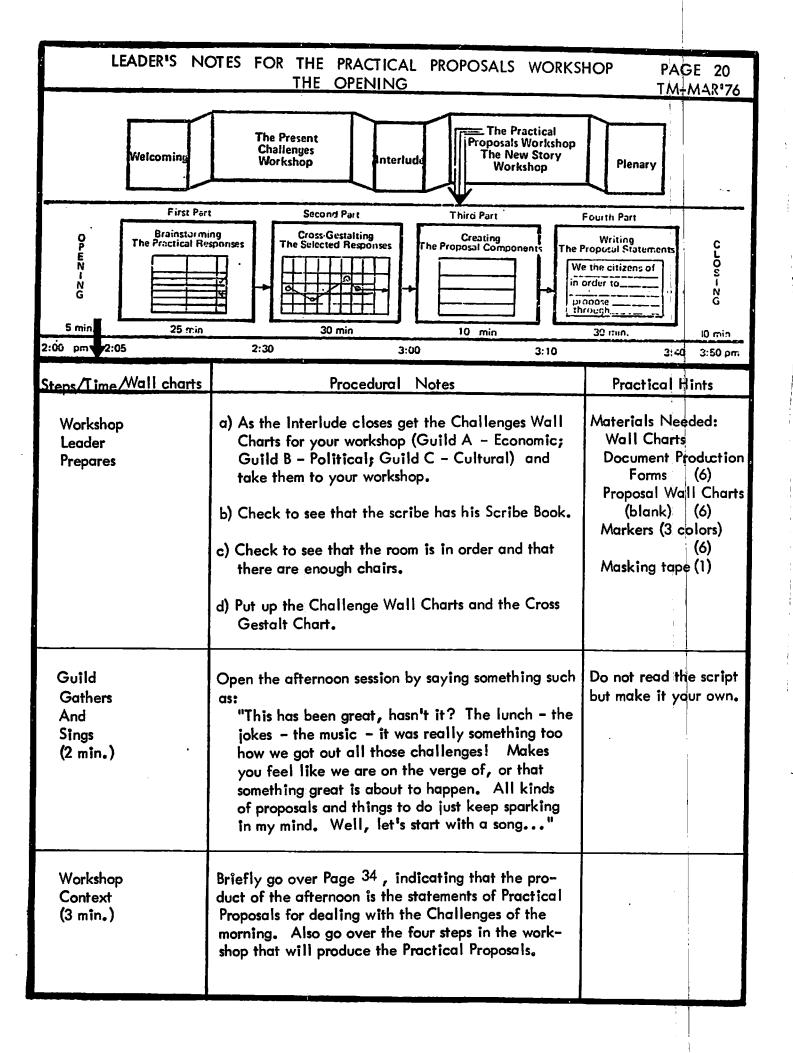
# Re-Elect MAYOR ELINOR HUGHES

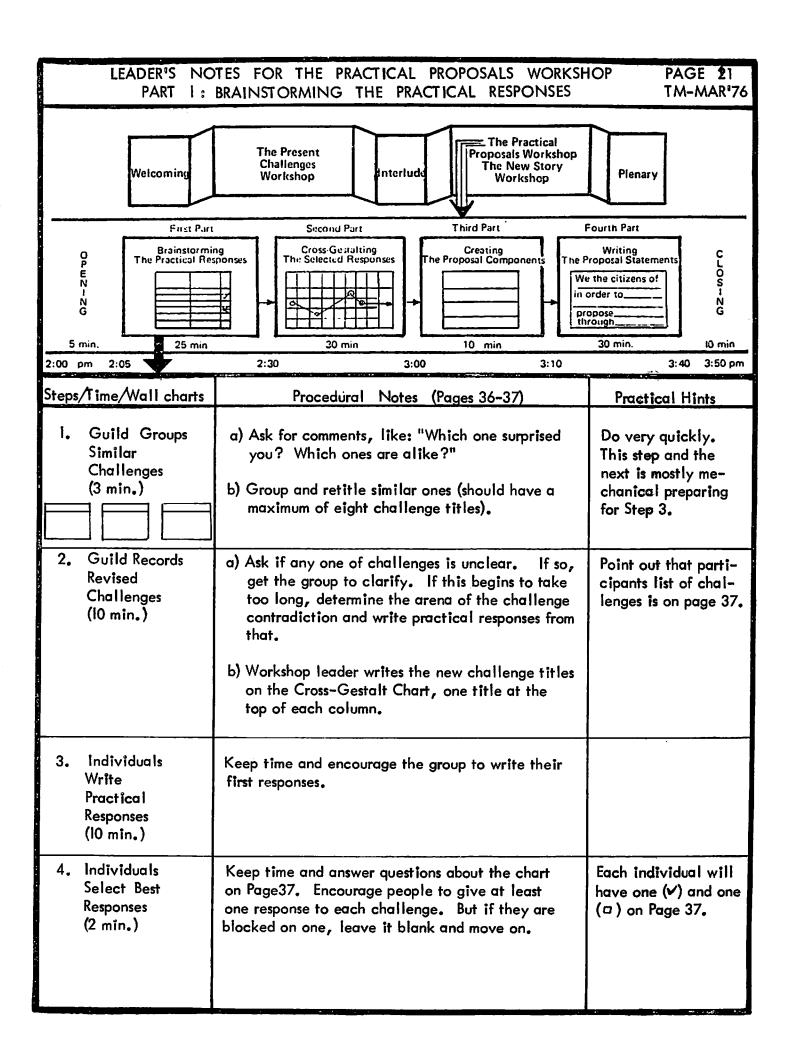
Responsible leadership for Place 2

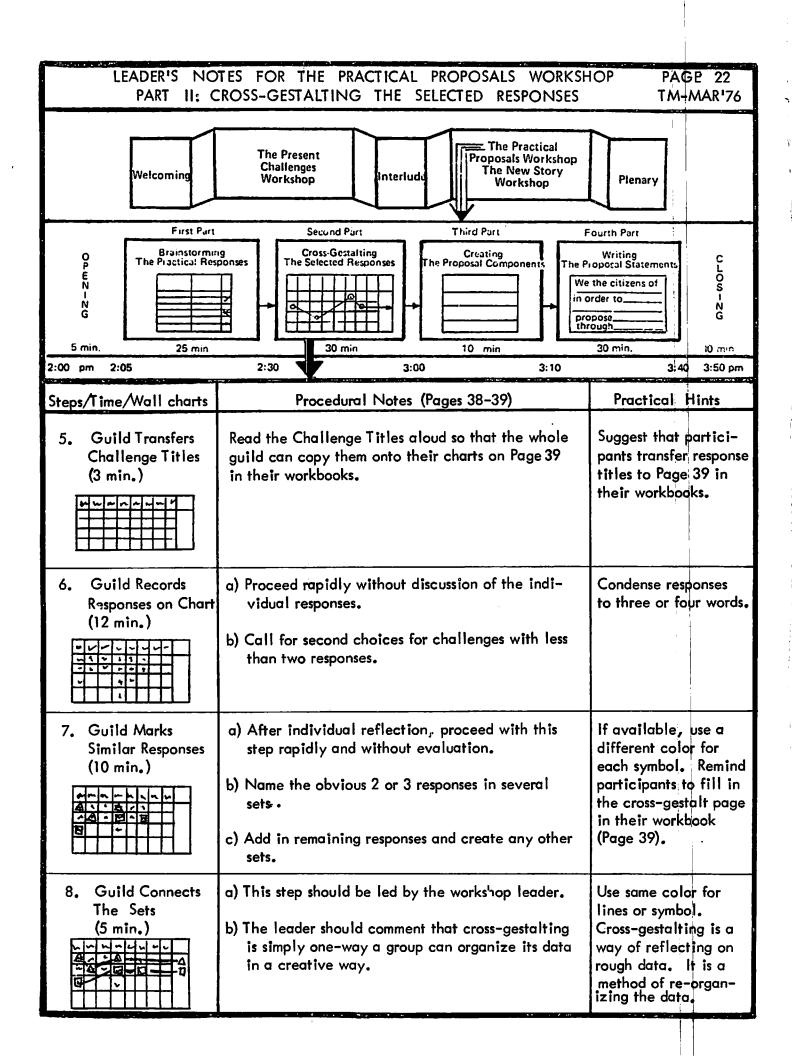
Saturday, April 2 Civic Center 7a.m.-7p.m.

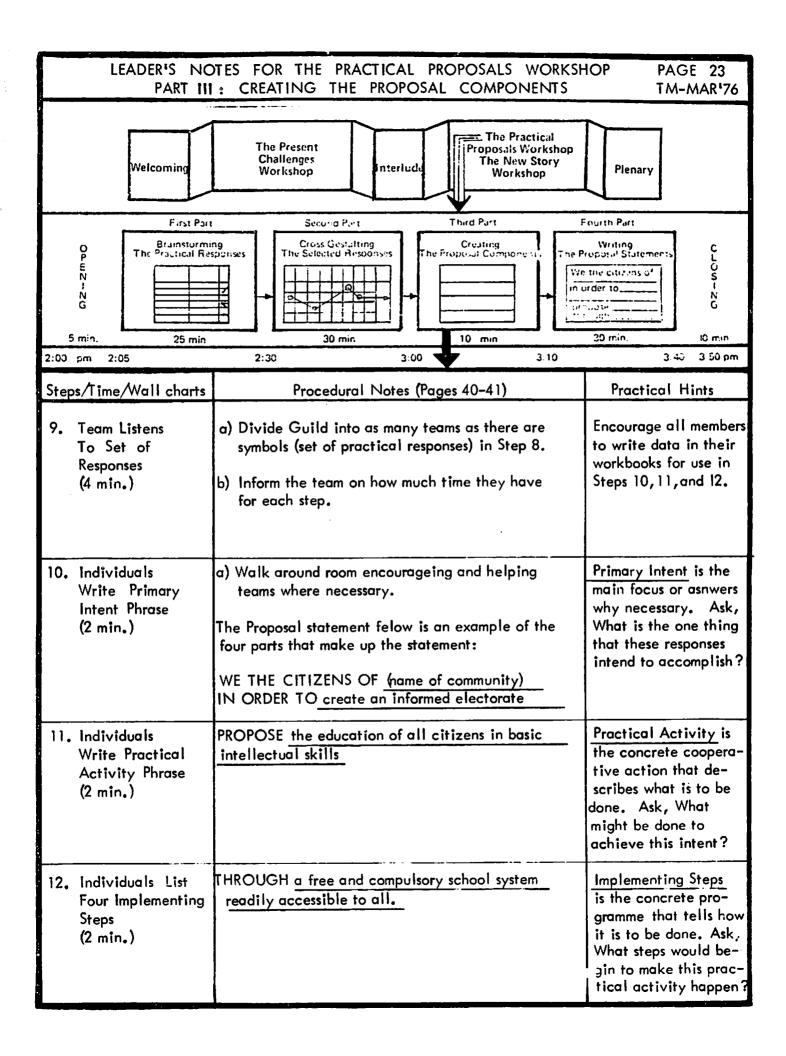
Pol. Adv. paid for by Elinor Hughes Campaign Comm., J. F. Kobler, Chairman; Deborah Shelton, Treasurer, 1821 Linden, Denton, Tex.

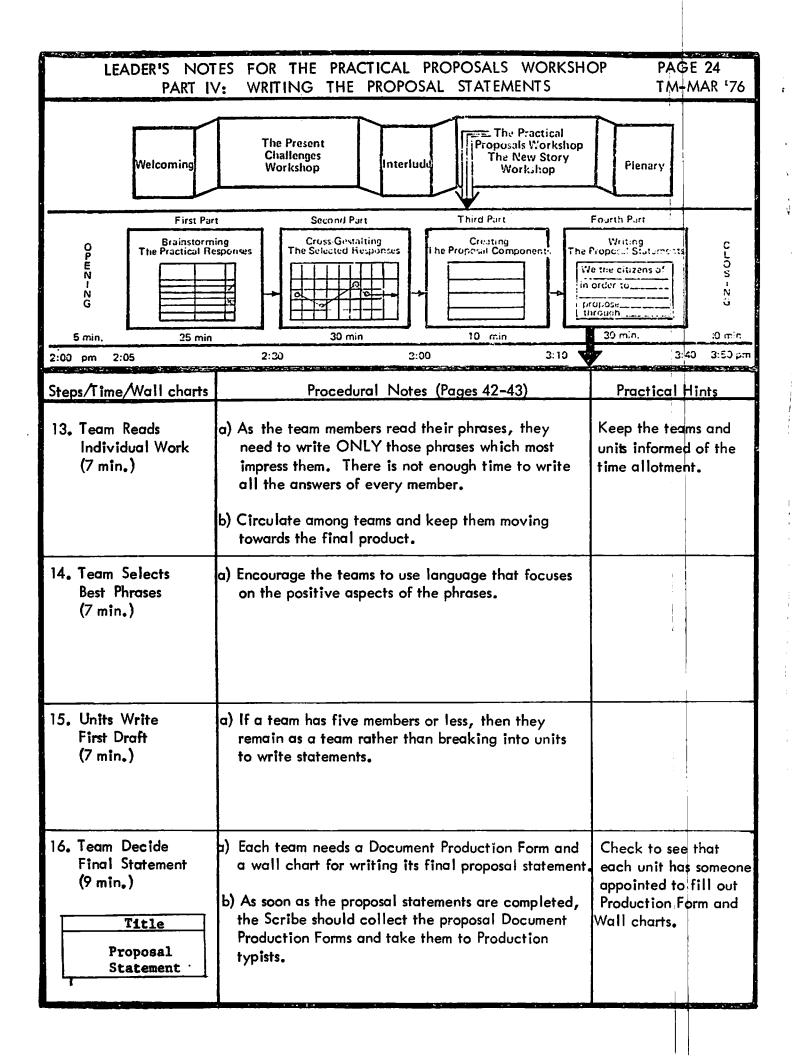


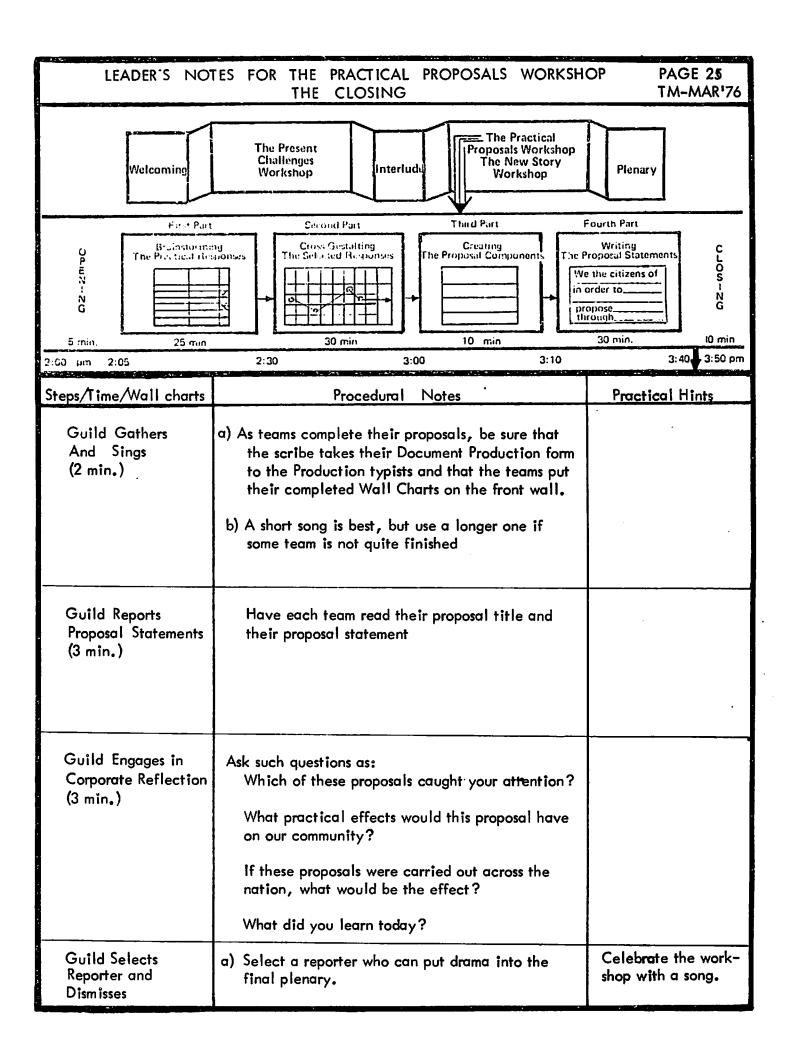














### THE NEW STORY WORKSHOP OVERVIEW

	<del></del>					
	OPENING .	TELLING THE NEW STORY	SINGING THE NEW SONG			
TIME	(10 min.) 2;	10 (20 min.) 2	:30 (20 min.) 2			
LDR'S IMAGE	. POET	WILL ROGERS	THE MUSIC MAN			
GROUP SIZE	GUILD/UNITS/TEAMS					
	"Good Afternonn" (I min.)	1. Guild Brainstorms Themes and Images (20 min.)	5. Remainder of Guild Brainstorms Tunes and Images (20 mln.)			
STEPS	Poetry Reflection (7 min.)	2. Units write Paragraphs (20 min.)	6. Units write Song Verses (15 min.)			
	Song (2 mln.)	<ul><li>3. Team Combines     Paragraphs     (20 min.)</li><li>4. Team Writes     Final Story     (15 min.)</li></ul>	7. Unit Sings Verses (10 min.) 8. Team Finalizes Song (10 min.)			
PRO- DUCTS	CONTEXT OF AFTERNOON WORKSHOP	MYTHIC STORY OF COMMUNITY	SONG			
KEY	SIGNIFICANCE OF CREATING STORY, SONG AND SYMBOL	ENABLING PEOPLE TO RISK BY CREATING FROM THEIR INTUITIONS	BRAINSTORMING AND SPINNING IMAGES THAT SPARK PEOPLE'S IMAGINATION			
ніптѕ	Story/Song/Symbol capture spirit of who we are as a community. There's bit of artist, composer, story teller in each of us.	Define "Image" by giving example (rock rolling down hill). See Workbook for questions. Create teams by a)numbering off, b)dividing room, c)choosing arena. Team has 50 minutes to complete work on story.	Selected tune should be singable. Be sure song chart follows the sequence of the tune (i.e. chorus, 1st verse, 2nd verse,) Workshop leader sings song with the team. Team has 30 minutes to complete work on song.			
MATER-	2 Community Brainstorm charts	2 identical Community story Brainstorm charts Magic markers, Masking Tape Document Production Form	Song Chart Magic Markers Document Production Form			

	ENACTING THE NEW DRAMA		
CREATING THE NEW SYMBOL		CLOSING	
0 (35 min.) 3:2	25 (5 min.)	3:45 (5 min.) 3:50	
GRANDMA MOSES	STAGE MANAGER	BAND DIRECTOR	
TEAM/INDIVIDUALS	GUILD	And the second second	
9. Team Selects Slogan & Symbol Components (10 min.)	13. Teams Report to Guild (10 min.)	Guild Corporately Reflects (4 min.)	
10. Inidividuals Sketch Symbols (5 min.)	14. Guild creates Drama (3 min.)	Song	
11. Team Consenses on Basic Symbol (10 min.) 12. Team Finalizes Symbol (10 min.)	15. Guild Assigns Tasks (2 min.) 16. Guild Assigns Roles and Rehearses (5 min.)	(1 min.)	
SYMBOL	DRAMATIC ORCHESTRATION	CORPORATE DRAMA	
CLEAR INSTRUCTIONS SO PEOPLE CAN MOVE INTO TASKS	MERGING THREE REPORTS INTO ONE HAPPENING	CELEBRATING CORPORATE EFFORT	
Workshop leader moves among the 3 teams during steps 10,11,13. Be certain document production forms are turned in as soon as completed.  Team has 25 minutes to complete work on symbol.	Brief reflection on key images after each presentation.  Have in mind people for leading roles in case Guild has trouble making decision.  Simple propos and costumes.  Everyone participates in presentation.	Allow people to sing song creation several times. Affirm work done this afternoon.	
Ombol, Slovin Wall Chart Mile Marker (3 colors) Document Production Forms	Simple Props	Completed symbol chart for presentation	

