

Travel to Sketch

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www.traveltosketch.com

melanie@dynamikspace.com



Activity Option 2 - “Imagination Consulting”

Participants: 6-20

Objectives: Problem Solving, Critical Thinking, Communication

Length of time: 4 hours (can be combined with another Travel to Sketch Activity)

We start the event by learning about ancient architectural columns and their language and system of order and rules that were used in creating them. We imagine all the possibilities of creating another “language” and ask the participants to break-up into teams of 2 to 3. Using the idea of substantiating decisions and communicating rules, procedures, and processes for accomplishing goals, we ask the participants to imagine and create their own column design by creating their own rules and methods of creating.

We then move to using imagination to create a 3-dimensional cardboard creation of negative and positive “space”, building your own place to “be” and forming the order of how the 3-dimensional pieces are placed together. At the end of the exercise, the participants will have a 3-dimensional sculpture that will remind them about how important it is to always imagine the possibilities.

Communication:

Communication is key to solving this event because of the need to assess many potential solutions. Imagination can be rewarded and integrated as a normal part of idea creation and problem solving with others in a team. If ideas can be voiced at the beginning of a project or process, then potential building of more ideas can be accomplished by allowing varying ideas.

Problem Solving and Critical Thinking:

Participants will be required to put on their thinking caps to come up with new ways of looking at a simple task. What makes this very interesting is that the group is solving a way to make the task more efficient in ways that may not have been addressed in the past. By taking a task and using other methods of problem solving, new and improved processes can be implemented and celebrated by the team.

Activity Option 3 - “Sketch your Own Way”

Participants: 4 -15 (we can offer this activity for as little as 2 participants if asked)

Objectives: Communication, Creative Thinking, Creative Empowerment that Can be Applied to Problem Solving.

Length of time: 2 to 4 hours (can be combined with another Travel to Sketch Activity)

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The class begins with discussing the benefits of sketching as a method of slowing down to observe those things often missed. This can easily be translated into other areas in work such as diagramming problems, carefully listening to problems and solving with unique and often overlooked approaches, and giving people the confidence to solve problems in unique ways while often surpassing the goal or shifting to look at unexpected solutions.

We start with simple ink to paper techniques of loosely drawing what each individual participant sees. Each participant will choose to sketch something that they feel is unique and important, and will have a chance to share and express their reasoning. We discuss the idea of finding a location to sketch from that you find interesting and having an inner conversation about the subject to sketch, its elements, and your time allotment (relating to communication and project management). In teams of 2, we venture out and sketch various points of view – at the same time you are receiving input on your personal sketch expression. (This class can be held at either TTS or at a winery retreat).

Communication:

Communication is key in this exercise to sharing with others your unique way of solving problems and your approach to seeing environments differently.

Problem Solving and Critical Thinking:

The method of looking at a subject that will be sketched in problem solving that can be used in everyday work life. Before jumping into a problem, different angles can be contemplated, reviewed on paper or within your head, and solutions can then be brought about in a systematic and purposeful way.

In all of the above activities, Interesting things that happen:

Part of the communication in all of these activities, involves the facilitator as the group will continually ask the facilitator for more direction. As the group gets no additional information from the facilitator, they will begin to understand that thinking outside-the-box will be necessary to get them to their goal.

This brings up an interesting point about unwritten rules. An interesting point of discussion revolves around what other unwritten rules are inhibiting the group and their work.

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Corporate NET Retreat Rate Schedule for Evergreen Escapes:

Participants:

1 activity (4 hour)	4 to 9 participants	\$200/person
2 activities (6 hours)	4 to 8 participants	\$300/person
1 activity (4 hours)	9 to 13 participants	\$175/person
2 activities (6 hours)	9 to 13 participants	\$200/person
1 activity (4 hours)	14 to 20 participants	\$150/person
2 activities (6 hours)	14 to 20 participants	\$225/person

* note – 6 hour courses are combined with the sketch class Activity 3

Materials and supplies are included.