







ACTIVITY	PEOPLE Ideal number of participants	TIME Approximate time needed	GOALS			OTHER CRITERIA	
			Promote greater awareness & understanding	Generate new ideas and/or solutions	Make a decision	Involves the use of quantitative and/or qualitative data	Can be used when participants are in different locations
Quick Learning Activities							
1. One Question	4-25					OPTIONAL	YES
2. Mental Model Drawings	4-25					NO	YES
3. One Data Point	4-100					YES	YES
4. Think-Pair-Share	6-100					NO	NO
Detailed Learning Activities							
5. Data Placemats	2-10					YES	YES
6. Before and After Action Reviews	3-10					OPTIONAL	YES
7. Chalk Talk	5-10					OPTIONAL	NO
8. Virtual Idea Generation	5-20					NO	YES
9. Conversational Moves	6-12					OPTIONAL	YES
10. Gradients of Agreement	6-50					NO	YES
11. What's on Your Mind?	8-30					NO	NO
12. What? So What? Now What?	8-100					OPTIONAL	YES
13. Collective Story Harvest	10-50					NO	NO
14. Four Corners Perspective Change	10-50					NO	NO
15. Data Gallery	10-100					YES	NO
Systems-Thinking Learning Activities							
16. Timeline Mapping	3-10					OPTIONAL	YES
17. Trend Mapping	5-15					OPTIONAL	YES
18. Ecocycle Mapping	10-12					NO	YES
19. Actor Mapping	10-25					NO	NO
20. World Café	20-100					NO	NO
21. Appreciative Inquiry	20-100					NO	NO