



ACT-ivate AWAY DAY

**The right place
changes what
people think is
possible**



Getting out of the building isn't a perk - it's a design **decision**. When people are physically removed from their desk, their inbox, and the habits of their working day, they **think differently**. An away day, done well, **makes the long-term feel reachable and the systemic feel personal**.

AWAY DAY



1. You will be presented with multiple 'Catalysing Action' cards. Choose the ones most appropriate for your audience to define your workshop structure.
2. **Lead with a spark card.** Get your participants warmed up and ready to engage with the Act.
3. Choose 2 - 3 flame cards for the morning session to begin exploring the Act with your team/s.
4. Remember, **lunch is part of the design.** Allow participants time to explore their location. Creative thinking is often most forthcoming between actives.
5. **The afternoon needs a jolt** so open it with a spark card to get participants' energy up ahead of a deep dive with one of the fire cards.
6. **Close the session with the commitment card.** People remember what they decided, not what they were told.

WORKS WITH

Act-ivate the Future — Visioning to use the distance from the office for bold thinking.

Act-ivate Commitment to bring the day back to earth before people leave.

