



ACT-ivate

HALF DAY

**Enough time to
go deep and
apply the WFG
Act to your
team's work**



A well-designed half-day moves between theory and experience, gives people time to think, and ends with something they can actually use.

HALF DAY TRAINING

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 or one fire card,** depending on how much detail and variation you would like in your session.
4. **If energy is low, throw in a spark card** two thirds of the way through.
5. **Close the session with the commitment card.** People remember what they decided, not what they were told.

WORKS WITH



Act.ivate Consequence to open with something that challenges assumptions early.



Act.ivate Commitment Card to close with action rather than summary.

