Quick Gameplay Guide

Remember you have lots of resources in the Resilience game hub
https://www.robertsontraining.co.uk/about-us/RG-hub

Before gameplay

Invite players

Send How to play and an Action planner

Top tip: Ask a player to read out the Reed and the Oak Tree fable at the start of game play.

Getting going

Use your organisation's url to login to your game

Welcome players

Invite a player to read the Reed and the Oak Tree fable

Confirm timings and any domestics

Remind people it's up to them what and how much they share. They're in charge

Share game screen. Remember to share computer sounds too

During gameplay

Keep the conversation going

Bring people in to the discussion

Use easy prompts like:

And what did you do to be resilient then?

How might you use that?

What does someone else think?

How might that be an action for you/the team?

Debrief

Use the questions in your gameplay guide

Have players share their specific actions

Thank everyone and encourage:

Actions

Telling others about the game experience

After game play

Send a thank you encourager. See templates

Casually check in with players to see how their actions are going