Circle Storm

Goal

The aim of this technique is

1. To loosen people's thinking (get people making bonkers connections)
2. Draw in and energise everyone (good after breaks)
3. Help equalise the room - get the outgoing and the quiet, the drawers and the talkers all engaged

Rules

- 2 minutes
- use as many circles on the page as possible
- who ever uses the most circles wins
- cheat where possible

Method

1. Give everyone a 12 sheet
2. Explain the rules
3. Set the timer for 2 minutes and go
4. Get people to pair up and share their sheets
5. Do a “hands up” for 3 circles, 4 circles 5-6-7-8-9 circles.
6. Run through the best kinds of cheating
    a. “Who used the circle as hole or portal?”
    b. “Who used 2 circles? like glasses?”
    c. “Who drew a planet? Who drew all the planets?”
    d. “Who used the whole sheet? Like a lego brick?”

Run it again later in the day with a 24 sheet - it’s a good one to “learn” so people can see it in action then “cheat” properly on their second attempt.

