

WORKSHOP 2-B

ADAPTING WITH PLAY: A FACILITATORS GUIDE TO
TECHNOLOGY AND CHANGE



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WHEN you

CHANGE

GOT
EMOTIONS



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1. CHALLENGE!! ONE SPECIFIC PART
2. USING "C-C-H" WHAT EXPERIMENT CAN I PLAY
3. DEFINE A TIME FOR REFLECTION

WORKING WITH "CHANGE"



1. COURAGE

- ASK THE EXPERT
- MOTIVATE TO TRY

2. CURIOSITY

- TRY TO USE IT BETTER.
- RESEARCH
- EXPLORE

3. HUMILITY

- LEARN FROM YOUTH
- RESPECT
- LISTEN



STEPHEN BERKELEY