



GROUP ACTIVITY

The Missing Route

Round one reaches part of the room.
The job is to notice which part.



15 to 20 minutes



6 or more people



Statement cards and pens

- 1** Set a task everyone can see: put six statements in the best order for running a session. Then restrict how it can be done. Instructions given aloud once, written copy across the room, no talking for the first minute, one person allowed to move the cards.
- 2** Three minutes, then stop. Who found that easy to enter, and who understood it but could not get at it?
- 3** Now redesign the access, not the task. Rewrite the instructions, split it into stages, add roles, allow pairs, whatever opens it up.
- 4** Run it again and compare. Was the problem in round one the learners or the design?

Working on your own?

Keep round one short and mild. The aim is a noticeable imbalance, not a frustrating one, and the chapter's point is lost if anyone feels set up.



More ways into Chapter 15

This section is also available as video, audio, infographics, mind map, and more, including an opportunity to do a deep dive into reference material. Start with the format that suits you best.

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