

Some Alternative Discussion Activities/Strategies

Compiled by Interactivity Foundation

- Personal introductions and/or ice breaker(s). Make the time to allow everyone to get to know who else is at the table.
- Use an early “Lightning Round” or “Brainstorming” exercise—a quick “once-around” or exercise to help generate initial and new thoughts, concerns, ideas.
- “Pair and Share” – have participants pair up and discuss some key issue(s) one-on-one and then report out to the larger group.
- Read/review for key ideas - If you have textual or graphic documentation, ask participants (and allow time) to read/review and then ask them what ideas, words, images struck them the most and why.
- Take a short break.
- “Write on” or “write and pass” exercises: have the participants take turns to briefly write their suggestions and ideas on several different topics and pass them along for others to add more.
- Use a note-taking “parking lot” or “bicycle-parking lot” to record important side or off-topic ideas for later review/consideration.
- Role playing and/or devil’s advocate exercises: have participants channel, or give credible, respectful voice to, an alternate and/or missing point of view. *[an exception to the speak only for yourself guideline; use with caution; be fair and respectful]*
- Use a final “once-around” to collect final, brief thoughts and impressions on the discussion itself.