



NAME OF EXERCISE	REFLECTION ON THE GAME		
SOURCE	Adapted from the Stuck Exercise		
USE IN GAME-PHASE	After the game		
DURATION	35-45 minutes		
PARTICIPANTS	Entire group		
PURPOSE	The purpose of this exercise is to reflect, identify key learning aspects, and incorporate elements like individual reflection time followed by group discussion.		
SHORT SUMMARY	Participants reflect on their experience during the game, sharing insights and learnings.		
LifeComp - Competences	P1 – Self-regulation	S2 - Communication S3 - Collaboration	L1 – Growth Mindset L3 – Managing Learning
USES & OUTCOMES	● Deeper understanding of the game dynamics ● Identification of key learnings ● Connection of game experience to real-world scenarios ● Enhanced communication and collaboration within the group		
ROOM REQUIREMENTS	Same room as the game or a comfortable space for discussion.		
PREPARATION / MATERIALS	Pen, paper and glue tape.		
INTRODUCTION	Now that we have finished the game, let's take some time to reflect on our experience. What were the key moments, decisions, or interactions stood out to you? How did these experiences make you feel? What did you learn? How will you use this experience in your day-to-day life? Write down these reflections and then reflect them with the group. Principles ● Take your time and don't rush your thoughts ● Reflect on your challenges throughout the game ● Don't be embarrassed to share your thoughts and reflections		



SEQUENCE OF STEPS – DESCRIPTION	
STEP 1 (10 minutes)	Individual Reflection: 1. Participants individually reflect on their experience during the game. 2. They can write down those reflections or memorise them (these reflections will be shared on step 3).
STEP 2 (5-10 minutes)	Showcase the key learnings: 1. Participants think about 2 or 3 key learnings from the game and give them on a paper to the facilitator. 2. The facilitator glues these key learnings on a wall or table, putting together similar ones.
STEP 3 (20-25 minutes)	Group Sharing and Discussion: 1. The facilitator chooses an order for the participation or asks for the first volunteer. 2. The first participant will share their reflections and engage in a facilitated discussion about the game's key learnings and connections to the Game of Change. 3. Other participants must follow this direction or simply contribute to the discussion (no one is obligated to share their reflection). 4. The participants must justify their key learning choice and share how they will use this experience in their day-to-day lives.
REFLECTION	What were the most significant learnings from the game? How can these learnings be applied to real-world situations related to the Game of Change? Would you use this game more often, in your enterprise for instance? What would you change/improve?
TIPPS	• Encourage open and honest sharing. • Connect the game experience to the overall goals of the Game of Change workshop. • If someone is not willing to share their reflection, allow it but encourage them to participate in the discussion with the other participants by asking questions and sharing any doubts or ideas.