



The House that Cards Built

A Change-management Simulation

Description

The House that Cards Built is a change management simulation that uses only playing cards and paper and illustrates important components of change in less than 30 minutes. The simulation is appropriate for groups of 16 to 40 participants, whether executives, managers, supervisors, non-supervisors, support staff, or technical staff.

Participants experience the dynamics of a workplace change and the common emotional stages of change such as denial, anger, bargaining, and acceptance. In addition participants explore common reactions to change such as engagement and disengagement, competition, frustration, fear, conflict, problem solving, and time pressures.

Uses

The House that Cards Built is a flexible learning tool. Use it as a stand-alone tool or integrate it into your existing change-management training to teach individuals and teams skills such as:

- Managing emotional reactions to change
- Adapting to change
- Managing others during change
- Planning for change
- Consequences of change

What You Get

Comprehensive facilitator's guide that includes:

- Activity set-up
- Typical debrief questions
- Facilitator cautions
- Common questions
- Typical group responses

Ordering Information

Order online at www.thelearningkey.com or contact The Learning Key® at 215-493-9641.