



Picture That!

An Alternative to Role Playing

Using
Interpra™ Cards



Description

Picture That! was created to give trainers and facilitators an alternative to using role plays in complex situations. It helps participants apply principles and skills on any topic in 20 to 30 minutes. **Picture That!** creates the same dynamics that participants experience at work, including competition, varying levels of engagement, conflict, problem solving, creativity, and time pressures. It helps participants apply their knowledge and provides a forum for discussing how they collaborated to achieve their goal. This activity uses picture cards, such as deck(s) of **Interpra™ Cards** with 12 people per deck in teams of two to three people.

Uses

Picture That! is a flexible learning tool to use alone or to integrate it into your existing training workshops. This alternative to role play teaches individuals and teams skills such as:

- Critical thinking
- Adapting to change
- Managing responses
- Planning
- Strategy

What You Get

Comprehensive facilitator's guide that includes:

- Activity set-up
- Two game-play variations
- Sample situations to begin playing immediately

Ordering Information

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