



# GamePlan

## Growth Rings

### Overview:

**Topic Area:** Goal Setting

**Length:** 30min - 1hr

**Deliverables:** Goal Timeline

**Players:** 3-9

### Instructions

#### Set Up:

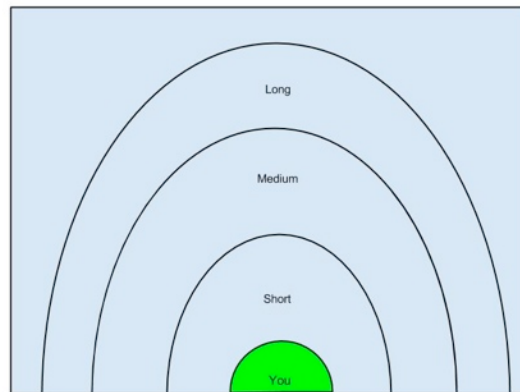
As group:

- Discuss qualities of successful goals\*.
- Establish timing of long, medium, short-term goals.
- Discuss your vision/mission and identify priorities within that vision.
- Set long-term goals that align with your priority issues, including the measure of progress for each goal.

#### Gameplay:

1. Break into teams for each goal (teams can be as small as one person) and plan backwards to create medium and short term goals\*\*
2. After creating goals draw in a line connecting the short and medium-term goals to the long-term goal they are derived from. It will end up looking like a tree.
3. Work forwards from now to short to medium to long term goals identifying actions that you think will produce the outcomes expressed in each goal adding sticky notes for each action in the space between their respective goals on the line.
4. Look at the other branches of goals that teams have created. Evaluate for actions that could overlap, and feasibility of the goals and actions.

### Game Board



Draw the game board on a **big** piece of paper.

### Notes

\* Successful goals will: relate to your vision, be measurable, be time-bound, and be actionable.

\*\* You may want to imagine where you need to be halfway between now and the long term goal to set your medium term goal. For short term goals imagine where you'll want to be halfway between now and your medium term goals. (ie: plan backwards to set goals from long term to short term)



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