



GamePlan

Partner Mapping

Overview:

Topic Area: Partnerships

Length: 30min - 1hr

Deliverables: Partner Map

Players: 3-7

Instructions

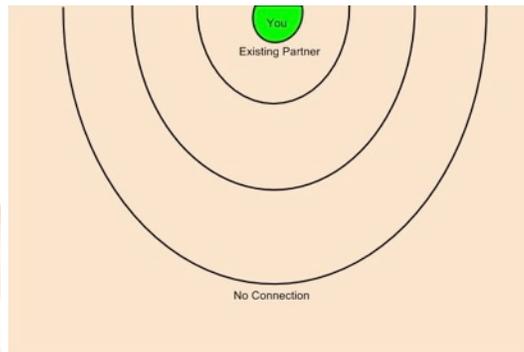
Set Up:

1. Post the Game Board (on the right) and explain:
 - Each semi-circular layer represents different levels of accessibility to partners.
 - The innermost circle (closest to “You”) being a space to write existing partners, the second layer being for potential partners with whom you have some peripheral connection, and the furthest layer being potential partners who you have yet to connect with.
2. Hand out 5-7 sticky notes to each team member (the same # for each teammate).
3. Have people pick out a few partners that they might want to work with this year for your project and write one on each post-it.

Gameplay:

1. Taking turns, have each teammate place partners on the Game Board in relation to what relationship the partner currently has to your team. *
2. After everyone has played all of their sticky notes evaluate all partners listed and add ones that may have been left out.
3. Draw in the connecting paths.**

Game Board



**Add a new dimension!* Put a horizontal line at the bottom, with the center representing more influence and either end representing less influence.

Notes

If players are confused, use an example of an organization (The NICE, perhaps?) to walk through the process.

* Teammates should feel free to discuss if they disagree about placement. If your team has duplicate partners, place them on top of the original sticky note.

**Once everyone has played all their cards, discuss as a group how to build new partnerships based on the existing ones. Draw in connections between the partners you have listed and then determine how to build off of your connections to access new partners.



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