

Knowledge to lead



building, accessibility, evaluation, ownership, transfer

Step by Step

- 1. Let participants sit in a circle with no empty chairs.
- 2. The facilitator, who has no chair, starts the game by making a true statement about him/herself, beginning with "Strong wind blows for anyone
- 3. Once the statement has been made, all the participants who share that characteristic must leave their sit and run to find another available chair.
- 4. The person who has made the statement must run to find an available seat as well. This person is almost always able to take a chair; therefore, a new person will stand with no chair and make a new statement to continue the game.
- 5. To make the game funnier a new rule can be added: the person standing without a chair can shout Hurricane!, which makes all the players jump out Owledge systems, open to the world, critical thinking, part of their seat and run to find a new free chair. as, capacity development, knowledge, international, part
- 6. The session shouldn't last more than 5-10 minutes. networks, peer-to-peer review, diversity, innovation, ransfer raining, exchange of exper

