







# Facilitation Notes

- \* **Activity 1**
- - Handing out a white paper with lots of numbers which have different font and size
- - Rules of the game: touch the numbers in order from one to whatever they can within 60 seconds
- - Standing up students who reached more than 5, 10, 15, and 20. The largest number was 25.
- - Repeating the activity. The largest number was 27.
- - Repeating the activity again. The largest number was 28.
- - Discussion
- 1) What does make the activity difficult?
- - Different fonts: hard to scan
- - Different sizes: easy to miss
- - No straight line: hard to scan
- - Different shades + some jumps (saying 'don't think about white bear' makes people think about the bear)
- - Mangled + defy expect
- - Time constraint: pressure
- 2) What are you going to describe this paper in one word?
- - Chaos
- - No order
- Reveal
- Show students that there is a pattern (slide 3). Have them try the activity again. At this point everyone in the class should double their output.
- Explain that OB is the search for patterns in complex systems that often seem chaotic and out of order. That this class will require wading into ambiguity but coming out the other side with a better sense of the patterns that lead to effective action.