

Colourblind II Game

This 'advanced version' of the Colourblind exercise provides a greater level of challenge than the original Colourblind for new groups, and those familiar with the process.

Key points:

- 1 Requires more detailed descriptions
- 2 Needs more accurate discrimination between shapes and a greater capacity to hold and retrieve information.
- 3 Use of all Colourblind exercises allows facilitator to test application of learning



Main Concept:

Colourblind II is a problem-solving exercise designed to illustrate how individuals make sense of situations by drawing on their previous experience and knowledge, and how they attempt to convey to others their understanding of these situations.

Colourblind II seeks to establish and emphasise common meanings, by drawing upon spoken language as its primary learning tool.

This exercise, the second 'Colourblind', provides a greater level of challenge than the original; specifically designed for more able groups or those who wish to test the application of skills acquired in Colourblind I.

Colourblind II requires more detailed descriptions, more accurate dissemination and a greater capacity to hold and retrieve important information. In short, it is a more demanding exercise – letting groups delve deeper into communication strategy – that complements and advances the skills developed in Colourblind I.

More specifically Colourblind II:

- Develops application of principles and skills acquired in Colourblind I (communication, team work, interdependency etc)
- Can be used to identify language and communication difficulties within an organisation
- Explores the process of applying learning from one experience to another
- Can developed a common mode of communication within diverse groups, and often multi-cultural and multi-lingual teams
- Identifies the need for organisational change and understanding
- Further develops the notion of interdependency
- Highlights the need for both effective team and individual skills
- Sets guidelines for giving and receiving effective feedback.

Other skills Colourblind II develops include: team management, verbal communication and coaching/instruction skills

Benefits:

- Portable and simple to set up and administer
- Ready to use and needing no additional equipment or facilities
- Supplied with clear instructions
- Repeatable, even with the same team members
- A fast route to further powerful and transferable learning
- Attractive, absorbing and challenging
- Available as a set with Colourblind I

Colourblind is used Internationally by trainers, consultants and teachers, who have realised its potential to:

- produce cost and time effective results
- generate a high level of focussed debate
- give access to learning about a broad range of organisational issues
- engage individuals in their continuing development
- add a dynamic and creative dimension to any training repertoire.

Colourblind is making a major contribution to training and development programmes within organisations as diverse as Mercury Communications Ltd., Cheshire County Council, Dana Corporation (USA), University of Salford, Royal Mail and the BBC.

Timing: 15 to 40 minutes depending on the group

Numbers: 4 to 15 delegates (for each training activity) but most versatile with groups of 6 - 10 plus observers

Who: Staff at any level.

PC required: None.

Licence Free: When you buy this training material, there are no restrictions on the number of times you can use it.

Cost to buy: You can buy this business game (which includes a trainer's manual) and use it yourself for £299 + delivery and VAT (if applicable).

We will also run this game for you, please contact us for details.

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