



Compatibility™
Communication
System

A large, dotted line graphic that starts as a semi-circle on the left, curves around the bottom, and then continues as a vertical line on the right side. A small black arrowhead points to the right at the bottom of the curve.

Trainer's manual

CCS Corporation Pty Ltd

©1999. All rights reserved.

'Compatibility' is a trademark of CCS Corporation Pty Ltd



Icebreakers

People perform best in a friendly, familiar, non-threatening environment supported by focused thinking. The icebreaker achieves this situation in 4 ways:

- 1 thought transfer - it shifts the participants' thoughts from what they were doing before the session began, to the purpose of the session
- 2 atmosphere - it creates a fun, warm atmosphere between participants and facilitators to foster participation and communication that will last the entire event
- 3 meet - it gives participants a chance to meet and learn a little more about each other
- 4 focus - it tunes participants' thinking to the specific objectives of the session ahead.

The CCS is a powerful icebreaker. Its simplicity allows participants to become immediately involved and its versatility makes it suitable to focus a group on any topic.

facilitator's notes

ICEBREAKERS



Key points

Remember, the role of the icebreaker is to create a lasting, fun and relaxed atmosphere where participants are encouraged to communicate freely.

Group size & Timing

The following activities may be played with groups of any size. A typical group of 12 participants will last between 10-15 minutes. The larger the group, the longer the time required, as it is important that everyone has a chance to speak and share their views. Allow 1-2 minutes per participant with each activity.

With groups over 12 consider breaking into smaller parallel groups.

Each icebreaker includes a section *Focus on the topic*, which extends the game play to get participants tuned to the topic of the upcoming session. These extensions provide a smooth transition between the icebreaker and the session and will add cohesiveness to your entire event. If time is limited, simply choose a few volunteers to share their views rather than have the whole group respond.

Breaking the ice

join in the fun
no rights, no
wrongs
get everybody
talking

It is imperative that participants feel comfortable with the facilitator, in a non-threatening environment. Participants must feel relaxed and able to open up. With this in mind, it is best that the facilitator participates in the activities. If no-one volunteers to go first, the facilitator can break the ice and present their views to the group.

It is especially important that no one is made to feel wrong or silly. The great thing about the CCS is that there are no wrong answers. Everyone is free to interpret the cards as they see fit. So do not judge responses. As participants see that their choices are valid they will be encouraged to open up more deeply and honestly.

Each activity is designed to be a springboard to promote discussion, so be mindful of the following points:

- ensure everyone has a chance to share their story. Once they have spoken in front of the group they will more readily contribute to later discussion.
- 'draw out' your participants. Carefully expand one word answers by asking open questions. Use questions such as:
 - tell us a little more about that
 - what was it in the card that made you think of that story?
 - how did that affect you?
- strive to create a relaxed and enjoyable atmosphere. Be relaxed yourself. Use a little humour.
- break the ice physically as well as mentally - have your participants carry out the activities in different ways and locations, eg sit people on the floor, make small groups, go outside!

it's kind of like...



Thinking outside the square and getting to know each other a little better.



Set up

Sit participants in a circle.

Hand out 1 *vision pack* and card template per participant.

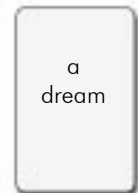
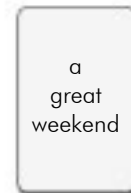
You will need

- 1 CCS *vision pack* per person
- 1 card template per person

Play

- 1 Have participants sort through their *vision packs* to find one card to describe each of the following:

- their family
- their idea of a great weekend
- a dream or goal.

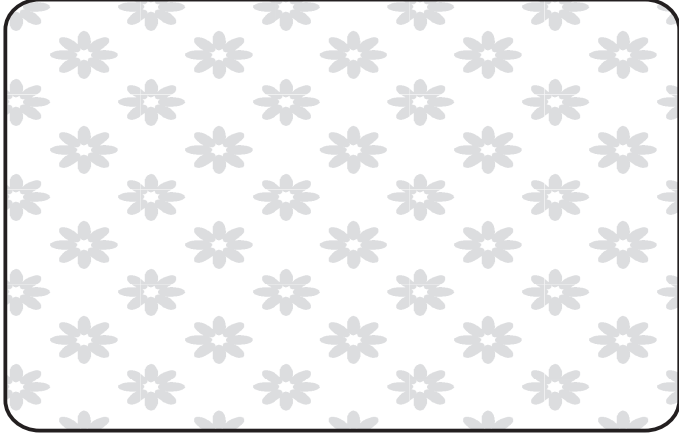


- 2 Have them place the cards face down on their template.
- 3 Ask for a volunteer to speak first. Once they have shared their story let them pick someone else to go next.
- 4 Continue around the entire group.

Focus on the topic

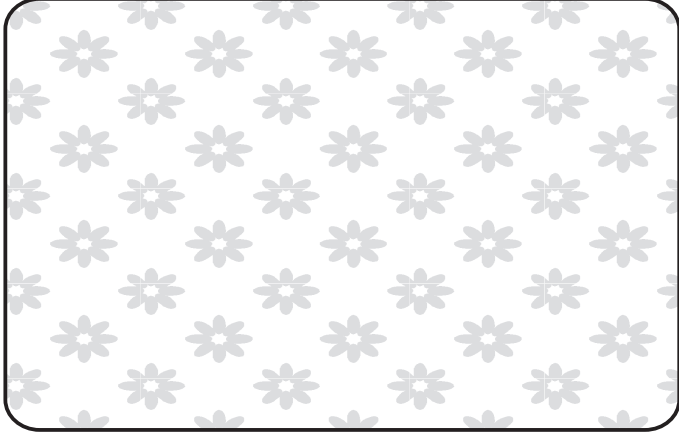
- 1 Announce the topic of the event eg 'professionalism'
- 2 Ask participants to go through their pack and select 1 to 3 cards to describe how they feel about the topic. For example, for the 'professionalism' topic you might ask them to find cards to describe what they think are the qualities of a professional person..
- 3 Zig zag the room picking people at random for their responses.

family



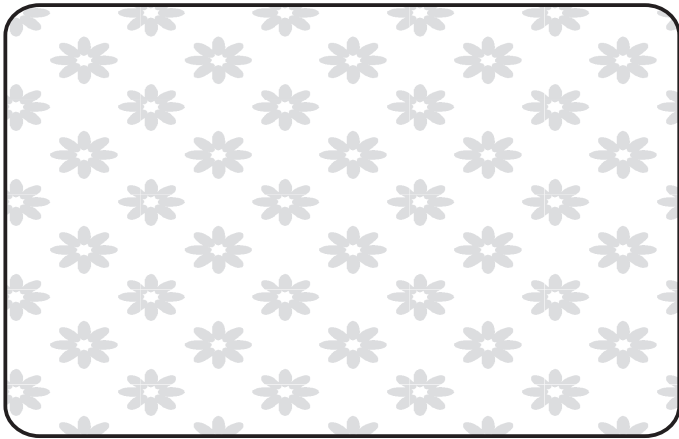
family

a great weekend



a great weekend

a dream



a dream