



Priorities Playing Boards

Contained within are a series of playing boards designed to be used with the CxO Priorities cards. They comprise of a playing area, and a set of simple rules to play the game.

Keep in mind that the cards have been primarily designed as a tool to foster conversation. They're not games that have winners *and* losers - just participants.

The boards have been designed to be printed out on A2 stock. You might get away with A3. Or you can just draw them out on a big piece of paper, freehand.

Feedback, suggestions and general chit chat to matt@stamplondon.co.uk

You can download (for free) or order (for money) the CxO Priorities cards at stamplondon.co.uk/cxopriorities



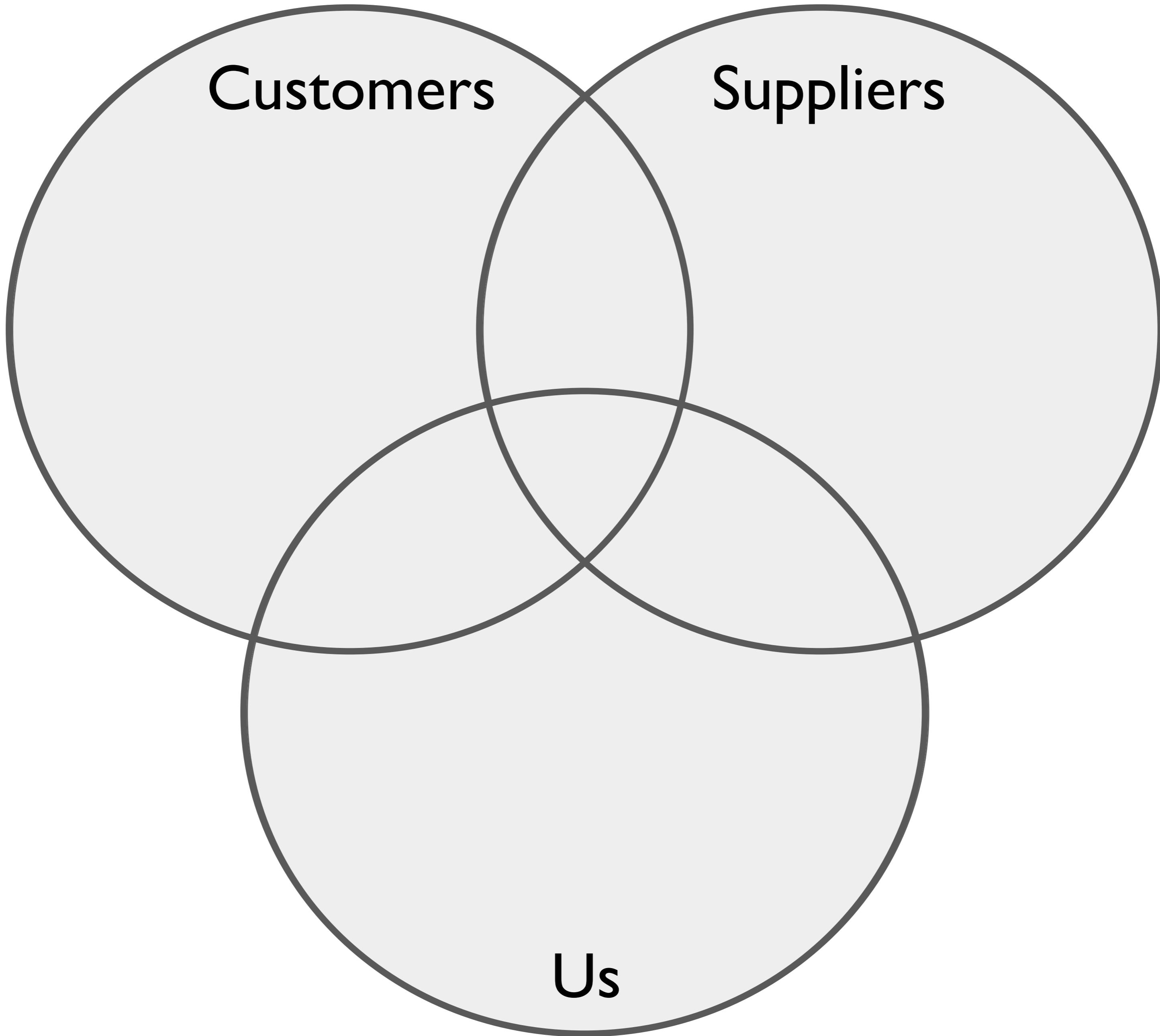
Me	Us	You

When to play:

Me/Us/You is a game to help groups understand where organisational ownership lies. Ideally you would play with representatives of two groups in the room (for example, IT and Marketing, or Marketing and Sales). The aim of the game is to facilitate discussion, not to deal the cards out quickly.

How to play:

Shuffle the Priority Cards and then place face down in a pile. Turn over the top card. Ask the question "Who owns this?" (or "Who would own this?") Place the card in the appropriate column. Discuss. Repeat.

**When to play:**

Customers/Suppliers/Us is a game to play when you want to understand the impact that particular priorities might have within and outside of your organisation. That will help you to understand stakeholder management as you move forward.

How to play:

Shuffle the Priority Cards and then place face down in a pile. Turn over the top card. Ask the question "Who would this impact?" Place the card in the appropriate appropriate intersection Discuss. Repeat.



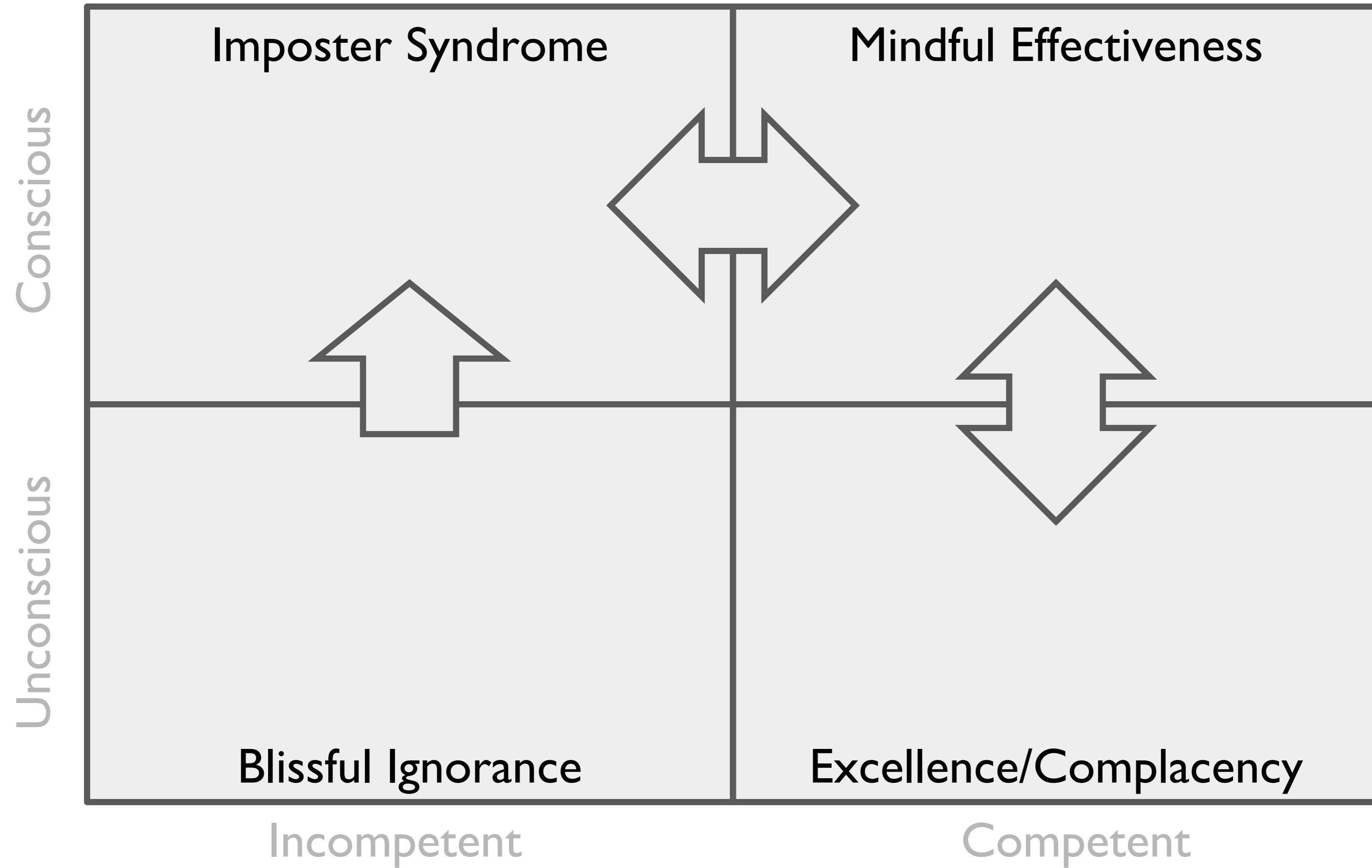
To do	Doing	Done	Out of scope

When to play:

MiniKanban is a game to play when you want to think about the current priorities that you have, and whether the balance is correct. Play on your own or with colleagues.

How to play:

Shuffle the Priority Cards and then place face down in a pile. Turn over the top card. Ask the question "Are we doing this?" Place the card in the appropriate column. Discuss. Repeat.



When to play:

4 Rooms is used when you want to understand your skills and capabilities, and where you need to shape them.

How to play:

Shuffle the Priority Cards and then place face down in a pile. Turn over the top card. As an organisation, how is your current capability for that priority? Map into one of the four “rooms” based on competency and consciousness (see https://en.m.wikipedia.org/wiki/Four_stages_of_competence). Then when completed for all cards, ask which need to move? They can move 1 square in any turn, only in direction of arrows.