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possibility management

Nonlinear Practice - 2

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(Revised ???)

FORMAT:
Groups of 2
Duration: 60 minutes

PURPOSE:
This is a more advanced free flowing high energy dynamic process for practicing the skills of going nonlinear. Fluidity practice combines three other processes into one bigger process.

SETUP:
Divide up into groups of 2 and spread with chairs in the room.

INTRO / BACKGROUND:

INSTRUCTIONS / PROCEDURE:

Invent a nonlinear way to create one of the following:

- Eliminate dandruff*
- Get rid of pimples*
- Build a mous trap
- Thief alarm
- Crane for lifting water balloon
- Pop a balloon
- Make a humafier
- Chopping wood carry water
- Communicate a message point A to B
- Fire someone
- Create a new product
- Remove cow poop from a stable
- Prevent cockroaches from getting pregnant*
- Track your geneology
- Build a telephone
- Cookie factory
- Convince Swiss to have Euro currency
- Key finder
- Teach a goldfish to read*

- Cleaning teeth
- Cross a river
- End a steel manufacturing strike
- Pet food dispenser
- Bury dead people
- Control cars at intersections
- Clean air
- Universal sales technique*
- Control your appetite
- Yes machine
- New sport
- Reduce poverty*
- Eat spaghetti
- Visit the moon
- Weight reducing
- Flu catcher (live)
- Healthy jewelry
- Babysitter
- Generate good excuses*
- Train your husband to be a goddess maker / wife to be a kingmaker*
- Train your cat bark and bring the paper
- Tie ties
- Abolish taxes
- Clean the bathroom
- Emergency appendectomy
- Improve eyesight
- Plan your day – manage time
- Get famous
- Travel to Timbuktu
- Entertain quadriplegics*
- Avoiding mosquito bites
- Get water in the Sahara desert
- Communicate with aliens
- Learn the true meaning of heiroglyphes
- Design new sexual clothes fashion*
- Protect yourself from electromagnetic
- Find where you are
- Change facts into electricity*
- Make use of arguments*

DEBRIEF: