

Instructions

Welcome!

The following instructions are here to guide you through our Relational Economies Activity, which centers on three themes.

This activity is ideal for 5-10 people within an organisation or community.

The Tactics are organised around three themes:

Each of these 'tactics' is represented by a 'troop' of mushrooms (pink, blue, green).

Within each troop are individual tools we can use within the broader tactics.

A card is made for each individual tool.

Relational Economy Activity

Aim of the Activity

- » To explore possible new tactics for democratic decision making and
- » To draw connections between tactics that would be useful within your organisation. Or opportunities, tensions, questions. This does not have to be definitive or discrete. It can be a discussion that creates solidarity toward action.
- » To build a shared learning resource amongst our community.

It's our hope that by the end of the game you have a set of insights that could lead to some form of direct action.

Themes

1. How to siphon private funds.
2. How to wean off grant dependency and create collective pots.
3. How to make disruption fun.

The Structure

The structure is adapted from the Web of Life game. It requires cards and the worksheet.

1. Pick any card to start. Sit in a circle. Each player holds up their card, so everyone knows what their tactical tool is. Whoever wants to go first can.
2. Read your card and discuss how you think it relates to your work/organisation.
3. Then pick someone with a different card to relate to. Think through how your cards might be connected to help enact the tactic/s they belong to. Anyone in the group can help.
 - a. To support you can ask questions. For example, how do these relate to practices we already enact and how can we create a new practice out of them? What are some problems that arise between these tactics?
4. Next, the person who was chosen for the connection thinks through any other relations to the organisation as is, and picks someone new to connect with.
5. The third person explains how their tool interacts with the second person's tool. If they get stuck, again, anyone can help.
6. If a connection is not made, the card is lost, and we move on to the next person. The player who lost the card will have a chance to pick another card.
7. While these connections are being made, record thoughts on the activity worksheet.
8. The activity continues until everyone has had a turn at making a connection.
9. By the end, the activity worksheet is full of complex connections between tactics. Participants can discuss which of these connections will be helpful to their organisation.

We would love to hear your feedback on the activity. Access our Google folder at the UnEdge website, and upload your finished worksheet along with any comments!