



Quick Summary:

BIG Idea: Creating a Game Plan is one of the most powerful skills of great players and great coaches. When you step into a new game it is best if you have an idea about what you want to accomplish and what your approach will be. Naturally, since it is a game and anything can happen, you may have to make adjustments as the game progresses. But if you stay focused on your initial intentions, more often than not, you will find a way to create them.

A key point here is that in the Industrial Age of work, “the boss” would tell you what you need to focus on. In the creative age of play each player needs to craft a plan, hopefully with the guidance of a great coach.

Capture GAME PLAN Power: To capture GAME PLAN Power you will look at your game in 5 areas: Key initiatives that you want to accomplish. Tangible outcomes that you want to create; New skills that you want to acquire or improve, Intentions for who you want to become and finally how you will upgrade each of your 9 Environments of YOU™.

The Environments part is a major innovation. In the Creative Age of Play we realize the power of our Environment to shape us. So the best way to play big toward our objectives is to put significant energy into designing a winning environment. We call this “World Power” vs Willpower.

Game Action: In this case, the game action is to define the 21 items of your game plan for 2013. (you don’t actually do them in this game!) And share about each one on your game card.

A great opportunity here is to share a photo or an image for each item, especially the 9 environments. This will become a powerful vision board that you can return to all throughout the year as a “touchstone”.

BIG WIN: The BIG WIN in GAME PLAN power is when you complete your 21 items. Then write a letter to yourself from YOU at the end of 2013 describing who you have become and what you have accomplished. It is a powerful exercise.



Quick Game Plan to Capture GAME PLAN POWER

- 1) Find the Fun!
- 2) Capture Game Plan Power and Plan your 21-Game Plan Actions!
- 3) Your game action for GAME PLAN POWER
- 4) The BIG WIN for GAME PLAN POWER
- 5) Share on your game card AND collect your points!!! YES!
- 6) Bonus: Overview of the 9 Environments of YOU!

1) Find the Fun!

Dreaming up a plan is fun- Thinking big about who you can become and what you can do and how you will do it is fun. The process activates our imagination and touches the heart of our desires.

Making a plan for building something is fun – Making a plan and then building something is one of the most fun things you can do. To see your creation come to life “on paper” before it comes to life in “the world” is a wonderfully creative process. That is what you are doing when you plan your upgrades to your 9 Environments of YOU.

Transformations from worker to player

Industrial Work Mindset (the old way)...	Spirit of Play Mindset (the new way)...
The only thing you need to plan is when you will show up and do your job.	When you find the game in everything you spark your desire to play well. To play well on a consistent basis you need an overarching plan to guide you.
The environment is an obstacle to be overcome	The environment is a reflection of who we are. And we are a product of our environments! To craft a sustainable path to winning you must design a winning environment. And then let it mold you into who you MUST become.

How this makes you a better coach

- 1) You Game Plan sets the stage for the New Territories that you want to enter in the game ahead. (Coaching Proficiency #12)
- 2) Your game planning process is a part of Coaching Skill #10 Planning and Goal Setting. As you bring the “GAME PLAN” experience into your own life, you will have greater ease in doing this with your players.
- 3) Planning for Environmental upgrades is major coaching skill. If you coach the player but do not coach their environment you are only doing half the job! Because winning is not sustainable without a winning environment. (Coaching Proficiency #14)



2) Capture Game Plan Power and Plan your 21 Game Plan Actions

To capture GAME PLAN Power you will prepare your vision for 2013 by naming your game, describing your purpose for the game and your picture of winning. Then you will make a quick review of the 21 elements of your Game Plan. Your Game Plan elements will come from 5 different categories.

- 1) 3 Major initiatives
- 2) 3 Tangible objectives (x revenue; x new friends; x public talks)
- 3) 3 Skills to improve
- 4) 3 Becomings
- 5) 9 Environmental Upgrades

1) Major Initiatives

These are the big projects that you want to take on. Examples: writing a book, creating a new product, designing a new process or building something.

2) Tangible objectives

These are the accumulation of the results you create from playing your game. When you play a game you have recurring actions that lead to results. For example engaging potential customers is playing the game and when they say “yes” that is the desired result. Tangibles have a number associated: X new clients, x participants in your events, x new friends of Facebook

3) Skills to acquire / improve

Skill is when you are adept at the actions of the game. In the games of life there are many conversational skills to consider. Examples: Introducing yourself to strangers, networking, building strategic partnerships, writing articles that people comment on, acquiring twitter followers.

4) Becomings

These are the lasting joy of playing a big game: the character traits you develop through the challenges of the game. Examples: more creative, more assertive, less stressed, more freedom

5) 9 Environmental Upgrades

To upgrade an environment you remove something that is no longer serving your big game, clean up messes that are creating blocks or add new elements that make it more supportive or more inspiring.

The 9 Environments of You are: memetic, financial, relationship, network, physical, body, self, spiritual and technology.

Get into the game

To capture GAME PLAN power, simply review the elements of the Game Plan – especially the 9 Environments of YOU.



Your Vision

Name Your Game:
Your Purpose; Why are you playing this game?:
What does winning look like for you?

GAME PLAN ACTION CHART

✓	Name the item	Brief Description
	1) Major Initiative #1	
	2) Major Initiative #2	
	3) Major Initiative #3	
	4) Tangible Objective #1	
	5) Tangible Objective #2	
	6) Tangible Objective #3	
	7) Skills to acquire / improve #1	
	8) Skills to acquire / improve #2	
	9) Skills to acquire / improve #3	
	10) Becoming #1	
	11) Becoming #2	
	12) Becoming #3	
	13) Upgrade to my Memetic Environment	
	14) Upgrade to my Financial Environment	
	15) Upgrade to my Relationship Environment	
	16) Upgrade to my Network Environment	
	17) Upgrade to my Physical Environment	
	18) Upgrade to my Body Environment	
	19) Upgrade to my Self Environment	
	20) Upgrade to my Spiritual Environment	
	21) Upgrade to my Technology Environment	



3) Your Game Action for GAME PLAN Power

The game action in this case is to come up with each element of your plan and then share about it on your game plan. You can do this in “one sitting”. Or you can let it emerge over the course of the month and then only put it on your game card when you have clarity about that item.

When you know... “YES!. This is what I will do/become”. Then share that on your game card.

And remember to check the item on your chart so you don’t enter the same item twice on your game card.



POSSIBILITY!! Whenever possible, share a photo or an image of what that item will look like for you; or an image that captures the spirit of that element of your Game Plan. This can create a SUPER FUN vision board for 2013 that you can come back and look through anytime you need inspiration!

4) The BIG WIN

The BIG WINs in the GAME PLAN challenge occur when complete your 21 elements AND then write a letter to yourself from YOU at the end of 2013.

This is a powerful exercise to future pace your vision for yourself.

If you have the courage to PUBLIC with your big game, then share your letter in the BIG WIN area of your game card. If full transparency is a little too far out of your comfort zone, then just share one or two items with your thoughts about the experience of writing it.



5) Share on your game card and collect your points. YES!



Step 1: Click through to your game card.

Look for the Power Booster section –
(Find the Red Button with the Rocket!)

Find the **GAME PLAN POWER** badge.



You will see the game card description...

*I just captured **GAME PLAN POWER** by planning my BIG GAME for 2013! Whoa! Here is my game, my purpose and my definition of winning...*

Click on the SHARE button in the right column.



A text entry window will appear.

Complete this statement on your game card by sharing your thoughts about taking on this challenge.

Get your FB friends cheering you on! (optional)



Under the share box you will see the Facebook login button and "Share On Facebook" button.

If you share on Facebook you earn +1 Bonus point in your total score.







Step 2: Scroll down the game card to find the Game Action section (The Blue Button with the player reaching for the star)

Look for the **GAME PLAN POWER** Badge.

After each Game Plan action, share about your experience on your game card.

*Here is an element of my 2013 **GAME PLAN...***



	<div data-bbox="609 285 927 348"> SHARE</div> <div data-bbox="609 352 889 382"><p>Click the SHARE button</p></div> <div data-bbox="609 388 1421 527"><p>Remember to share with the intention to inspire. Each time you share about your game activity you earn points. And another SHARE button pops up for you to use the next time you complete this activity.</p></div> <div data-bbox="609 579 737 709"></div> <div data-bbox="760 598 1421 741"><p>POSSIBILITY!! Whenever possible, share a photo or image for that element of your GAME PLAN and share it with the team by clicking the upload photo link. This becomes your 2013 Game Plan Vision Board!</p></div>
<div data-bbox="188 779 380 968"></div>	<div data-bbox="609 783 1325 848"><p>Step 3: Scroll down the Game Card to the BIG WINS section (The Green Button with the hand holding the trophy)</p></div> <div data-bbox="609 890 1170 919"><p>Look for the GAME PLAN POWER Badge.</p></div> <div data-bbox="609 961 1421 1062"><p>When you complete the 21 elements of your 2013 Game Plan and write your letter to yourself from the end of 2013 you earn BIG WIN points.</p></div> <div data-bbox="609 1104 1421 1209"><p><i>I just finished my GAME PLAN POWER challenge by writing my end of 2013 letter to myself! WOW! Here is my highlight...</i></p></div> <div data-bbox="609 1247 927 1310"> SHARE</div> <div data-bbox="609 1314 889 1344"><p>Click the SHARE button</p></div>

On the following pages is additional information about the 9 Environments of YOU™ from the World Power Method™ Coach Training program at CoachVille!



The 9 ENVIRONMENTS OF YOU



Copyright 2008 by CoachVille, LLC. | www.coachville.com



6) Overview of the 9 Environments of YOU!

1) The Memetic Environment

The world is full of ideas. The issue is, which ones are you getting in to your mind? And an even bigger issue is how do these ideas impact your ability to play your new game at your best.

2) The Financial Environment: Assessing Your Financial Environment

Nearly any game your player can play will be affected by their financial situation. How healthy is your players wealth? Do not know? Hmmm... maybe it is time for you to take a close look at their money situation. It is important that YOU and your player have a realistic picture of their current financial health. If necessary you must help them develop the basic money skills required to finance the games they are playing and possibly move in a direction of financial freedom.

3) The Relationship Environment: The mirror to your self

If you want to know someone really well, simply get to know their five closest relationships. Everyone in a persons life acts as a mirror to some part of themselves. AND we become like the people we spend time with; This is a simple and powerful truth of the Relationship environment. The majority of human beings are aware of the importance of their intimate relationships but rarely use this awareness as an Environmental Design tool.

4) The Network Environment: Designing a Resourceful Personal and Professional Network

As your game changes your network environment must evolve and grow. Through network design, your player will discover ways to team up with others and create a supportive and thriving network. Your players network can play a powerful role in helping them achieve great success in the games of their life. We will provide you with ways to coach your client in designing a network to create supportive partnerships.

5) The Physical Environment: Does Your Physical Space Inspire You?

Creating physical spaces with great style, beauty and efficiency is no simple task. What we know is that the yearning for the design of our physical spaces is much deeper than the eye can see. In your players heart what they truly want is to be able to walk into places and spaces that nurture them on every level. They want spaces that provide warmth and relaxation, safety, and security, and most of all, a place that expresses their true personalities and one that makes them come alive! The goal of this class is to provide you with an introduction to create with your client, physical spaces that stimulate spiritual energy and a feeling of: Ahhhh, this is me! I have truly come home.

6) The Body Environment: A source of strength and energy

It may seem strange to think of the body as an environment but it is. You are NOT your body, your body is something you have and so, it can be designed. The Body environment also includes clothing, hair and energy. Is your players body a source of inspiration to them? Is it strong, flexible and graceful? A positive body image is one of the most important aspects of happiness and well-being, yet it is an area which often seems to be a challenge for many. A holistic approach to strength, energy and well being through daily practices is essential for the player who wants to win the games of their life.

7) The Self Environment: Using Your Strengths, Talents, Character and the Authentic You

The Self is another element of the environment that not often thought of as such. But it is. You can help your client design new strengths, abilities and character. You can help them tap into the deep resources on the inside



that can be reflected in the world around them. Are there old patterns that are restricting your players' full self-expression.

8) The Spiritual Environment: The Power of Pure Potential and Sacred Spaces

Are your players getting their energy from low vibrations or negative points of power• such as control, overwhelm, clutter, addictions, force, manipulation, and anger OR from high vibrations or positive points of power such as love, truth, oneness, beauty, a giving spirit, and thankfulness. As with all design choices, your players can choose to get energy from the highest of sources, which ultimately come from living in way that honors the soul. We will explore how to assist your client in designing sacred spaces in their home or office for creating high vibrations of love, truth, thankfulness, and positive points of power. We will also explore the potential for designing spiritual practices. Finally, you will guide your player to tap into the restorative power of the nature.

9) The Technology Environment: Electronics and Virtual Spaces

The technology environment is about electronics and virtual spaces. Electronics, in particular tools like computers in all shapes and sizes, phones, mp3 players, GPS systems are integral to our lives today. If they are not working well it can cause a major disruption. Electronics are also a major gateway to entertainment and play which is essential to a balanced and fruitful life. Then there are virtual spaces. Social Networking web sites like facebook, LinkedIn have become “places” where we invest considerable time and energy because it is how we connect to the global community. Do you feel confident with these tools? Are your profiles representative of who you are and how you want to be known in the world? If not, with a little focus they can be..