

## Coaching Outline for Session 4

### Step #3: Play For Results

**Note to the Coach: The Numbered Bold Lines are there to give you a reference point, you don't say them to your player.**

#### 1) Quick Life Check in

**Say:** Welcome back! It's great to be with you again.

**Say:** In our last session we made a lot of progress in designing your winnable game. We focused on the object of the game and started designing your RACE.

In this session we will REALLY move into your RACE and playing for results.

**Ask:** Does that sound good to you?

Wait for the "yes". (Agreement)

**Ask:** Before we do that...How are you? Can you give me a 1-minute update on what is happening in your life?

#### If there is something BIG going on...

**Ask:** is this something we need to address during our session?

{If yes, make a note of it}

#### 2) Update the Design of the Game

**Say:** Our first thing we must accomplish today is to look at your tangible **OUTCOMES** and your recurring **RESULTS** that we came up with in our last conversation.

{Recap what you have on your Playsheet}

We want to make sure that we have honed in on the most important 3-5 results that we can pursue to reach your outcomes.

**Ask:** When you look at it, what do you see? Anything we should add, remove or change?

**Say:** Next we want to make sure we have identified the most important recurring **ACTIONS** you can take to get these **RESULTS**.

{Recap what you have on your Playsheet}

**ASK:** Anything you want to add, remove or change?

# Play-Two-Win Method™ Playbook

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## 3) PLAY for Results

**Say:** OK, now we have to bring in the Spirit of Play, because it is important that we PLAY for **RESULTS** NOT work on tasks.

To approach this with play we will focus on curiosity, creativity and fun.

{Go through these question for each major game area}

**Ask:** When you look at taking these **ACTIONS** in pursuit of **RESULTS**, what are you curious about?

**Ask:** When you look at taking these **ACTIONS** in pursuit of **RESULTS**, how can you be creative?

**Ask:** When you look at taking these **ACTIONS** in pursuit of **RESULTS**, how can you make it fun?

**Ask:** Out of all the ideas we came up with to PLAY for your results, which one will you try this week?

## 4) Wrap Up your Design the Game Conversation

**Say:** "OK, this is a good place for us to wrap up this session. Next time, we are going to dive into the challenges of the game.

**Say:** "My challenge for you between now and then is to get into playing for your results and make notes about the challenges that you face along the way.

**ASK:** "Can you do that?"

Wait for them to say: "YES!"

**ASK:** "This was a great session. Can you give me a 30 second wrap up of what you learned today".

### ??? Document the game

**Ask:** can you send me an email later today stating exactly what you are going to do and what results you are playing for this week?

\*\* Follow up if you don't get the email!

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## Game Design For: Operation Legacy

	Game Area 1	Game Area 2	Game Area 3
<b>Objective Tangible</b>			
<b>Skills</b>			
<b>Becoming</b>			
<b>Upgrades</b>			
<b>RACE Results</b>			
<b>Recurring Actions</b>			
<b>Recurring Challenge</b>			
<b>Evaluate</b>			
<b>PLAY! Curious?</b>			
<b>Creative?</b>			
<b>Fun?</b>			
<b>Projects</b>			