

Play Mission 2: Co-Create Results

Coaching Superpowers Playbook



“Player Axiom #1: “Your life is for play.” - Coach Dave

Quick Summary:

BIG Idea: In Mission 1 you named your play plan and shared it with your team to create a supportive environment. Now it is time to step up and PLAY! The game is take action to play for your dream almost every day with the intention to create results. Aka contribute to the lives of others. It may be a new idea to play for results rather than just complete a task. This is a big moment. Embrace it. You will unleash the spirit of play and take risks to expand your creative influence. AND have fun doing it.

You are on a mission!

Your mission is to live your dream and take playful action every day in pursuit of your intended results. Every time you play you will learn something that helps you a play better. Every person you interact with can expand your influence in the world.

Remember that while you are learning the Coaching Super Powers, you are also learning 3 elements of the Play Life Method: Build Relationships, Be Yourself and Add Value.

At the same time... it is important bring the spirit of play into your actions. The key is to challenge your brain to PLAN-PLAY-LEARN vs. settling into routine! Every day is a new experience with different players and new creative possibilities.

It is the unknown of what your play plan will ask of you each day that creates juicy aliveness, curiosity and wonder.

When you CHOOSE to play your life, you step into a massive opportunity for personal transformation.

From: Managing your life & completing tasks

To: Loving your life & co-creating results

The KEY distinction is the shift from control to influence.

Managing your life is about attempting to control people and circumstances.

Playing your life is about releasing control and building your unique influence instead. When you do this your imagination opens up and you start to LOVE your life again. You stop worrying about doing it wrong and start embracing the risks to create something awesome.

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The next step is to simply make your ONE Game Move every day and notice what happens or doesn't happen.

Quick Game Plan for Play Mission 2

1) Power Up: Bring the Spirit of Play to your actions

Brainstorm a few creative experiments that will bring the Spirit of Play to your Game Move and make it a fun adventure every day.

2) Game Action: PLAY!

Make a MOVE in your Play Plan at least once every day. Then share about your experience.

3) BIG WIN: Your intended result happens

The big win is when you get the desired result of your play plan; you made an impact, you created value, you got a "Yes", you inspired an action. AWESOME! Share about the experience on your game card.

4) Find the Fun!

Remember, it is PLAY!

1) Power Up: Bring the Spirit of Play to your plan

Play Power: In Mission 1 you chose your Play Plan: a recurring action(s) with an intended result. Now for Mission 2 you will start making your moves in the world. BUT before you do, start to brainstorm a few creative experiments for your game action.

Two key things:

A) Find ways to have fun with your action. Avoid the trap of giving yourself work to struggle through.

Let your imagination run wild with ideas that will make your game move more interesting and fun WHILE you are doing it. The idea is to "PLAN-PLAY-LEARN".

BIG point: when we say learn, we mean accumulating capabilities by responding to unique situations NOT acquiring information.

B) Find ways to collaborate with others.

Remember, this is the Connected Age!

If you are going to networking events, invite colleagues to go with you.

If you are writing, find interesting places to go and write.



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The key is to make your move into a fun adventure that you look forward to sharing with others.

Use curious questions to think of creative experiments you can do to make your move fun and to enjoy the challenges that you face along the way! (and kick Industrial Worker Mindset's BUTT!!)

Curious questions often start with "I wonder..."





I wonder how I could have more fun doing this?

I wonder how I could do this in different ways?

I wonder how I could do this in different places?

Update your game card.

After you brainstorm a few fun ideas update your game card.

	<p>Click through to your game card. Look for the Power Up section – (Find the Red Button with the Rocket!) Find the <i>Play Life</i> badge.</p>  <p>You will see the game card description...</p> <p><i>Play Mission 2: I just added a few creative ideas to my Play Plan! Here is what I am going to do...</i></p>  <p>Click on the SHARE button in the right column.</p> <p>A text entry window will appear. Complete this statement on your game card by sharing how you will approach this mission.</p>
	<p>Our game system connects to FaceBook. Get your FB friends cheering you on! (optional)</p>  <p>Under the share box you will see the "Share On Facebook" button. If you share on Facebook you earn +1 Bonus point in your total score.</p>

2) Game Action: Make Your Move!

The idea is to take your action with the spirit of play at least once every day. If you do it more than once in a day you just get points for one time. The idea is to make it an everyday thing, NOT a "just get it all done at once" thing (that is too industrial!)

Small Exception: If you take a day off you can double up the day before or after.

As you move through the game, try the creative experiments that you identified. And come up with new ones! Remember... FIND THE FUN!

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To get the points each day all you need to do is take action and SHARE about what happened.

	<p>Click through to your game card. Look for Game Action section – (Find the Blue Button with the Star Reacher!) Find the <i>Play Life</i> badge.</p> <p>You will see the game card description...</p> <div data-bbox="451 577 738 861"></div> <p><i>Play Mission 2: I just made my Move! Here is what happened and what I learned...</i></p> <p>Click on the SHARE button in the right column.  Share</p> <p>A text entry window will appear. Complete this statement on your game card by sharing about what you did and what you learned.</p> <p>(If you got your desired result, the you also share in the BIG Win Section)</p>
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3) BIG WIN: Your Intended Result Happens

This is BIG because the key distinction of the RACE model is playing FOR results. In other words you can SEE that something happened as a result of your action. What YOU did mattered. This is what makes you a player with a dream vs. a worker completing tasks.

THIS IS A BIG WIN. Relish it.

So when this happens you will share in both the Game Action area AND the Big Win area for the same action.

	<p>Click through to your game card. Look for Big Win section – (Find the Green Button with the Trophy Holder!) Find the <i>Play 2 Win</i> badge.</p> <p>You will see the game card description...</p> <div data-bbox="451 1543 738 1827"></div> <p><i>Play Mission 2: I just got the desired results of my MOVE! Awesome! This is what happened...</i></p> <p>Click on the SHARE button in the right column.  Share</p> <p>A text entry window will appear. Complete this statement on your game card by sharing about the result that you created.</p>
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4) Find the Fun!

Creativity is fun – Find a collection of fun ways to approach your BIG MOVE. Challenge your mind to come up with a variety of fun alternatives – keep it fresh.

Results are fun – It is so sweet when you can see that a creative action that you took for your dream had a positive impact. It is rewarding to know that you made a difference for someone in some way. This is really what the game of life is all about!

Transformations from worker to player

Industrial Work Mindset (the old way)...	Spirit of Play Mindset (the new way)...
Do it the same way every time to make it routine and eliminate mistakes	Routine is the enemy of your brain! Challenge your mind to find creative ways to approach your initiative in a new way every day.
Just do your work and don't pay attention to things that you can't control.	The outcomes in life that we can't control but we can influence are the most risky and the most rewarding. Your unique "way" only matters in endeavors that cannot be controlled.
You are supposed to do it right every time. Feedback means you did something wrong.	Feedback is the breakfast of champions! Noticing results or lack of results essential to becoming a great player in any game!