

TIME TRAVELER'S MANUAL

JOGO

OASIS



INSTITUTO
ELOS

INTRODUCTION

THIS TUTORIAL HAS BEEN PUT TOGETHER TO SUPPORT YOU IN THE PRINTING AND MOUNTING OF YOUR OASIS GAME.

WE WOULD LIKE TO TAKE THIS MOMENT TO REMIND YOU THAT THE OASIS GAME IS SOMETHING VERY PRECIOUS FOR ELOS. OUR TEAM DEVELOPED THE GAME WITH A LOT OF LOVE AND CARE AND DECIDED TO SHARE IT WITH THE WORLD SO THAT ITS POSITIVE IMPACT COULD BE AMPLIFIED.

IT IS OUR HOPE THAT EACH PERSON WHO COMES INTO CONTACT WITH THE OASIS GAME KNOWS AND RECOGNIZES ITS AUTHORSHIP AND RESPECTS THE RULES OF THE USE OF THE GAME, WHICH IS LICENSED BY CREATIVE COMMONS: ATTRIBUTION, NON-COMERCIAL USE, NO DERIVATIVE WORKS.

YOU WILL BE PRINTING THE PIECES OF THE OASIS GAME, AND WE TRUST THAT, AMONG OTHER THINGS, YOU WILL PAY ATTENTION TO THE FOLLOWING:

- WHENEVER APPLYING THE GAME, RECOGNIZE ITS AUTHORSHIP, INSERTING THE INSTITUTO ELOS LOGO BELOW THE SUBTITLE "METHODOLOGY" INTO ANY PROMOTIONAL MATERIAL (SEE THE IMAGE BELOW);

METHODOLOGY:



INSTITUTO
ELOS

- INDICATE INSTITUTO ELOS AS THE PLACE TO GO FOR MORE INFORMATION ABOUT THE GAME BY PROVIDING THE INSTITUTO ELOS WEB PAGE (WWW.INSTITUTOELOS.ORG/JOGO0ASIS) OR EMAIL ADDRESS (GAMES@INSTITUTOELOS.ORG);

- DO NOT ALTER OR EDIT ANY ELEMENT OF THE GAME, INCLUDING ANY PIECES, PARTS, COLORS, ARTWORK;

- DO NOT INCLUDE LOGOS OF OTHER ORGANIZATIONS ON ANY PART OR PIECE OF THE GAME;

- DO NOT COMMERCIALIZE THE COMPLETE GAME OR ANY OF ITS PARTS.

THE COMPLETE GUIDELINES FOR USING THE GAME ARE AVAILABLE AT THE LINK WWW.INSTITUTOELOS.ORG/JOGO0ASIS_REGRASDEUSO.

IF YOU HAVE ANY QUESTIONS, PLEASE GET IN TOUCH WITH US!

TIME TRAVELER'S MANUAL

HERE YOU WILL FIND ALL THE TIPS YOU NEED TO UNDERTAKE AN OASIS GAME. THERE ARE TWO VERSIONS, A DIGITAL ONE THAT YOU CAN LOOK TO WHENEVER YOU NEED AND ANOTHER VERSION THAT YOU CAN PRINT.

YOU WILL NEED:

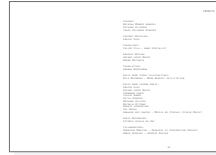
- ✓ A BLACK AND WHITE OR COLOR PRINTER
- ✓ ONE (1) SHEET OF 180 GRAM PAPER, SIZE A4, FOR THE COVER OF THE BOOKLET (ANY SLIGHTLY HEAVIER PAPER WORKS WELL)
- ✓ THIRTEEN (13) SHEETS OF WHITE A4 SIZE PAPER
- ✓ A STAPLER

LET'S GET TO WORK!

1. DOWNLOAD THE TIME TRAVELER'S MANUAL FILE ON YOUR COMPUTER.
2. PRINT THE COVER ON THE HEAVIER PAPER USING THE PRINTER OF YOUR CHOICE.
3. USING A BLACK AND WHITE OR COLOR PRINTER, PRINT PAGES 01 TO 28 OF THE DOCUMENT, FRONT AND BACK.
4. FOLD THE PAGES IN THE MIDDLE, PLACE THEM IN THE CORRECT ORDER WITH THE COVER ON THE FRONT, AND STAPLE THE PAGES TOGETHER.

Tip: TO ENSURE THAT THE DOCUMENT PRINTS IN THE CORRECT WAY, DO A TEST BEFOREHAND WITH THE FIRST FEW PAGES TO MAKE SURE THAT THE FORMATTING IS RIGHT.

COVER



1 SHEET OF A4 SIZE PAPER, FRONT AND BACK

PAGES OF THE MANUAL



13 SHEETS OF A4 SIZE PAPER, FRONT AND BACK



TIME TRAVELER'S MANUAL



THIS WORK IS LICENSED BY CREATIVE COMMONS:
ATTRIBUTION-NONCOMMERCIAL-NO DERIVATIVES 4.0 INTERNATIONAL
[HTTPS://CREATIVECOMMONS.ORG/LICENSES/BY-NC-ND/4.0/DEED](https://creativecommons.org/licenses/by-nc-nd/4.0/deed)



THIS MATERIAL WAS CREATED BY INSTITUTO ELOS FOR SPECIFIC PURPOSES.
FEEL FREE TO USE THE MATERIAL FOR YOUR OWN LEARNING AND TO BE ABLE TO
SHARE THIS KNOWLEDGE WITH OTHERS, RECOGNIZING ITS AUTHORITY AND
WITHOUT ALTERING THE CONTENT IN ANY OF ITS PARTS. IF YOU HAVE ANY
QUESTIONS, PLEASE GET IN TOUCH WITH US THROUGH THE EMAIL
GAMES@INSTITUTOELOS.ORG.

CONTENT:

*NATASHA MENDES GABRIEL
RICARDO OLIVEROS
THAÍS POLYDORO RIBEIRO*

CONTENT REVISION:
EQUIPE ELOS

CONSULTANT:
FELIPE VILA – GAME SPECIALIST

GRAPHIC DESIGN:
*ARIANE LOPES MATES
BRUNO MATINATA*

TRANSLATION:
HANNAH NEEDLEMAN

OASIS GAME VIDEO ILLUSTRATIONS:
MILA MOTOMURA – MOOM GRAPHIC FACILITATION

OASIS GAME LEGEND AUDIO:

*EQUIPE ELOS
ARIANE LOPES MATES
FERNANDO CONTE
FLAVIA RAMOS
KATIA SPENCER
MARIANA FELIPPE
NATÁLIA DITTMAR
RENATA LAURENTINO
VAL ROCHA
RONALDO DOS SANTOS – MÚSICA DO CÍRCULO (CIRCLE MUSIC)*

AUDIO RECORDING:
ESTÚDIO FAVELA DA PAZ

COLLABORATORS:

*RODOLPHO MARTINS – PEDAGOGY OF COOPERATION PROJECT
HÂNIA RIBEIRO – PROCESS DESIGN*

SUPPORT MATERIALS

AVAILABLE ON THE ELOS TRANSFORMATION GAMES PLATFORM
INSTITUTOELOS.ORG/GAMES



PRESENTATION VIDEO;



AUDIO FOR THE LEGEND OF THE OASIS GAME;



OASIS MAP;



CARDS;



PAGES OF THE BOOK OF DREAMS;



TUTORIAL AND MODEL FOR CHARACTER JERSEYS;



MODEL FOR OASIS ATTENDANCE LIST;



MODEL FOR LOANING OF TOOLS;



BANNER MODEL + GROUP FLAGS + BRACELETS;

CONGRATULATIONS!

IF YOU ARE RECEIVING THIS MANUAL IT MEANS THAT YOU EXPERIENCED THE ELOS PHILOSOPHY AND THE OASIS GAME IN ONE OF INSTITUTO ELOS' TRAINING PROGRAMS.

PROPEL A MOVEMENT OF MAKING THE WORLD WE ALL DREAM OF BECOME REALITY NOW. THIS IS THE PURPOSE THAT ORIENTS EVERYTHING THAT WE DO AT ELOS. IT IS NO SMALL THING. WE WORK ON A TRULY WORLDWIDE SCALE. THIS IS WHY WE HAVE DECIDED TO INVEST IN THE DISSEMINATION OF THE OASIS GAME.

WE BELIEVE THAT BOTH THE PRACTICAL EXPERIENCE YOU GAINED DURING YOUR TRAINING AND THIS MANUAL FULL OF DETAILED INFORMATION, ORIENTATION, AND TIPS WILL GUARANTEE THE SPECTACULAR CULTIVATION OF NEW OASIS EXPERIENCES!

WE ALSO UNDERSTAND THAT THE MORE YOU PRACTICE, THE MORE CONFIDENCE YOU WILL HAVE IN PASSING ON THE DIFFERENT IDEAS AND DYNAMICS OF THE GAME TO DIFFERENT PEOPLE AND BECOMING AN EXPERIENCED TIME TRAVELER. IN ALL LIKELIHOOD, A FEW DOUBTS WILL COME UP ALONG THE WAY, AND ELOS CAN SERVE AS A REFERENCE POINT TO SUPPORT YOU AND REFLECT OVER THE QUESTIONS AND CHALLENGES THAT ARISE ALONG YOUR JOURNEY. DON'T WORRY, YOU ARE NOT ALONE!

BEYOND THE TEAM AT ELOS, YOU ALSO HAVE THE WORLDWIDE OASIS MUNDI NETWORK TO TRADE EXPERIENCES AND TIPS.

WELCOME!

PLANNING FUTURE GATHERING 2 AND 3

THE FUTURE GATHERINGS THAT FOLLOW THE FUTURE MEETING AT THE END OF THE OASIS GAME WILL DEPEND GREATLY ON THE ENGAGEMENT OF THE DIFFERENT ACTION GROUPS IN THE REALIZATION OF NEW DREAMS AND ALSO OF THE ACCOMPANIMENT PROVIDED BY THE TIME TRAVELERS. IT IS VERY IMPORTANT TO FOCUS ON SHORT-TERM ACTIONS THAT CULTIVATE AND CONTINUE WHAT WAS REALIZED DURING THE OASIS GAME - THE IDEA IS NOT JUST TO TALK AND TALK ABOUT NEW IDEAS, BUT TO REALIZE THEM. THE FOLLOWING PROGRAMMING IS A GENERAL SCRIPT THAT CAN BE ADJUSTED TO THE INDIVIDUAL REALITY OF EACH MOMENT AND PLACE.

TIME	ACTIVITIES	ORIENTATION
30 min.	<ul style="list-style-type: none"> - Invite and mobilize people for the next Future Gatherings 	<ul style="list-style-type: none"> - Create a fun way of inviting people to the gathering - Guarantee that everything is ready to start - Prepare activities for any children who come!
10 min.	<ul style="list-style-type: none"> - Opening the Future Gathering 	<ul style="list-style-type: none"> - Remember the different roles within the group - Don't forget to bring an attendance list and to welcome whoever comes.
90 min.	<ul style="list-style-type: none"> -OPTION 1 - Breakdown - make a calendar of activities and meetings for the next 3 months - Place the <i>NEW DREAMS</i> and <i>ACTION GROUPS</i> on a page of the Book of Dreams - Place the pieces representing the future and new dreams on the Oasis map -OPTION 2 Create an agenda with the group 	<ul style="list-style-type: none"> - Collaborate in such a way that the groups establish clear short, medium, and long-term goals - Support the participants in the definition of the new dreams of 3 - 6 - 9 - 12 - 18 months. Support the group in defining the actions for the first 3 months. - Orient the group in systematizing the information before filling in the Dream Book page - Check to see if the number of pieces on the map matches with what is systematized on the page. ex: Picnic preparation, Party Organization
60 min	<ul style="list-style-type: none"> - Conversation circles or Open Space 	<ul style="list-style-type: none"> - Adapt this activity according to your needs and the present themes
15 min	<ul style="list-style-type: none"> - Closure 	<ul style="list-style-type: none"> - Offer a circle dance or hug session



FUTURE GATHERING 1 SCHEDULE

TIME	ACTIVITIES	ORIENTATION
30 min.	- Inviting and mobilization of people for the Future Gathering	- Create a fun way to invite people to the gathering - Make sure that everything is ready to start - Prepare activities for the children - Check in: What has been most impactful for you in this experience?
10 min	- Opening of the Future Gathering	- Remind people of the different character roles in the group - Don't forget an attendance list and to welcome whoever arrives
30 min.	- Presentation of an inspiring video - If there is time, present a powerpoint with references of the Re-Evolution steps of other similar projects	- Double check the quality of the sound and projector - Arrange the audience in a semi-circular format
60 min.	- Conversation Groups - come together in groups of 5 people and talk about what it is to have this collective challenge and to materialize a collective dream - Round 1 - If everything was possible, what kind of future would you want right now? - Round 2 - What is the next dream that you want to make happen in the next three months? - Harvest	- Accompany the preparation of the Gathering - Read the programming suggestion for the Re-Evolution Gatherings
15 min.	- Closure	- Offer a circle dance or a hugging session

INTRODUCTION.....02
 WHAT IS THE OASIS GAME?.....05
 WHAT CAN YOU EXPERIENCE IN THIS GAME?.....06
 SYMBOLISM AND MEANING.....09
 WHO PLAYS?.....10
 PARTS OF THE OASIS GAME.....11
 WHAT DOES THE TIME TRAVELER NEED TO KNOW AND DO?.....12
 PREPARATION.....14
 TIPS.....15
 WHAT DOES THE TIME TRAVELER DO?.....17
 GATHERS FRIENDS.....17
 CHOOSES A LOCALE.....18
 PUTS TOGETHER THE GAME AND THE CALENDAR.....19
 PLANNING.....20
 TIMELINE.....20
 TIMELINE IN 2 BLOCKS.....21
 TIMELINE OF ONE MONTH.....22
 BEGINNING THE GAME.....24
 GET TO KNOW THE CHARACTERS OF THE GAME.....25
 STEP 1 - SEEK ABUNDANCE.....29
 STEP 2 - LISTEN TO HEARTS.....31
 STEP 3 - DREAM BIG AND TOGETHER.....33
 STEP 4 - TAKE CARE OF YOURSELF, OF OTHERS, AND OF THE COMMON DREAM...39
 STEP 5 - BELIEVE, GO ALL THE WAY, BE SPECTACULAR.....44
 STEP 6 - HAVE FUN AND CELEBRATE YOUR COLLECTIVE ACHIEVEMENT.47
 STEP 7 - TIME TO BUILD NEW DREAMS.....49
 SUPPORT MATERIALS.....53
 CREDITS.....54

SO WHAT EXACTLY IS THE OASIS GAME ?

OASIS IS A COMMUNITY MOBILIZATION GAME CREATED BY INSTITUTO ELOS THAT RALLIES LOCAL TALENTS AND RESOURCES TO TRANSFORM ENVIRONMENTS AND COMMUNITIES THROUGH THE MATERIALIZATION OF COLLECTIVE DREAMS. THE INTENTION IS TO TRANSFORM THE WORLD WITH 7 STEPS IN A WAY THAT IS FAST, FUN, AND ENJOYABLE.

DESIGNED TO BE PRACTICED IN AN ENTIRELY COOPERATIVE WAY, THE GAME INVITES PEOPLE WITH COMMON INTERESTS TO FORM A COMMUNITY AND ACT OUT A PROCESS IN A GIVEN LOCATION. THIS COULD BE A NEIGHBORHOOD, A SCHOOL, A PARK, A SQUARE, A STREET.

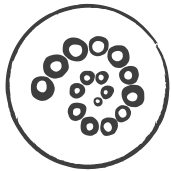
THE GAME USES A WIDE DEFINITION OF THE TERM "COMMUNITY," WHICH INVOLVES DIFFERENT ACTORS, SUCH AS RESIDENTS, COLLABORATORS, BUSINESSPEOPLE, YOUTH, CHILDREN, EDUCATORS, COMMUNITY LEADERS, AMONG OTHERS.

IN ONE MONTH, AFTER MANY CHALLENGES, THE RESULT GOES FAR BEYOND THE PHYSICAL TRANSFORMATION OF A SPACE. IT PROPELS THE CULTIVATION OF LIVING COMMUNALLY IN SOCIETY THROUGH A VISION OF ABUNDANCE, THROUGH THE DEVELOPMENT OF AFFECTIVE RELATIONSHIPS AND OF TRUST, THROUGH THE DISCOVERY OF COLLECTIVE DREAMS, OF THE MUTUAL CARE BETWEEN PEOPLE, AND THE DESIRE TO DO SOMETHING TOGETHER.

IN THE END, THE RECOGNITION AND CELEBRATION OF THE CONTRIBUTIONS OF EACH INDIVIDUAL IN THE COLLECTIVE ACHIEVEMENT OPENS SPACE TO CREATE NEW DREAMS AND EVOLVE ALONG THE JOURNEY TO TRANSFORM THE WORLD INTO AN OASIS.

STEP 7: TIME TO BUILD NEW DREAMS PEDAGOGICAL OBJECTIVES AND ACTIVITIES PRACTICE BELONGING, GROWING, AND STARTING AGAIN FROM THE BEGINNING.

TIME	ACTIVITIES	ORIENTATION
15 min.	<ul style="list-style-type: none"> - Opening of the day or the next activity 	<ul style="list-style-type: none"> - Organize the space for the group, choose an opening dynamic such as a circle dance - Check in: Tell the group how you are arriving on this day.
15 min.	<ul style="list-style-type: none"> - Start the step: <i>TIME TO BUILD NEW DREAMS</i> - Read the challenge card (1) and character list for this step - Choose who will fill the role of the <i>CULTIVATES DREAMS</i> and <i>TIME TRAVELERS</i> 	<ul style="list-style-type: none"> - Organize the game to be able to start this step - Reinforce the importance of the different characters in realizing the Oasis.
120 min.	<ul style="list-style-type: none"> - Read the challenge cards for this step (2 and 3) - Read the tips together with the characters who entered in this step 	<ul style="list-style-type: none"> - Inspirational phrase: "<i>BE THE CHANGE YOU WANT TO SEE IN THE WORLD.</i>" Ghandi - The tip cards are essential for taking care of various details and procedures
60 min.	<ul style="list-style-type: none"> - Organize the Future Gathering according to the challenge card. Do do this, read the tip cards for the Gathering 	<ul style="list-style-type: none"> - Read the suggested programming for the Re-Evolution gatherings
90 min.	<ul style="list-style-type: none"> - Put the <i>NEW DREAMS</i> and <i>ACTION GROUPS</i> on the page of the Book of Dreams - Put the pieces on the map of the Oasis 	<ul style="list-style-type: none"> - Orient the group in systematizing the information gathered prior to filling in the page - Check to see that the number of pieces on the map matches what has been systematized on the page
A definir	<ul style="list-style-type: none"> - Mail a digital copy of the pages of the Book of Dreams to Instituto Elos (elos@institutoelos.org) - Finish the "<i>TIME TO BUILD NEW DREAMS</i>" step with the placing of the totem on the map, symbolizing that the group knows how to propel a new cycle or materialized dreams 	<ul style="list-style-type: none"> - It is possible that this material will become part of a commemorative edition of Oases in the world






STEP 7:

TIME TO BUILD NEW DREAMS

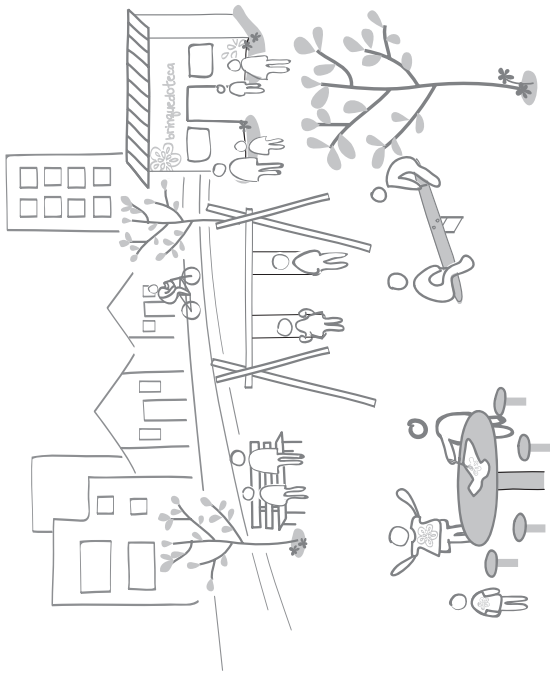
WHAT CAN YOU EXPERIENCE IN THIS GAME?

NOW THAT EVERYONE HAS BEEN TOUCHED BY THE POWER OF TRANSFORMATION, THE INVITATION IS TO INITIATE A NEW CYCLE OF REALIZATIONS TAKING INTO ACCOUNT EVERYTHING THAT WAS LIVED IN THE PROCESS. IT IS THE MOMENT TO THINK ABOUT THE FUTURE, STARTING WITH A HARVEST OF WHAT WAS LEARNED, AND IS A MOMENT TO PLAN ACTIONS BASED ON THE INITIATIVE AND AUTONOMY OF THE COMMUNITY, SPREADING THE ENERGY MOBILIZED UP UNTIL THIS POINT TO THE MATERIALIZATION OF NEW DREAMS.

YOU WILL NEED:

- ✓ READ THE *TIME TO BUILD NEW DREAMS_1* CHALLENGE CARD AND THE DESCRIPTION OF THE CHARACTERS;
- ✓ CHOOSE WHO IS GOING TO ASSUME THE ROLES OF:
 - ✓  CULTIVATES DREAMS AND
 - ✓  TIME TRAVELER;
- ✓ READ THE *TIME TO BUILD NEW DREAMS_2* AND *_3* CHALLENGE CARDS;
- ✓ READ THE TIPS, TOGETHER WITH THE CHARACTERS WHO ENTERED IN THIS STEP;
- ✓ COLLECTIVELY DEFINE THE NEW DREAMS;
- ✓ ORGANIZE THE FUTURE GATHERING ACCORDING TO THE CHALLENGE CARD. FOR THIS, READ THE CARDS WITH TIPS ABOUT THE ENCOUNTER.;
- ✓ MAKE A CALENDAR FOR ACCOMPANYING FUTURE PROJECTS;
- ✓ PUT THE  **NEW DREAMS** AND ACTION GROUPS ON THE PAGE OF THE BOOK OF DREAMS;
- ✓ PUT THE PIECES OF THE FUTURE WITH THE NEW DREAMS ON THE OASIS MAP;
- ✓ SEND A DIGITAL COPY OF THE PAGES OF THE BOOK OF DREAMS TO INSTITUTO ELOS (ELOS@INSTITUTOELOS.ORG). THIS MATERIAL MAY BE PART OF A SPECIAL COMORATIVE EDITION OF THE OASIS ALL OVER THE WORLD;
- ✓ COMPLETE THE "TIME TO BUILD NEW DREAMS" STEP BY PUTTING THE TOTEM ON THE MAP, SYMBOLIZING THAT THE GROUP NOW KNOWS HOW TO PROPEL A NEW CYCLE OF MATERIALIZING DREAMS.
- ✓ BEFORE MOVING ON TO A NEW CYCLE, THE GROUP CHEERS,

"WE KNOW HOW TO CREATE OTHER OASES!"

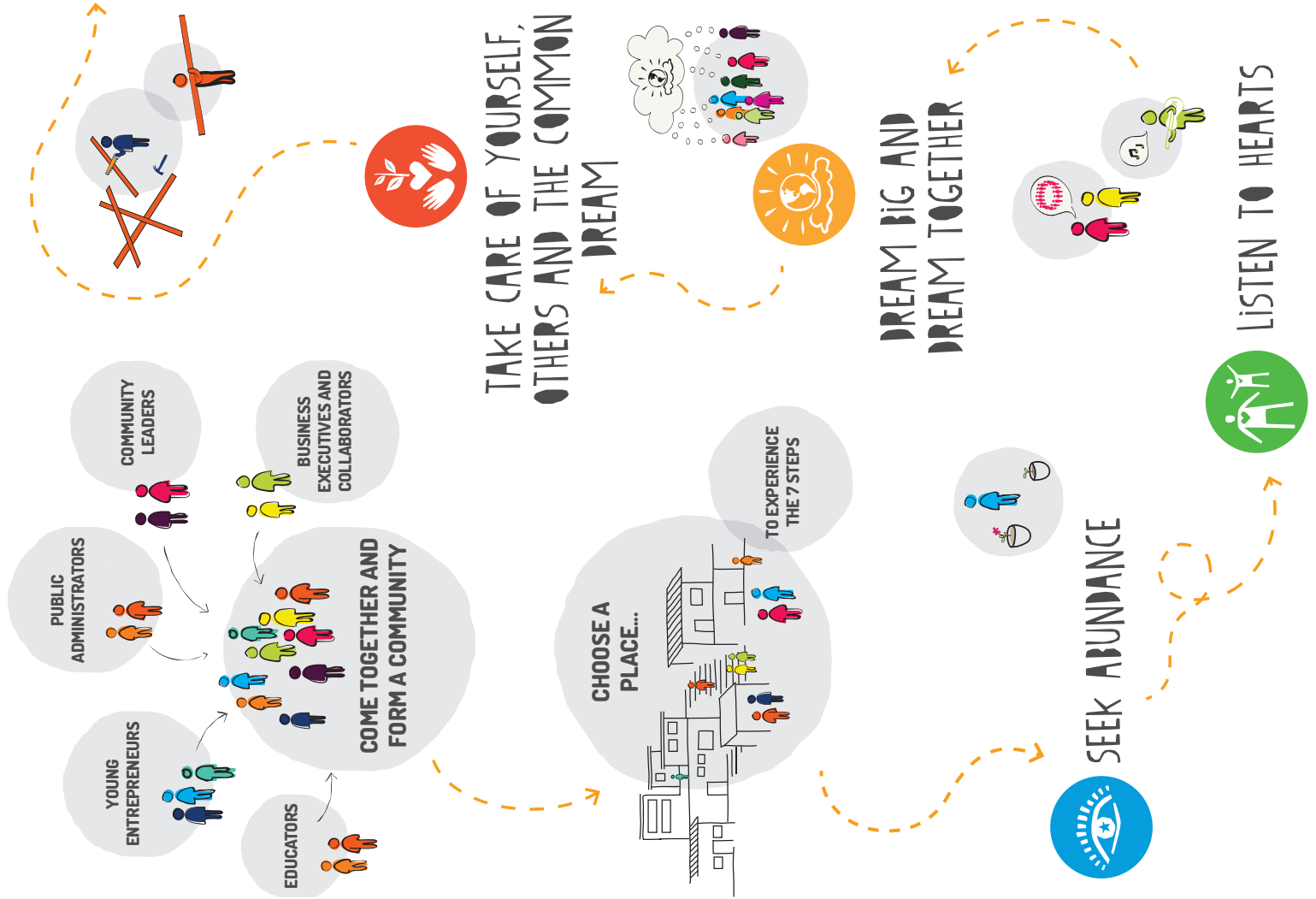


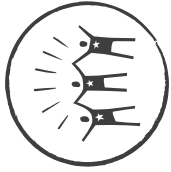
THE OASIS GAME INVITES PEOPLE TO:

- ✓ LIVE AN EXPERIENCE IN COMMUNITY;
- ✓ PRACTICE AN APPRECIATIVE VISION OF ABUNDANCE IN THE WORLD;
- ✓ IDENTIFY BEAUTIES, RESOURCES, STORIES, AND LOCAL TALENTS;
- ✓ DREAM TOGETHER THE BEST SPACES FOR GATHERING (STREETS, SCHOOLS, SQUARES, PARKS, ORGANIZATIONS, NEIGHBORHOODS);
- ✓ DESIGN AND UNDERTAKE CREATIVE SOLUTIONS TO REALIZE A COMMON DREAM
- ✓ TRANSFORM AND FILL PEOPLE, PLACES, AND RELATIONSHIPS, AND ENVIRONMENTS WITH LIFE
- ✓ RECOGNIZE THE IMPORTANCE OF CELEBRATING COLLECTIVE ACHIEVEMENTS
- ✓ STRENGTHEN PUBLIC POLICY IN VARIOUS PARTS OF THE WORLD
- ✓ SHORTEN THE DISTANCE BETWEEN CIVIL SOCIETY, BUSINESS, AND GOVERNMENT

STEP 6: HAVE FUN AND CELEBRATE YOUR COLLECTIVE ACHIEVEMENT
 PEDAGOGICAL OBJECTIVES AND ACTIVITIES
 PRACTICE HOSTING, THE ART OF CELEBRATING AND SHARING.

TIME	ACTIVITIES	ORIENTATION
15 min.	<ul style="list-style-type: none"> - Opening of the day or opening of the next activity 	<ul style="list-style-type: none"> - Organize the space for the group - Choose an opening dynamic: circle dance
15 min.	<p>Start the step: <i>HAVE FUN AND CELEBRATE THE COLLECTIVE ACHIEVEMENT</i></p> <ul style="list-style-type: none"> - Read the challenge cards for this step (1 and 2) - Read the tips together with the characters that entered in the previous steps 	<ul style="list-style-type: none"> - Organize the game to start this step - There can be 2 moments of celebration, one immediately following the hands-on action (cultural presentation, round of high fives, hugs) and another after the hands-on, organized by the community
60 min.	<ul style="list-style-type: none"> - List all of the people and organizations (including businesses) that were part of the Oasis Game so that you can thank them - Define how you will celebrate - Plan the celebration. 	<ul style="list-style-type: none"> - Inspirational phrase: <i>"PLAYING TO TRANSFORM THE WORLD TOGETHER"</i> - The tip cards are essential for caring for a few important details and procedures - Preparation for the celebration can happen a few days beforehand
15 min.	<ul style="list-style-type: none"> - Systematize the contents on the pages of the Book of Dreams - Re-mount the map of the Oasis in a circular format - Place the pieces representing celebrations and what has been learned on the Oasis map 	<ul style="list-style-type: none"> - Guide the group through the systematization of the information before filling in the page - Check to see if the number of pieces on the Map matches with what is systematized on the page
15 min.	<ul style="list-style-type: none"> - Complete the step <i>"HAVE FUN AND CELEBRATE THE COLLECTIVE ACHIEVEMENT"</i> with the placement of the totem on the map. 	<ul style="list-style-type: none"> - Ask the group to do a fun ritual to celebrate the finalization of this step. This can be a dance or other kind of dynamic.
120 min.	<ul style="list-style-type: none"> - Celebrate! What did I learn? What do I celebrate? Let's celebrate! 	<ul style="list-style-type: none"> - Take an official photo of the Oasians - Leave things open for the Oasians and Participants to define how they want to celebrate - Take care to ensure that the different social actors important for the game process are invited to the celebration - Prepare pictures of the process with music in the background





STEP 6: HAVE FUN AND CELEBRATE YOUR COLLECTIVE ACHIEVEMENT

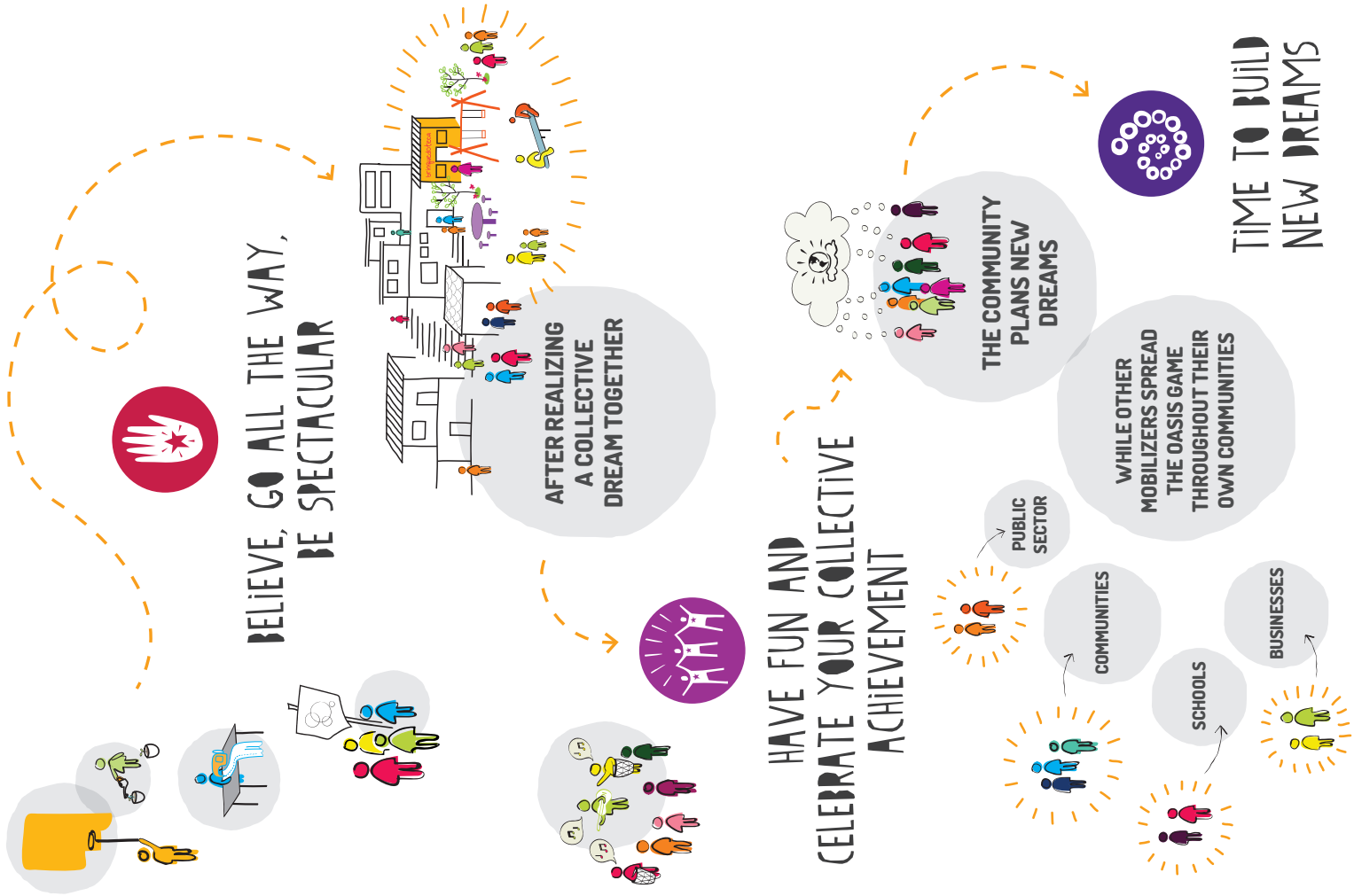
AFTER SO MANY ACHIEVEMENTS, NOTHING IS BETTER THAN CELEBRATION! THIS IS THE MOMENT IN WHICH EVERYONE UNITES TO SEE WHAT WAS BUILT TOGETHER, NOT JUST IN THE HANDS-ON STEP, BUT IN THE WHOLE OF THE OASIS GAME. RECOGNIZE ALL OF THE TALENTS AND GATHER EVERYONE TOGETHER. THERE ARE MANY DIFFERENT WAYS TO CELEBRATE. FOR EXAMPLE, YOU CAN ORGANIZE A CULTURAL FAIR WITH ACTIVITIES OR A BIG PARTY WITH DELICIOUS FOOD, MUSIC, AND DANCE PRESENTATIONS.

YOU WILL NEED:

- ✓ READ THE *HAVE FUN AND CELEBRATE YOUR COLLECTIVE ACHIEVEMENT_1* AND *_2* CHALLENGE CARDS;
- ✓ READ THE TIPS, TOGETHER WITH THE CHARACTERS WHO ENTERED IN THE PREVIOUS STEPS;
- ✓ MAKE A LIST OF ALL THE PEOPLE AND ORGANIZATIONS (INCLUDING BUSINESSES) THAT PLAYED A PART IN THE OASIS SO THAT YOU ARE ABLE TO THANK THEM;
- ✓ DEFINE HOW YOU WILL CELEBRATE THE OASIS;
- ✓ PLAN THE CELEBRATION;
- ✓ CELEBRATE!;
- ✓ TAKE AN OFFICIAL PHOTO OF THE OASISANS;
- ✓ WRITE DOWN THE CELEBRATIONS AND THINGS LEARNED AND PUT THEM TOGETHER WITH THE OFFICIAL PHOTO AND THE PHOTOS OF THE "BEFOREHAND" - AFTER, PUT THEM IN THE BOOK OF DREAMS
- ✓ SUMMARIZE THE DISCOVERIES OF THE JOURNEY IN THE DREAM BOOK;
- ✓ RE-MOUNT THE MAP OF THE OASIS IN A CIRCULAR FORMAT;
- ✓ PUT THE PIECES OF CELEBRATIONS AND THINGS LEARNED ON THE OASIS MAP;
- ✓ COMPLETE THE "HAVE FUN AND CELEBRATE YOUR COLLECTIVE ACHIEVEMENT" STEP BY PLACING THE TOTEM ON THE MAP, SYMBOLIZING THE POINT AT WHICH THE GROUP HAS ARRIVED.

✓ BEFORE MOVING ON TO THE NEXT STEP, THE GROUP CHEERS,

"WE CELEBRATE OUR OASIS!"



SYMBOLISM AND MEANING

THE NAME OASIS WAS INSPIRED BY HISTORY BOOKS. AN OASIS OFFERS HOPE, REFUGE, AND STABILITY FOR TIRED TRAVELERS IN THE DESERT. THE CENTRAL IDEA IS THAT OUR WORLD IS FULL OF GREAT "DESERTS": COMMUNITIES AND REGIONS WHERE SOCIAL AND/OR ENVIRONMENTAL VITALITY WAS DESTROYED. BUT, WITHOUT A DOUBT, IN THESE PLACES THERE ARE STILL POINTS OF LIGHT FILLED WITH HOPE, BEAUTY, AND HAPPINESS. IN THIS SCENARIO WE RECALL THE POWER WE ALL HAVE WHEN WE ARE IN COMMUNITY, WHEN WE UNITE THE BEST THAT EACH OF US HAS IN ORDER TO REALIZE A COMMON DREAM OR OBJECTIVE, REDISCOVERING A WAY TO EXIST IN COMMUNITY.

THE INTENTION OF THE OASIS GAME IS TO REVEAL MORE OF THESE POINTS OF LIGHTS THROUGHOUT THE WORLD, STIMULATING A CULTURE OF DAILY CARE WITH ONE ANOTHER AND WITH THE PLACE WHERE WE LIVE. A COMMUNITY CAN WORK TOGETHER IN A COOPERATIVE, IMAGINATIVE, AND FAST WAY TO BUILD A MODERN OASIS -- A PHYSICAL SPACE THAT PROMOTES LIFE, HAPPINESS, AND RESTORATION: THE WORLD THAT WE ALL DREAM OF!

PRINCIPLES AND DYNAMIC

TO PLAY THE OASIS GAME IS TO BE A PART OF A SERIOUS GAME TO CHANGE THE WORLD. ALONG THIS TRAJECTORY, THERE ARE CLEAR PRINCIPLES THAT GUIDE EACH STEP OF THE GAME:



SEEK ABUNDANCE;



LISTEN TO HEARTS;



DREAM BIG AND TOGETHER;



TAKE CARE OF YOURSELF, OF OTHERS, AND OF THE COMMON DREAM;



BELIEVE, GO ALL THE WAY, BE SPECTACULAR;



HAVE FUN AND CELEBRATE THE COLLECTIVE ACHIEVEMENT;



TIME TO BUILD NEW DREAMS

THE DYNAMIC OF THE GAME IS ONE OF FLUCTUATING WAVES OF INDIVIDUALS (MOVEMENT IN NETWORKS); GROUPS AND INSTITUTIONS THAT FORM IN A SPONTANEOUS, INDEPENDENT, AND CREATIVE WAY AND TAKE TO THE STREETS ON A DAILY BASIS TO CARE FOR THE REVITALIZATION, BEAUTIFICATION, AND SUSTAINABILITY OF PLACES ALL OVER THE WORLD IN A COOPERATIVE AND LOVING WAY. IN THIS SCENARIO, THE SUM OF ALL OF THE INDIVIDUAL AND LOCAL RESOURCES BECOMES THE ABUNDANCE THAT WE NEED TO TRANSFORM THE WORLD.

HANDS - ON SCHEDULE

TIME	ACTIVITIES	ORIENTATION
30 min.	- Invitation and mobilization of people for the Hands-On	- Mobilize the participants - walk with the Oasians to the place of action with a banner and music, inviting people along the way.
15 min.	- Preparation of the circle and beginning of the Hands-On step	- Organize the space where the hands-on action will happen so that an opening circle can take place - Place the jerseys, board game, flags, and bracelets in the center of the circle - Present the day's planning with the different groups (earth, water, fire, air) and invite the <i>WELCOMESALL</i> , <i>SEEKSALL</i> , and <i>DOESITALL</i> to integrate into the groups so that there is one of each of these characters in each work front
15 min.	- Action groups	- The teams divide up and plan the day's activities - after this initial step the group reunites in a circle and each group presents what will be done - The Time traveler puts on music, places the day's guidelines in a visible location and secretly chooses the <i>MAKESMAGIC</i> - Take care to ensure that there are <i>PLAYSALOT</i> characters with the children so that they do not participate in any work that could put them at risk or use any tools that are dangerous for them
To be determined	- Hands-On	- Take care to ensure that there is music playing to help keep the group's energy up - Take care to avoid wasting food or materials - Take care to make sure that the <i>HASTTALL</i> keeps track of the tools by marking names on them and keeping a list - Take care to make sure that all of the action groups have a clear idea of what is to be done
60 min	- Lunch	Take care so that the group divides into different groups to have lunch and so that the work does not stop
To be determined	- Hands-On	
60 min.	- Finalization of the day	- Ask the Oasians and participants to begin collecting the materials - Guide the organization of the tools in the warehouse space

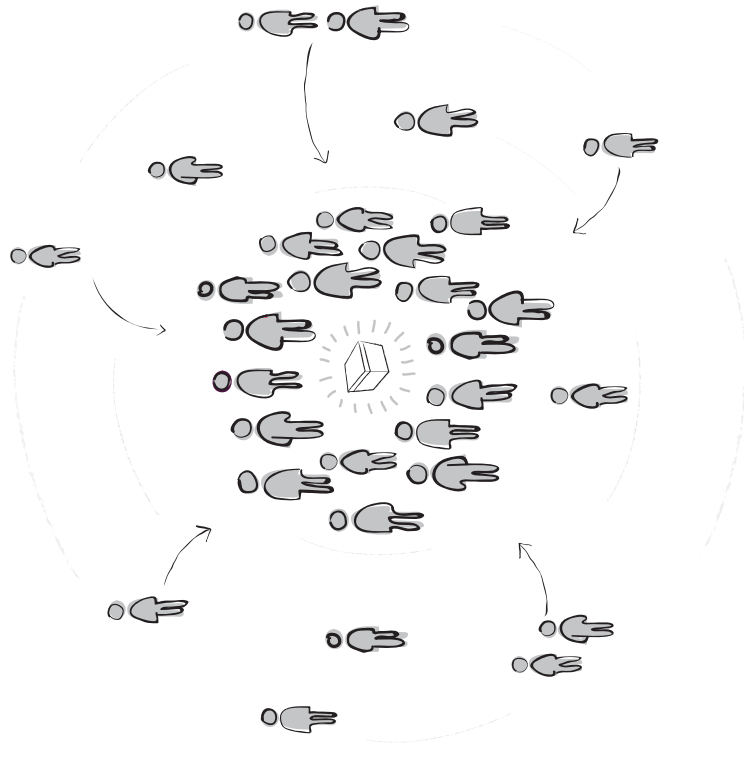
STEP 5: BELIEVE, GO ALL THE WAY, BE SPECTACULAR

WHO PLAYS?

PEDAGOGICAL OBJECTIVES AND ACTIVITIES

PRACTICE COOPERATION, AUTONOMY, AND PROACTIVITY .

TIME	ACTIVITIES	ORIENTATION
15 min.	- Opening of the day or the activity	- Organize a space for the group, choose an opening dynamic or circle dance. - Check-in - How am I arriving today?
240 min.	- Pre-production of the Hands-On step	- Orient the resources and talents mobilization group - Orient the project elaboration group - Orient the group that is responsible for organizing the tools and check what materials are missing - Orient the group that is organizing the communal lunch - Orient the group that will be providing services that can happen before the Hands-On days, such as cleanup crews that remove larger objects or rubble and debris
60 min.	- Break or lunch	
120 min.	- Continuing the pre-production of the Hands-On	
15 min.	- Read the challenge card (1) and character list for this step - Choose who will fill the roles of <i>HASITALL</i> and <i>MAKESMAGIC</i>	- Organize the game to start this step - Reinforce the importance that each character plays in supporting the activities and completion of the game challenges
60 min.	- Read the challenge cards for this step (2 and 3) - Read the tips together with the characters who enter in this step - Divide the action groups and define the day's goals. Put the names of the <i>ACTION GROUPS</i> and <i>GOALS</i> for each time on the page of the Book of Dreams.	- Check that all of the action groups have a <i>WELCOMESALL</i> , <i>SEEKSALL</i> and <i>DOESITALL</i> ; - Check that all of the established goals are viable



1. MOBILIZERS

THE OASIS GROUP – OASIANS

THE OASIS GAME CAN BE PLAYED BY ANYONE AND DOES NOT HAVE A LIMIT ON THE MAXIMUM NUMBER OF PARTICIPANTS. TO BEGIN IT IS NECESSARY TO HAVE A MOBILIZING GROUP OF BETWEEN 5 AND 30 PEOPLE OF VARYING AGES (AGES 9 AND UP). THESE PEOPLE WILL BE THE ONES RESPONSIBLE FOR THE ACTIVATION OF THE NETWORK AND THE CHALLENGES OF THE GAME.

2. PARTICIPANTS

THE GAME IS DYNAMIC, AND BECAUSE OF THIS, OVER THE COURSE OF THE EXPERIENCE OTHER PEOPLE WILL BECOME INVOLVED AND THE GROUP WILL GROW. THESE PEOPLE ARE RESIDENTS, COLLABORATORS, VOLUNTEERS FROM PARTNERING INSTITUTIONS, OTHER LOCAL AGENTS, OTHER OASIANS, PEOPLE FROM ALL OVER THE WORLD WHO HAVE ALREADY PLAYED OR ARE CURRENTLY PLAYING THE OASIS GAME.

PIECES OF THE OASIS GAME

COMMUNITIES ALREADY POSSESS EVERYTHING THAT IS NECESSARY TO PLAY THE OASIS GAME; ALL THAT IS LEFT IS COMMITTING TO THE REALIZATION OF A COLLECTIVE DREAM! OVER TIME WE HAVE DEVELOPED A FEW THINGS THAT CAN HELP SUPPORT YOUR ACTIONS. YOU WILL FIND THEM IN THE TIMELESS BOX AND ON THE TRANSFORMATION GAMES PLATFORM ON INSTITUTO ELOS' WEBSITE (WWW.INSTITUTOELOS.ORG/GAMES).

THE **TIMELESS BOX** POSSESSES A FANTASTICAL TECHNOLOGY: CONNECTION WITH THE FUTURE. AS THE GROUP COLLECTS INFORMATION, NEW OBJECTS DIRECTLY FROM THE FUTURE APPEAR INSIDE THE BOX.

THE **OASIS GAME VIDEO** PRESENTS THE GAME AND SERVES AS INSPIRATION FOR THE JOURNEY. IT IS AVAILABLE FOR DOWNLOADING TOGETHER WITH OTHER MATERIALS IN THE "PREPARATION OF THE GAME" STEP ONLINE. YOU CAN DOWNLOAD THE VIDEO AT: WWW.INSTITUTOELOS.ORG/GAMES/GAMES/VIEW/JOGO-OASIS

THE **LEGEND OF THE OASIS GAME** IS THE INVITATION TO JOIN THE GAME. YOU CAN DOWNLOAD THE AUDIO OF THE LEGEND AT: WWW.INSTITUTOELOS.ORG/GAMES/GAMES/VIEW/JOGO-OASIS.

THE **MAP** IS A BOARD GAME WITH PIECES THAT HELP VISUALIZE THE COURSE OF THE GAME AND REGISTER EVERYTHING THAT IS DISCOVERED AND MATERIALIZED DURING EACH STEP OF THE OASIS. IT ALSO HELPS SUPPORT VISITORS AND OASIANS IN KNOWING WHAT WAS REALIZED UP UNTIL THAT MOMENT, INVITING THEM TO JOIN THE JOURNEY.

THE **CARDS** DESCRIBE THE CHALLENGES AND TIPS FOR THE 7 STEPS OF THE OASIS GAME. WITHOUT THEM YOU ARE NOT ABLE TO PLAY THE GAME.

THE PAGES OF THE **BOOK OF DREAMS** ARE GRAPHIC DEPICTIONS OF THE INFORMATION THAT IS GATHERED AND THE EXPERIENCES THAT ARE LIVED DURING EACH STEP OF THE GAME. ACCORDING TO THE LEGEND OF THE OASIS, THESE PAGES WERE SAVED FROM A GREAT FIRE. THE OASIANS SEEK TO JOIN FORCES TO REWRITE THE BOOK OF DREAMS AND BUILD A WORLD THAT ALLOWS US TO RETURN TO DREAMING.

THE **ACCESSORIES** ARE OBJECTS THAT HELP ORGANIZE THE CHARACTERS AND ACTION GROUPS IN THE GAME. THEY ARE: JERSEYS FOR THE CHARACTERS, BANNERS, GROUP FLAGS, AND BRACELETS THAT HELP IDENTIFY THE PARTICIPANTS IN THE GAME.



STEP 5:

BELIEVE, GO ALL THE WAY, BE SPECTACULAR

THE TIME HAS ARRIVED TO PUT YOUR HANDS TO WORK! THE MOBILIZERS AND PARTICIPANTS WILL WORK TOGETHER TO OFFER THEIR TALENTS AND MATERIALIZE THE DREAMS OF THE COMMUNITY. IN ACCORDANCE WITH THE OASIS GAME, ALL ARE DIVIDED INTO ACTION GROUPS, ALWAYS WITH THE INTENTION TO OFFER THEIR BEST SELF TO THE PROCESS.

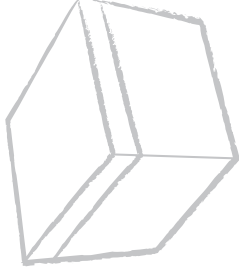
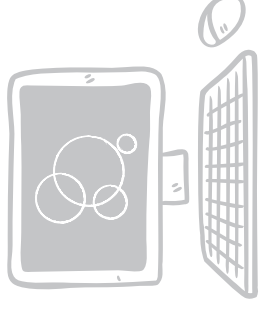
YOU WILL NEED:

- ✓ READ THE *BELIEVE, GO ALL THE WAY, BE SPECTACULAR_1* CHALLENGE CARD AND THE DESCRIPTION OF THE CHARACTERS;
- ✓ CHOOSE WHO WILL ASSUME THE ROLES OF:
WIT HASITALL AND **WIKEMAGIC**;
- ✓ READ THE *BELIEVE, GO ALL THE WAY, BE SPECTACULAR_2* AND *_3* CHALLENGE CARDS;
- ✓ READ THE TIPS, TOGETHER WITH THE CHARACTERS THAT ENTER IN THIS STEP;
- ✓ DIVIDE THE ACTION GROUPS AND DEFINE THE GOALS FOR EACH DAY. READ A CARD WITH TIPS ABOUT THE ORGANIZATION OF THE HANDS-ON ACTION;
- ✓ AT THE END OF EACH DAY, VERIFY WHAT WAS DONE AND WHAT NEEDS TO BE DONE THE FOLLOWING DAY. PUT THE MATERIALS AND TOOLS AWAY AND REORGANIZE THE INFRASTRUCTURE OF THE PROCESS;
- ✓ PUT THE NAMES OF THE ACTION GROUPS AND THE GOALS FOR EACH TEAM ON THE PAGE IN THE BOOK OF DREAMS;
- ✓ PLACE THE **DREAMS REALIZED** PIECES ON THE OASIS MAP;
- ✓ COMPLETE THE "*BELIEVE, GO ALL THE WAY, BE SPECTACULAR*" STEP WITH THE PLACEMENT OF THE TOTEM ON THE MAP, SYMBOLIZING THE GROUP'S ARRIVAL AT THIS POINT IN THE PROCESS.
- ✓ BEFORE MOVING ON TO THE NEXT STEP, THE GROUP CHEERS:
"WE REALIZE MIRACLES WITH OUR OWN HANDS!"

WHAT DOES THE TIME TRAVELER NEED TO KNOW AND DO?

- ORGANIZATION OF THE GAME KIT

THERE ARE TWO VERSIONS OF THE GAME, THE **ONLINE** AND THE **BOXED** VERSION,



THE **OASIS GAME ONLINE** IS A SIMPLIFIED VERSION, CREATED SO THAT ANY INDIVIDUAL CAN DOWNLOAD THE PIECES OF THE GAME, PRINT THEM USING A CONVENTIONAL PRINTER, AND PUT TOGETHER THEIR OWN KIT WITH THE MATERIALS THAT THEY HAVE AVAILABLE.

IT IS IMPORTANT TO HAVE THE KIT READY, READ THE OASIS GAME TUTORIAL ONLINE, AND PUT EVERYTHING TOGETHER BEFORE THE GAME STARTS.

THE **BOXED OASIS GAME** IS THE COMPLETE VERSION OF THE GAME. IT WAS CREATED PREFERENTIALLY FOR PEOPLE WHO HAVE PARTICIPATED IN INSTITUTO ELOS' TRAININGS AND WHO WANT TO BRING THEIR EXPERIENCE TO THEIR OWN PROFESSIONAL CONTEXT.

THE BOXED VERSION CONTAINS ALL OF THE ITEMS LISTED ON THE PREVIOUS PAGE, BUT YOU CAN PRINT OR ACQUIRE SEPARATELY WITH ELOS ALL OF THE PIECES THAT ARE REFILLABLE, SUCH AS THE PAGES OF THE BOOK OF DREAMS, THE RIBBONS, AND IN SOME CASES THE JERSEYS.

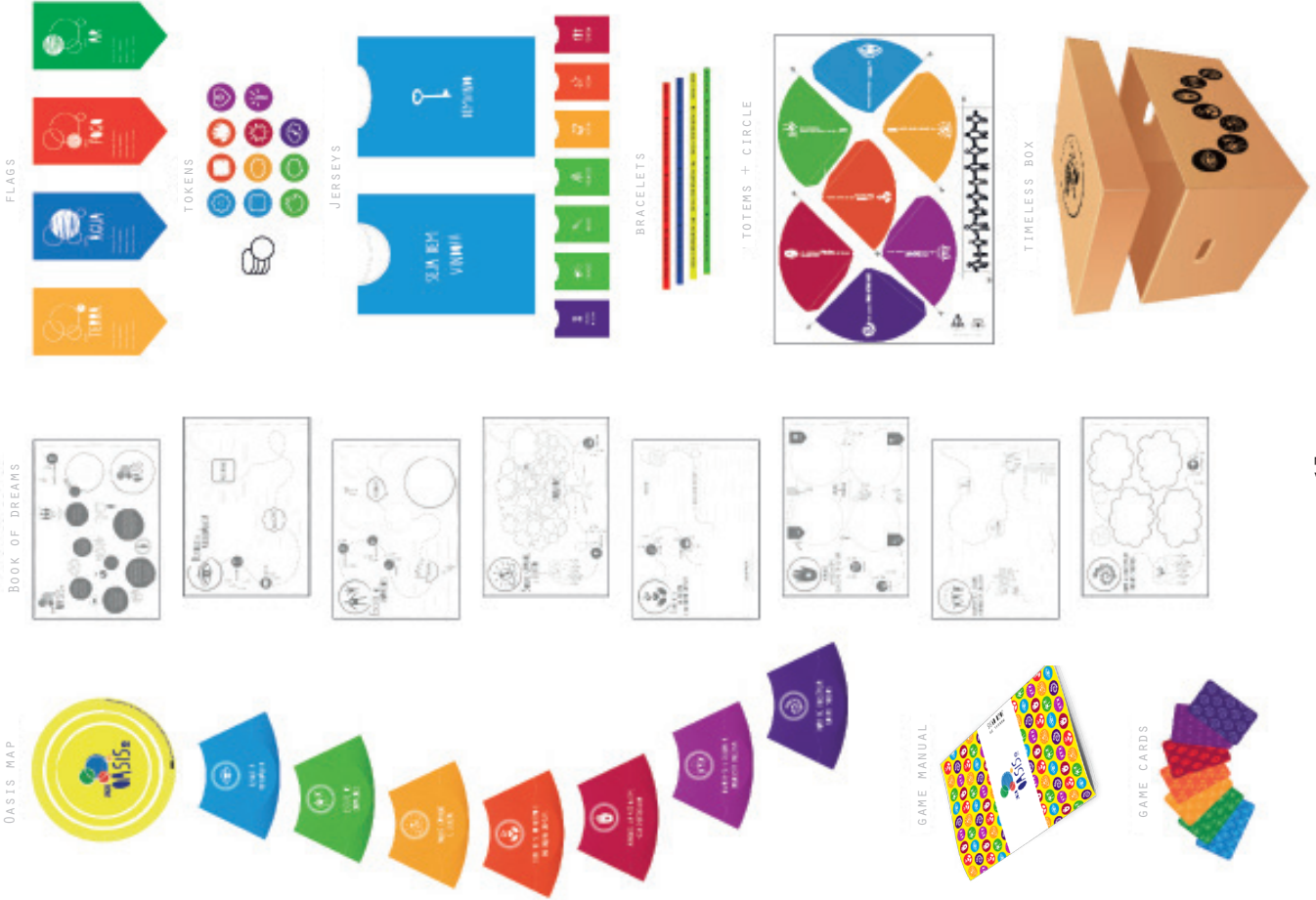
REFILLING THE BOX WITH ALL THE NECESSARY PIECES BEFORE BEGINNING A NEW GAME IS FUNDAMENTAL.

30 min.	<ul style="list-style-type: none"> - Organize a team of consultants (people who are already part of the game or people who are invited from the outside) -- the <i>KNOWSALOT</i> can give an opinion or support the building of the models Examples for defining these consultants: who in the community understands everything about plants? Who understands things about children? Who is the best at football? Who is the mother who is most present and can say how the playground is coming along? 	<ul style="list-style-type: none"> - Presentation of the models - each team presents their model - Harvesting of contributions to the project 	<ul style="list-style-type: none"> - Organize a team of consultants (people who are already part of the game or people who are invited from the outside) -- the <i>KNOWSALOT</i> can give an opinion or support the building of the models
30 min.	<ul style="list-style-type: none"> - Consultants and the groups of the other models say what they like most about the model that is being presented - The idea is not to choose the best model, rather to combine the best ideas from each of the models into one model. 	<ul style="list-style-type: none"> - Integration of the models into one singular model - Presentation of the final model 	<ul style="list-style-type: none"> - The idea is not to choose the best model, rather to combine the best ideas from each of the models into one model.
20 min.	<ul style="list-style-type: none"> - Offer a circle dance or hug session 	<ul style="list-style-type: none"> - Closure for the day 	<ul style="list-style-type: none"> - Offer a circle dance or hug session
15 min.	<ul style="list-style-type: none"> - Place the pieces of what has been achieved - Complete the "<i>CARE FOR YOURSELF, OTHERS, AND THE COMMON DREAM</i>" step with the placement of the totem on the map 	<ul style="list-style-type: none"> - Ask the group to do a fun ritual to celebrate the finalization of this step - this can be a dance or another dynamic 	<ul style="list-style-type: none"> - Ask the group to do a fun ritual to celebrate the finalization of this step - this can be a dance or another dynamic

PROJECT GATHERING OPTION

TIME	ACTIVITIES	ORIENTATION
120 min.	- Invitation and mobilization of people for the Project Gathering	<ul style="list-style-type: none"> - Create a fun way to invite people to the gathering - While the Oasians invite people, make sure everything is ready to start; - Prepare activities for the children during the gathering. - The place where the gathering will take place should be well lit, sheltered and quiet. Avoid open areas. - Prepare a space with 2 areas; one with chairs in a semi-circle and the other with three tables with the scale model bases and materials.
10 min.	- Opening the Project Gathering	<ul style="list-style-type: none"> - Remind people of the different character roles in the group - Don't forget an attendance list and to welcome whoever arrives
30 min.	- Presentation of Elos Philosophy video or another inspiring video; - Recall the dreams and present slides with inspiring references.	<ul style="list-style-type: none"> - Double check the quality of the sound and projector - Arrange the audience in a semi-circular format
30 min.	- Build the Scale Model - Divide the group in around the 3 model bases.	<ul style="list-style-type: none"> - "During the next 30 minutes you will divide into 3 work groups to put the <i>DREAMS</i> on the scale model. Use the materials that are on the table; clay, paper, scissors, etc..." The idea is to construct a miniature of what they dream for this space; - During the second moment use the area with the tables; - If the place needs murals or the dream is of a socioeconomic nature, you can suggest they do drawings or prototypes besides just the scale model.

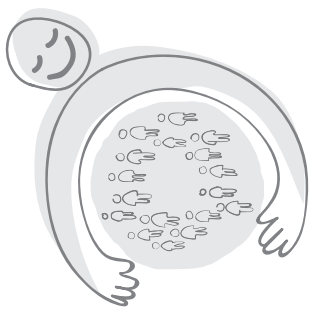
CONTINUES . . .



YOU WILL NEED THREE THINGS TO BEGIN TO PLAY THE OASIS GAME: A GROUP OF FRIENDS, A PLACE TO ACT, AND THE GAME MATERIALS.

1. GATHER YOUR FRIENDS

THE FIRST THING THAT YOU SHOULD DO IS UNITE A GROUP OF PEOPLE - BETWEEN 5 AND 30 PEOPLE WHO HAVE A BIG DESIRE TO CHANGE THE WORLD, STARTING WITH THEIR OWN HOME, THEIR OWN SCHOOL, THEIR OWN ORGANIZATION, NEIGHBORHOOD, PARK, SQUARE, OR STREET. USE THE VIDEO OF THE OASIS TO PRESENT THE GAME TO THE GROUP.

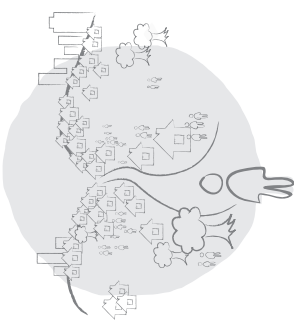


2. CHOOSE A LOCALE

THIS IS ONE OF THE MOST IMPORTANT PARTS OF THE GAME. CHOOSING A PLACE TO TRANSFORM REQUIRES TIME, RESEARCH, INVOLVEMENT, RESPONSIBILITY, AND MOST IMPORTANTLY, UNDERSTANDING THAT THE POTENTIAL PARTNERSHIP IS GOING TO CHANGE THE LIVES OF EVERYONE INVOLVED.

IT COULD BE THE PLACE WHERE ONE OR MORE PEOPLE WITHIN THE GROUP LIVE, OR WHERE SOMEONE KNOWS A LOCAL RESIDENT OR INSTITUTION. WHAT IS IMPORTANT IS THE DESIRE TO MAKE SOMETHING HAPPEN IN THIS DESIGNATED PLACE.

THE PERSON WHO RECOMMENDED THE PLACE GOES WITH THE GROUP AND FACILITATES AN INTRODUCTION BETWEEN THE GROUP AND SOMEONE FROM THE COMMUNITY (FOR EXAMPLE, ONE OF THE OLDEST RESIDENTS). THE INITIAL CONVERSATION CAN BE WITH THIS PERSON, WHO CAN INTRODUCE YOU TO OTHERS. A GOOD STRATEGY IS TO TAKE A WALK THROUGH THE AREA. USE THE OASIS GAME VIDEO TO PRESENT THE GAME TO PEOPLE.

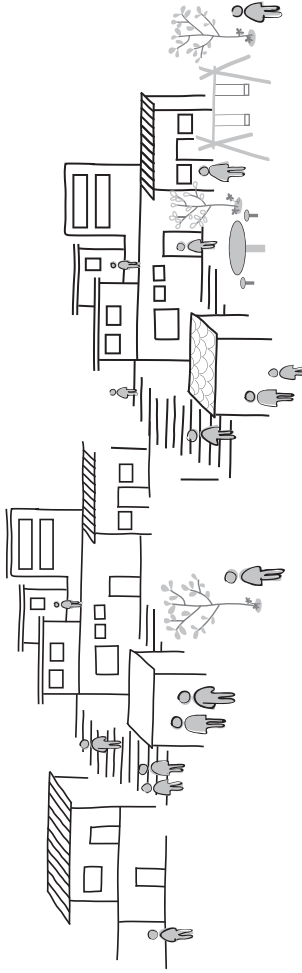


90 min.	- Lunch or break	- Find a nearby spot to eat	
150 min.	- Project Gathering	- See suggested programming on the next page	
15 min.	- Closing	- Offer a circle dance and a hugging session	

TIME	ACTIVITIES	ORIENTATION	MATERIALS
15 min.	- Opening of the day or activity - Read the challenge cards for this step (4 and 5) - Read the tips together with the characters who entered in this step - Complete the challenges	- Organize the space for the group, and choose an opening dynamic, such as a circle dance - Check-in - how am I arriving today?	Sound Equipment
15 min.	- Put a small text, picture, or drawing of the <i>PROJECT</i> on a page of the book of dreams	- Orient the group in systematizing the information gathered before filling out the page of the book of dreams - Check to see that the quantity of pieces on the map is equal to the information on the page	Tip Cards
15 min.	- Complete the " <i>CARE FOR YOURSELF, OTHERS, AND THE COMMON DREAM</i> " step with the placing of the totem on the map, symbolizing that the group is aware of where in the game it has arrived	- Ask the group to do a fun ritual to celebrate the finalization of this step - this can be a dance or other dynamic	

HOW TO PRESENT YOURSELF IN THE CHOSEN LOCALE?

BEGIN BY SHARING A BIT ABOUT YOURSELF AND YOUR STORY: WHERE YOU ARE FROM, HOW YOU ARRIVED WHERE YOU ARE, YOUR INTEREST IN MAKING THE OASIS HAPPEN. SHARE THAT YOU ARE SEEKING A PLACE WITH PEOPLE WHO WANT TO TRANSFORM THE WORLD STARTING WITH LOCAL TALENTS AND RESOURCES. IT IS AN INVITATION TO REALIZE A COMMUNITY DREAM THROUGH A HANDS-ON ACTION WITH PEOPLE WHO WANT TO SEE POSITIVE TRANSFORMATION IN THEIR COMMUNITY.



DURING THE VISIT PAY ATTENTION TO THESE THINGS:

- IS THERE A PHYSICAL SPACE AVAILABLE TO SUPPORT THE GROUP? (FOR EXAMPLE TO KEEP MATERIALS, TO MEET, TO USE THE BATHROOM,...)
 - IS THERE A PLACE FOR COMMUNITY MEETINGS?
 - ARE THERE NEARBY PLACES TO EAT LUNCH?
- NOTE: SPACES CAN BE OPEN (STREET, SQUARE, COURT/FIELD) OR CLOSED (SCHOOL, NGO, COMMUNITY CENTER). GET IN TOUCH WITH WHOEVER IS RESPONSIBLE FOR THE SPACE TO UNDERSTAND HOW TO ASK ABOUT USING IT.

STEP 4: TAKE CARE OF YOURSELF, OTHERS AND THE COMMON DREAM PEDAGOGICAL OBJECTIVES AND ACTIVITIES

PRACTICE THE ART OF CARING FOR THE WHOLE, PLANNING STARTING WITH A "YES," AND DESIGNING COLLECTIVE DREAMS.

TIME	ACTIVITIES	ORIENTATION AND MATERIALS	MATERIALS
15 min.	- Opening of the day or of the next activity	- Organize the space for the group, choose an opening dynamic: a circle dance, for example - Check-in - let the group know how you are arriving that day	Sound equipment
15 min.	- Start the step: <i>TAKE CARE OF YOURSELF, OF OTHERS, AND OF THE COMMON DREAM.</i> - Read the challenge card (1) and the list of characters for this step - Choose who is going to fill the role of the new characters who are entering in this step: <i>DOESITALL, MAKESITFLAVORFUL.</i>	Organize the game to begin this step Reinforce the importance of each character in supporting the activities and materialization of the game's challenges	Chairs
120 min.	- Read the challenge cards for this step (2 and 3) - Read the clues together with the characters that enter in this step - Complete the challenges - Don't forget to bring cardboard, paper, colored paper, glue, scissors, straight-edges, modeling clay, toothpicks, and other materials for the models	- Inspiring phrase: <i>"A COLLECTIVE PROJECT TO GIVE SHAPE TO COMMON DREAMS."</i> - The tip cards are essential for the care of important details and procedures - One <i>TIME TRAVELER</i> can observe the group of Oasians and check in to see if they are succeeding in completing the challenge - The other <i>TIME TRAVELER</i> organizes the space and the harvest on the page of the book of dreams	Tip cards
60 min.	- Organize the Project Gathering according to the challenge card - Read a tip card for the Project Gathering	- Before the Project Gathering it is important to check what options exist for spots where actions will take place and speak with anyone who needs to provide authorization - Accompany the creation of the bases for the 3 models - Take care to ensure that the different important social actors in the process are present and informed	



STEP 4: TAKE CARE OF YOURSELF, OTHERS AND THE COMMON DREAM

YOU ALREADY KNOW THE COMMUNITY WELL. YOU FOUND BEAUTIES, RESOURCES, TALENTS, CREATED AFFECTIONATE BONDS, GOT TO KNOW THE STORIES OF THE PLACE AND COLLECTED DREAMS. THIS IS THE MOMENT TO GATHER EVERYONE TOGETHER TO DECIDE WHERE, AND HOW, SO THAT ALL OF THE COLLECTIVE DESIRES BECOME A REALITY IN TWO DAYS.

YOU WILL NEED:

- ✓ READ THE *TAKE CARE OF YOURSELF, OTHERS, AND THE COMMON DREAM_1* CHALLENGE CARD AND THE DESCRIPTION OF THE CHARACTERS.;
- ✓ CHOOSE WHO WILL ASSUME THE ROLES OF:
 - ✦ **DESTALL** AND **MAKESITFLAVORFUL**;
- ✓ READ THE *TAKE CARE OF YOURSELF, OTHERS, AND THE COMMON DREAM_2, _3, _4, AND _5* CHALLENGE CARDS;
- ✓ READ THE TIPS TOGETHER WITH THE CHARACTERS WHO ENTER IN THIS STEP;
- ✓ COMPLETE THE CHALLENGES. DON'T FORGET TO BRING CARDBOARD, PAPER FOR THE MODEL, COLORED PAPER, GLUE, SCISSORS, BOX CUTTERS, PLAY-DOUGH, POPSICLE STICKS AND THE OTHER MATERIALS FOR THE MODEL;
- ✓ ORGANIZE THE PROJECT MEETING ACCORDING TO THE INSTRUCTIONS ON THE CHALLENGE CARD. READ THE TIPS ON THE CARDS ABOUT THE PROJECT MEETING;
- ✓ UNITE THE COMMUNITY TO MAKE THE MODEL. DON'T FORGET TO READ THE CARDS WITH TIPS ABOUT THE GATHERING;
- ✓ MOBILIZE TALENTS AND RESOURCES. DON'T FORGET TO READ THE CARDS WITH TIPS;
- ✓ PUT A SMALL DESCRIPTIVE TEXT, PICTURE, OR DESIGN OF THE PROJECT ON THIS STEP'S PAGE OF THE BOOK OF DREAMS;
- ✓ LIST THE REQUIRED RESOURCES AND TALENTS;
- ✓ PLACE THE PROJECT PIECES WITH THE
 - 🌳 **TALENTS** AND 🗳️ **RESOURCES MOBILIZED** ON THE OASIS MAP
- ✓ COMPLETE THE *"TAKE CARE OF YOURSELF, OTHERS, AND THE COMMON DREAM"* STEP WITH THE PLACEMENT OF THE TOTEM ON THE MAP, SYMBOLIZING THE GROUP'S ACKNOWLEDGEMENT OF THE PHASE OF THE PROCESS THAT THEY HAVE REACHED.
- ✓ BEFORE GOING ON TO THE NEXT STEP, THE GROUP CHEERS:

"WE TAKE CARE SO THAT OUR DREAMS BECOME REALITY!"

TIPS

HOW TO CHOOSE A LOCALE?

THE CHOOSING OF A LOCALE CAN BE GUIDED BY A FEW CRITERIA:

INTENTION

THE RELATIONSHIP WITH THIS COMMUNITY STRENGTHENS THE OASIS' DREAM OF CHANGING THE WORLD;

RECEPTIVITY AND THE TWINKLE IN THE EYES

THE PRESENCE OF AFFECTIVE LEADERS, PEOPLE WHO DREAM OF MAKING THE CHOSEN PLACE BETTER, PEOPLE WHO ARE READY AND WILLING TO MOBILIZE A BIGGER GROUP TO MAKE THINGS HAPPEN;

RELATIONSHIPS AND LOCALIZATION

EXISTING CONTACTS OR PRIOR INDICATION OF THIS PLACE AS A POSSIBLE LOCATION FOR AN OASIS. FOR EXAMPLE, SOMEONE WHO LIVES IN OR FREQUENTS THE PLACE WHERE THE OASIS COULD HAPPEN, OR A CONTACT FROM AN ORGANIZATION LOCATED CLOSE TO THE CHOSEN LOCALE.

AWARENESS

THE COMMUNITY ALREADY SHOWS A DESIRE TO REALIZE A TRANSFORMATION;

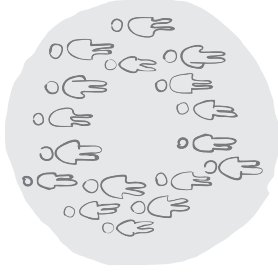
MOBILIZATION

THE BEAUTIES, RESOURCES, HISTORIES, AND LOCAL TALENTS ARE ALREADY MAPPED OUT OR ARTICULATED TO AN EXTENT;

COMPLEXITY

IT IS IMPORTANT THAT THE EXTENT TO WHICH THE ENVIRONMENT IS CHALLENGING* BE COMPATIBLE WITH THE ABILITIES OF THE TIME TRAVELERS AND OASISANS. FOR EXAMPLE, FOR YOUR FIRST OASIS, CHOOSE A LOCATION AND COMMUNITY IN WHICH YOU OR THE GROUP HAVE THE MOST SOLID RELATIONSHIP, TRUST, AND KNOWLEDGE OF THE CHALLENGES THAT WILL BE ADDRESSED. IT COULD BE YOUR HOUSE, SCHOOL, STREET, OR NEIGHBORHOOD. KEY TO A SUCCESSFUL PROCESS IS THE REALITY THAT THE OASIS EXPERIENCE HAS, TO A CERTAIN EXTENT, THE EMOTIONAL, PHYSICAL, AND TECHNICAL LIMITATIONS OF THE MOBILIZING GROUP.

WHAT DOES THE TIME TRAVELER DO?



1. GATHERS FRIENDS

OBJECTIVES AND ACTIVITIES

1.1 INVITE PEOPLE - MOBILIZERS TO PLAY THE OASIS GAME
 CREATE AN INVITATION AND SEND IT TO A GROUP OF FRIENDS AND/OR INVITE THEM IN-PERSON

1.2 HOLD A MOBILIZING GROUP ORGANIZING MEETING FOR THE OASIS
 CREATE AN AGENDA FOR THE MEETING AND ORGANIZE THE INFRASTRUCTURE.

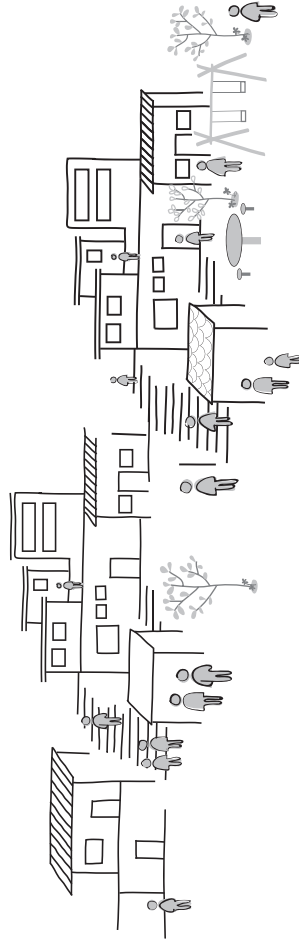
TIME	ACTIVITIES	ORIENTATION	MATERIALS
5 min.	Open the meeting with a greeting from the facilitator - Time Traveler;		Spacious room with chairs in a circle.
30 min.	Introductions dynamic: - my name; - what I do best; - what are my expectations for this process	Choose a dynamic of your preference	
5 min.	Oasis Game video		Computer, projector, sound equipment, and large screen or white wall
30 min.	Presentation and conversation about possible places to hold the Oasis Game;		Locale presentation materials, large sheets of paper, and markers
30 min.	Preliminary defining of calendar, agreements, and scheduling of visits to chosen places		Calendar proposals, large sheets of paper, and markers
20 min.	Closing - Circular Dance and "How am I leaving here today?"		Sound equipment and music

DREAM GATHERING OPTION

TIME	ACTIVITIES	ORIENTATION
120 min.	- Invitation and mobilization of people for the Dream Gathering	- Think of a fun way to invite people to the Gathering - Use a dream tree or dream carpet - While the Oasians are inviting people, double check that everything is ready to start - Prepare separate activities for the children
10 min.	- Opening of the Dream Gathering	- Remind the group of their roles - Don't forget to have an attendance list on-hand and to welcome the people who arrive - If the group is small, less than 15 people, create a space for people to introduce themselves
20 min.	- Presentation of an inspiring video If there is time, present a powerpoint with the beauties, resources, talents, and stories found in the locale where the game is taking place.	- Double check the quality of the sound and the projector - The audience should be in a semi-circular format, if possible
60 min.	- Conversation groups 1) Form into groups of 5 people and discuss what it means to address the challenge in this step and materialize a collective dream 2) Round 1 - From everything I have seen, what is my collective dream for...? 3) Round 2 - Looking at all the collective dreams we have here, what is the one I would like to make a reality in 2 days? 4) Harvest - each group presents what it discussed.	- Offer the Oasians the option of having someone do a graphic facilitation of the information harvesting - Request that each conversation group has at least one Oasian - If the Gathering has less than 15 people, it is better to gather in a single circle - in this scenario each person can share their dream and then pass the talking stick - One of the groups can be the children's group - this group can dream using drawing or storytelling
30 min.	- Brainstorming (with post its or a flipchart) Where can we realize these dreams?	- Take advantage of the final moments of the gathering to harvest all the ideas that came up
15 min.	- Complete the "DREAM BIG AND TOGETHER" step by placing the totem on the map, symbolizing that the group is aware of where in the game it has arrived	- Ask the group to do a fun ritual to celebrate the finalization of this step - this can be a circle dance or other dynamic

TALENT GATHERING OPTION

TIME	ACTIVITIES	ORIENTATION
120 min.	- Invitation and mobilization of people for the Talent Gathering	<ul style="list-style-type: none"> - Create a fun way to invite people to the gathering, such as a small parade or jingle - Organize the list of talents and the order in which they will be presented - While the Oasians invite people, check that everything is ready to start - Prepare activities for the children.
10 min.	- Opening the Talent Gathering	<ul style="list-style-type: none"> - Remember the different roles of those in the group - Don't forget to have an attendance list and to welcome those who arrive - If the group is smaller than 15 people create a space where each person can introduce him or herself
10 min.	- Presentation of Elos Philosophy video	<ul style="list-style-type: none"> - Double check the sound and projector quality - Arrange the audience, preferentially in a semi-circular format
	- Talent Show	
120 min.	<ol style="list-style-type: none"> 1) Opening with a musical, theatrical, or dance attraction (medium rhythm) 2) Presentation from an older member of the community to tell a story about the community (light rhythm) 3) Presentation of handicrafts, construction, art, culinary talents (light rhythm) 4) Closing with music and dance attractions (faster-paced rhythm) 	<ul style="list-style-type: none"> - Reserve a table for the culinary and artisanal items to be presented - Organize the order of the presentations according to their rhythm/energy, so that everyone is able to participate in the best way possible - If you want, there can be a moment where everyone tastes the food that is presented
10 min.	- Closure for the day	- Do a circle dance and encourage a round of hugs among those present



2. CHOOSE A LOCALE

OBJECTIVES AND ACTIVITIES

2.1 VISIT THE LOCALES AND DEFINE THE BEST PLACE TO HOLD THE GAME

READ THE TIPS CAREFULLY: HOW DO YOU NEED TO PRESENT YOURSELF IN THE CHOSEN LOCALE? WHAT DO YOU NEED TO PAY ATTENTION TO ON YOUR VISIT? HOW DO YOU CHOOSE A LOCALE?

2.2 ORGANIZE THE OASIAN MEETING PLACE AND LOGISTICS

READ THE TIPS CAREFULLY: WHAT DO YOU NEED TO PAY ATTENTION TO ON THE VISIT?

2.3 HOLD ORGANIZATIONAL CONVERSATIONS WITH LOCAL LEADERSHIP, AND IF NECESSARY, WITH GOVERNMENT REPRESENTATIVES OR ORGANIZATIONS ACTIVE IN THE LOCALE

CREATE A CONVERSATION AGENDA AND ORGANIZE THE MATERIALS.

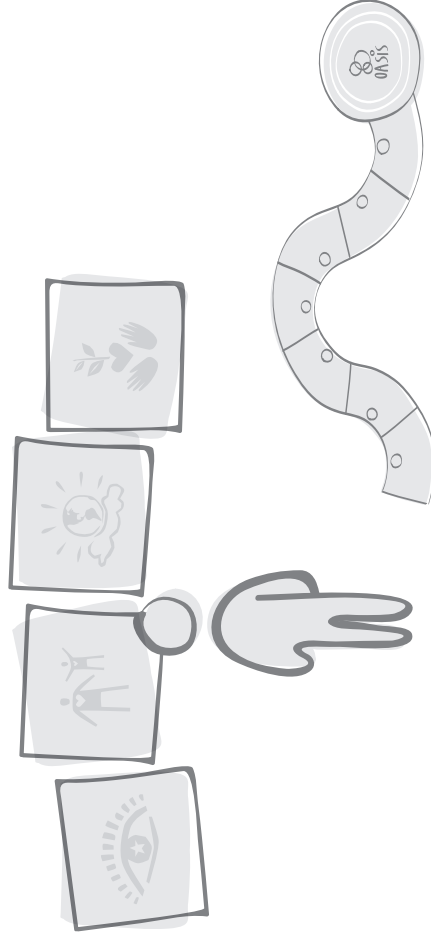
TIME	ACTIVITIES	ORIENTATION AND MATERIALS
5 min.	Presentation of mobilization group	If necessary, prepare a presentation card.
20 min.	Presentation of the initiative: What is the Oasis Game? Objectives? Calendar, others...	If necessary, create a powerpoint about the initiative.
5 min.	Presentation of the Oasis Game video	Computer, as well as a projector, sound equipment, and screen if you feel they are necessary
30 min	Freeform conversation with time for sharing and developing the initiative	Make note of contacts; if necessary, email everyone with what was agreed upon in the meeting

3. PUT TOGETHER THE GAME AND CALENDAR

OBJECTIVES AND ACTIVITIES

3.1 ORGANIZE THE SPACE WHERE THE GAME WILL BE PUT TOGETHER

READ THE INSTRUCTIONS FOR PUTTING THE GAME TOGETHER CAREFULLY AND ORGANIZE THE LAYOUT OF THE SPACE. TAKE CARE TO MAKE SURE THAT THERE IS SPACE FOR A CIRCLE OF CHAIRS OR A CIRCLE ON THE GROUND; RESERVE A SPACE TO LAY OUT THE PAGES OF THE BOOK OF DREAMS; PUT THE PIECES OF THE GAME IN THE CENTER OF THE CIRCLE; IF IT IS POSSIBLE TO HAVE SOUND, SET UP THE COMPUTER AND PROJECTOR.



3.2 DEFINING THE CALENDAR

TO DEFINE THE CALENDAR IT IS NECESSARY TO CHECK THE AVAILABILITY OF BOTH THE PEOPLE IN THE MOBILIZING GROUP (OASIANS) AND THE LOCAL PARTICIPANTS;

IT IS ALSO IMPORTANT TO VERIFY THE TIME FRAME IN WHICH THE GROUP WOULD LIKE TO MAKE THE OASIS HAPPEN. NOW TAKE A LOOK TO SEE WHAT OPTIONS ON THE CALENDAR ALIGNS BEST WITH THE ACTION GROUP AND WITH THE TYPE OF PLACE WHERE YOU WILL BE CARRYING OUT THE ACTIONS

20 min.	- Presentation of Elos Philosophy video - If there's still time, present slides of the beauties, resources, talents and stories found in the place.	- Double check the sound and projector quality - Arrange the audience, preferentially in a semi-circular format
30 min.	- Talent Show – part 1	- Reserve a table for the culinary and craft talents; - Divide the number of presentations so that a maximum of 3 are shown in the beginning.
60 min.	- Conversation groups 1) Form into groups of 5 people and discuss what it means to address the challenge in this step and materialize a collective dream 2) Round 1 - From everything I have seen, what is my collective dream for...? 3) Round 2 - Looking at all the collective dreams we have here, what is the one I would like to make a reality in 2 days? 4) Harvest - each group presents what it discussed.	- Offer the Oasians a possibility to do graphic harvesting or facilitation - Ask each of the Oasians to sit in one of the conversation circles - If the gathering has less than 15 people, it's best to do a round of dreams in a single circle. Each person shares his or her dream and passes the talking piece. - One of the groups can be a children's group to discover the dreams through drawings and storytelling.
30 min.	- Talent Show – part 2	- Present all the talents who show up including the products that are on the tables - For food you can have A tasting moment - Put the more lively presentations towards the end.
15 min.	- Closure for the day	- Do a circle dance and encourage a round of hugs among those present

OPTION 1 - SPEEDY SCHEDULE

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY
MORNING			→ Opening of the Oasis Game → STEP 1	→ STEP 3
AFTERNOON			→ STEP 2 → Talent Show and Dream Gathering with the community	→ Preparation Meeting → Project Meeting
NIGHT				→ Project Meeting

	FRIDAY	SATURDAY	SUNDAY	MONDAY
MORNING	→ STEP 4 → Mobilizing Resources	→ STEP 5 → OASIS Hands-On	→ STEP 5 → OASIS Hands-On	
AFTERNOON	→ STEP 4 → Mobilizing Resources	→ STEP 5 → OASIS Hands-On	→ STEP 5 → OASIS Hands-On	
NIGHT			→ STEP 6	→ STEP 6 → STEP 7 Community

90 min.	- Lunch or break	- Find a nearby spot to eat
to be defined	- Organize the Dreams Gathering as suggested on the Challenge card. - Read the tip card about the Dreams Gathering - The Talents and Dreams Gathering can happen together.	- Ensure that all preparation activities are taken care of by dividing into groups; - Observe if the space where the gathering will take place is easily accessible;
150 min.	- Talents and Dreams Gathering	- See the suggestion for the gathering schedule on the following page.
15 min.	- Closure for the day or period	- Invite the group to perform a small ritual of celebration to close the day or period.

GATHERING SCHEDULE

IN THE OASIS, YOU CAN CHOOSE TO HOLD THE TALENTS AND DREAMS GATHERING TOGETHER OR SEPARATELY.

TALENTS AND DREAMS GATHERING OPTION

TIME	ACTIVITIES	ORIENTATION
120 min.	- Invitation and mobilization of people for the Talents and Dreams Gathering	- Think of a fun way to invite people to the Gathering - Use a dream tree or dream carpet - While the Oasians are inviting people, make sure that everything is ready to start - Prepare separate activities for the children.
10 min.	- Opening the Talents and Dreams Gathering	- Remind the group of their roles - Don't forget to have an attendance list on-hand and to welcome the people who arrive - If the group is small, less than 15 people, create a space for people to introduce themselves

STEP 3: DREAM BIG AND TOGETHER

PEDAGOGICAL OBJECTIVES AND ACTIVITIES

PRACTICE THE ART OF HOSTING, BELIEF IN UTOPIA AND SYNTHESIS IN THE PURPOSE.

	THURSDAY	FRIDAY	SATURDAY	SUNDAY
MORNING			→ Opening of the Oasis Game → STEP 1	→ STEP 3
AFTERNOON			→ STEP 2 → Talent Show and Dream Gathering with the community	→ Preparation Meeting → Project Meeting
NIGHT				

TIME	ACTIVITIES	ORIENTATION AND MATERIALS
15 min.	- Opening the afternoon or activity.	- Organize the space for the group; - Choose an opening dynamic: Circle Dance - Check in: How am I arriving today?
15 min.	- Start the step: <i>DREAM BIG AND TOGETHER</i> - Read the challenge card and list of characters for this step (1) - Choose who will fill the roles of the: <i>SEEKSALL, KNOWSALOT.</i>	- Organize the game to start this step - Reinforce the importance of each character in supporting the activities and the completion of the challenges in the game.
120 min.	- Read the challenge cards for this step (2 and 3) - Read the tips, together with the characters who entered in this step - Complete the challenges. Don't forget to bring paper, pens, markers, colorful paper and tape.	- Use the inspiring phrase: "A DREAM YOU DREAM ALONE IS ONLY A DREAM, A DREAM YOU DREAM TOGETHER IS REALITY" John Lennon - The tip cards are essential for caring for a few details and important procedures - One <i>TIME TRAVELLER</i> observes the group of Oasians to see if they are succeeding in completing the challenge - Another <i>TIME TRAVELLER</i> organizes the harvest of information on the page of the book of dreams
60 min.	- Fill in the information gathered about the <i>DREAMS</i> on the page of the Book of Dreams - Place the dream pieces on the Oasis Game map	- Share what was found within the group - Orient the group to organize the dreams by themes - Check to see if the quantity of pieces on the Map matches with the information systematized on the page.

	FRIDAY	SATURDAY	SUNDAY	MONDAY
MORNING		→ STEP 5 → OASIS Hands-On	→ STEP 5 → OASIS Hands-On	
AFTERNOON	→ STEP 4 → Final check list for resource mobilization * resource gathering can be monitored from afar	→ STEP 5 → OASIS Hands-On	→ STEP 5 → OASIS Hands-On	
NIGHT			→ STEP 6	→ STEP 7 community






STEP 3:

DREAM BIG AND TOGETHER

NOW THAT YOU HAVE DISCOVERED THE BEAUTIES, RESOURCES, HISTORIES AND TALENTS, LET'S TALK WITH THE COMMUNITY ABOUT DREAMS. THIS IS A MOMENT OF CONNECTION, WHERE THE OASIANS CREATE SPACE SO THAT PEOPLE CAN EXPRESS THEIR BEST AND MOST PROFOUND COLLECTIVE ASPIRATIONS, GOING BEYOND THE COMMON PRACTICE OF IDENTIFYING PROBLEMS. THE MORE GENUINE, PROFOUND, AND PRECIOUS THE DREAM, THE MORE SUPPORT IT WILL HAVE FROM THE WHOLE COMMUNITY.

YOU WILL NEED:

- ✓ READ THE *DREAM BIG AND TOGETHER_1* CHALLENGE CARD AND THE DESCRIPTION OF THE CHARACTERS;
- ✓ CHOOSE WHO WILL ASSUME THE ROLE OF:
 -  SEEKSALL AND  KNOWSALOT
- ✓ READ THE *DREAM BIG AND TOGETHER_2* AND *_3* CHALLENGE CARDS;
- ✓ READ THE TIPS TOGETHER WITH THE CHARACTERS THAT ENTER IN THIS STEP;
- ✓ COMPLETE THE CHALLENGES. DO NOT FORGET TO BRING PAPER, PENS, COLORED PAPER, MASKING TAPE;
- ✓ ORGANIZE THE DREAMS GATHERING ACCORDING TO WHAT IS SUGGESTED ON THE CHALLENGE CARD. READ A CARD WITH TIPS FOR THE DREAM GATHERING;
- ✓ NOTE THE INFORMATION GATHERED ABOUT THE
 -  DREAMS
 - ON THE PAGE OF THE BOOK OF DREAMS;
- ✓ PUT THE DREAM PIECES ON THE OASIS MAP;
- ✓ COMPLETE THIS "*DREAM BIG AND TOGETHER*" STEP WITH THE PLACEMENT OF THE TOTEM ON THE MAP, SYMBOLIZING THE GROUPS ARRIVAL AT THIS POINT IN THE GAME.
- ✓ BEFORE MOVING ON TO THE NEXT STEP, THE GROUP CHEERS:
 - "WE SHARE OUR DREAMS!"

OPTION 3 - CARRY OUT THE GAME OVER THE COURSE OF ONE MONTH, OR 4 WEEKS

SATURDAY		SUNDAY	MEET 1 DAY DURING THE WEEK	
MORNING	→ Opening of the Oasis Game → STEP 1	→ STEP 3		
AFTERNOON	→ STEP 2 → Talent Show and Dream Gathering with the community	→ Preparation Meeting → Project Meeting		
NIGHT				→ STEP 4 → Final check list for resource mobilization * resource gathering can be monitored from afar

SATURDAY		SUNDAY	MEET 1 DAY DURING THE WEEK	
MORNING	→ STEP 5 → OASIS Hands-On	→ STEP 5 → OASIS Hands-On		
AFTERNOON	→ STEP 5 → OASIS Hands-On	→ STEP 5 → OASIS Hands-On		
NIGHT		→ STEP 6		→ STEP 6 → STEP 7 community

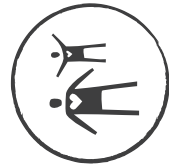
STEP 2: LISTEN TO HEARTS

PEDAGOGICAL OBJECTIVES AND ACTIVITIES

PRACTICE ACTIVE LISTENING, CREATING AFFECTIVE CONNECTIONS, AND A SYSTEMIC VISION.

TIME	ACTIVITIES	ORIENTATION AND MATERIALS
15 min.	- Opening the afternoon or activity.	- Reorganize the space, choose a dynamic or circle dance to reconnect the group.
15 min.	- Start the step: <i>LISTEN TO HEARTS</i> - Read the tips and identify the characters that enter in this step; - Choose who will play the role of: <i>CALLSALL, PLAYSALOT, MAKESITHAPPEN.</i>	- Organize the game to start this step and guarantee that the previous step has already been completed; - Reinforce the importance of each character in supporting the activities and the completion of the challenges in the game
120 min.	- Read the challenge cards for this step (2 and 3); - Read the tips, together with the characters who entered in this step - Complete the challenges. Don't forget to bring paper and a pen or marker, and if you want, a camera	- Use the inspiring phrase: " <i>WHAT TALENTS AND STORIES ARE HIDING BEHIND THE BEAUTIES AND RESOURCES?</i> " - The tip cards are essential for caring for a few details and important procedures - One <i>TIME TRAVELLER</i> observes the group of Oasians to see if they are succeeding in completing the challenge - Another <i>TIME TRAVELLER</i> organizes the harvest of information on the page of the book of dreams
60 min.	- Fill in the information gathered about <i>TALENTS</i> and <i>STORIES</i> on the page of the Book of Dreams - Place the appreciation pieces on the Oasis Game map	- Share what was found within the group - Orient the group in systematizing the information before filling in the page - Check to see if the quantity of pieces on the Map matches with the information systematized on the page.
to be defined	- Organize a Talent Show according to the instructions on the challenge card - Find and read the tip card for the Talent Show	- Preferentially, organize this activity together with the dream gathering
15 min.	- Complete the " <i>LISTEN TO HEARTS</i> " step with the placing of the totem on the map, symbolizing that the group is aware of where in the game it has arrived.	- Ask the group to do a fun ritual to celebrate the finalization of this step - it can be a dance or a fun dynamic





STEP 2:

LISTEN TO HEARTS

AFTER FINDING BEAUTIES AND RESOURCES, IT IS THE MOMENT TO DISCOVER THE PEOPLE BEHIND THESE BEAUTIES MAPPED OUT IN THE SEARCH FOR ABUNDANCE. WHAT ARE THE VALUES THAT ARE HIDDEN BEHIND THESE BEAUTIES, HISTORIES, AND CULTURE? THIS IS THE MOTIVATION FOR THE GROUP TO BEGIN CONNECTING WITH THE PEOPLE OF THE COMMUNITY.

YOU WILL NEED:

- ✓ READ THE *LISTEN TO HEARTS_1* CHALLENGE CARD AND THE DESCRIPTION OF THE CHARACTERS. CHOOSE WHO WILL ASSUME THE ROLES OF THE
 - ✎ MAKESTHAPPEN, ✎ PLAYSALOT AND ✎ CALLSALL
- ✓ READ THE *LISTEN TO HEARTS_2* AND *_3* CHALLENGE CARDS;
- ✓ READ THE TIPS TOGETHER WITH THE CHARACTERS THAT ENTERED IN THIS STEP;
- ✓ COMPLETE THE CHALLENGES. DON'T FORGET TO BRING PAPER AND MARKERS, AND IF YOU'D LIKE, A CAMERA;
- ✓ REGISTER THE INFORMATION GATHERED ABOUT:
 - ☺ TALENTS AND ☺ STORIES
 IN THE PAGES OF THE BOOK OF DREAMS;
- ✓ PLACE THE APPRECIATION PIECES ON THE OASIS MAP;
- ✓ ORGANIZE A TALENT SHOW AS INDICATED ON THE CHALLENGE CARD. READ THE CARD WITH TIPS ABOUT THE TALENT SHOW;
- ✓ COMPLETE THE "LISTEN TO HEARTS" STEP BY PLACING THE TOTEM ON THE MAP, SYMBOLIZING THE GROUP'S ARRIVAL AT THIS POINT IN THE PROCESS.
- ✓ BEFORE MOVING ON TO THE NEXT STEP, THE GROUP CHEERS:

"WE RECOGNIZE TALENTS IN PEOPLE THROUGH AFFECTION!"

BEGINNING THE GAME

ONCE THE PREPARATION PHASE IS FINALIZED, OPEN THE GAME WITH THE RECITING OF THE LEGEND, "OASIS: A GRAND JOURNEY IN SEARCH OF THE BOOK OF DREAMS," AND FOLLOWING UP WITH THE CHALLENGES OF EACH OF THE 7 STEPS.

YOU CAN READ, ACT OUT, OR LISTEN TO THE LEGEND OF THE OASIS ON A CELLULAR PHONE, USING SOUND EQUIPMENT, OR ON A COMPUTER.

ON THIS TRAJECTORY, THERE ARE CLEAR PRINCIPLES FOR EACH OF THE 7 STEPS OF THE OASIS GAME:



SEEK ABUNDANCE



LISTEN TO HEARTS



DREAM BIG AND TOGETHER



TAKE CARE OF YOURSELF, OF OTHERS, AND OF THE COMMON DREAM



BELIEVE, GO ALL THE WAY, BE SPECTACULAR



HAVE FUN AND CELEBRATE THE COLLECTIVE ACHIEVEMENT

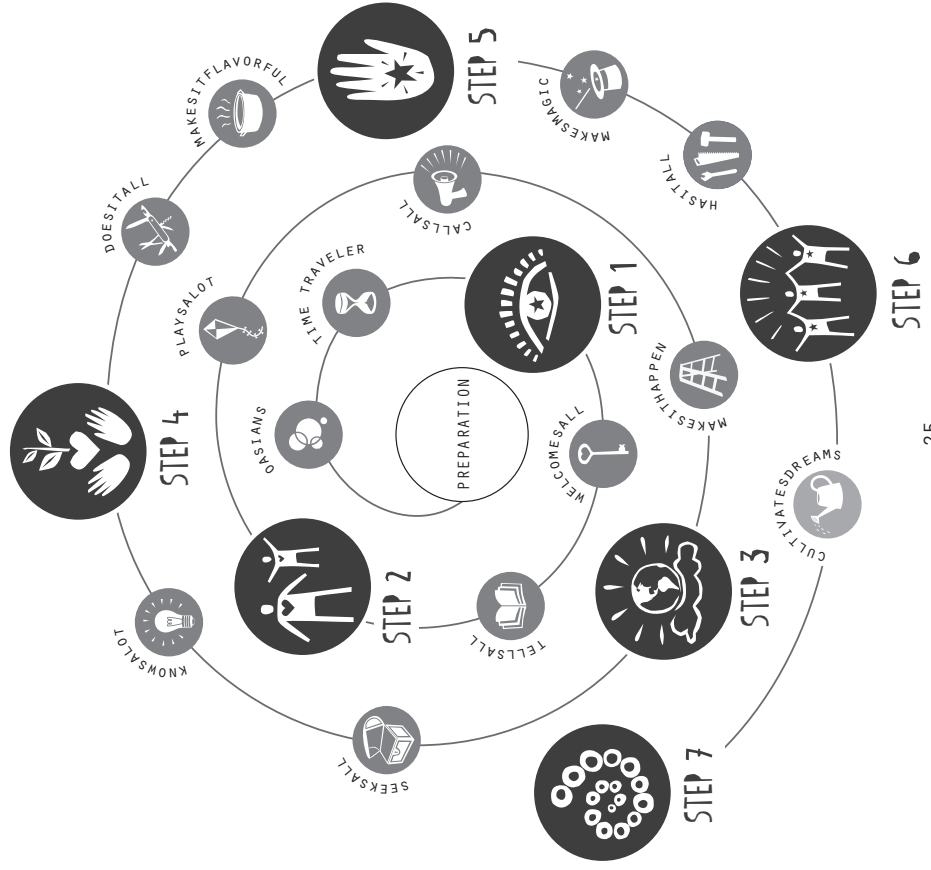


TIME TO BUILD NEW DREAMS

GET TO KNOW THE CHARACTERS OF THE GAME

THE OASIAN'S ARE MOBILIZERS OF THE OASIS GAME AND HAVE THE POWER TO INVITE PEOPLE TO REALIZE TOGETHER THE WORLD WE ALL DREAM OF. THIS GROUP WILL BE RESPONSIBLE FOR PROPELLING THE REALIZATION OF ALL THE GAME'S CHALLENGES. THE GROUP WILL DIVIDE INTO SMALLER FAMILIES ACCORDING TO TALENTS. THESE FAMILIES REPRESENT THE DIFFERENT CHARACTERS OF THE GAME. THE CONTRIBUTION OF EACH CHARACTER WILL BE FUNDAMENTAL FOR THE FULL AND COMPLETE REALIZATION OF THE GAME'S OBJECTIVES, AND THEREFORE IT IS FUNDAMENTAL TO READ THE DESCRIPTIONS OF THE CHARACTERS.

NOTE IN THE DESCRIPTIONS AHEAD THE MOMENT IN WHICH EACH CHARACTER APPEARS:



STEP 1: SEEK ABUNDANCE

OBJETIVOS PEDAGÓGICOS E ATIVIDADES

PRACTICE THE APPRECIATIVE GAZE, FOCUS ON ABUNDANCE, AND SENSORIAL PERCEPTION.

TIME	ACTIVITIES	ORIENTATION AND MATERIALS	MATERIALS
25 min.	<ul style="list-style-type: none"> - Opening of the day or activity 	<ul style="list-style-type: none"> - Organize the space for the group; - Choose an opening dynamic: Circle Dance - Orient the group in systematizing the information before filling in the page - Check to see if the number of pieces of the Map matches with what is written on the page - Check in: How am I arriving? 	Sound equipment
15 min.	<ul style="list-style-type: none"> - Start the <i>SEEK ABUNDANCE</i> step - Read the challenge card and list of characters for this step (1) - Choose who will fill the roles of the <i>WELCOMESALL</i> and the <i>TELLSALL</i>. 	<ul style="list-style-type: none"> - Organize the game to start this step; - Reinforce the importance of the role of each character to support the activities and completion of the game's challenges 	Chairs
60 min.	<ul style="list-style-type: none"> - Read the challenge card for this step (2) - Read the tips and identify the characters that enter in this step - Complete the challenges <p>It is important to have equipment to register what is happening in the game, such as a camera, a notebook for note taking, and paper, pencils, and colored markers for drawing.</p>	<ul style="list-style-type: none"> - Use the inspirational phrase, "The essential is invisible to the eyes." - Reinforce the fact that the tip cards are essential for taking care of some important details and procedures - pay attention to them! - Divide the facilitation team: one <i>TIME TRAVELER</i> observes the Oasians to see if they are succeeding in completing the challenge - The other <i>TIME TRAVELER</i> organizes the space and harvest of the information gathered so far on the pages of the book 	Tip Cards
60 min.	<ul style="list-style-type: none"> - Fill in the information gathered about <i>BEAUTIES</i> and <i>RESOURCES</i> on the page of the Book of Dreams - Place the abundance pieces on the Oasis Game map 	<ul style="list-style-type: none"> - Orient the group as they systematize the information before filling in the page - Check to see if the number of pieces of the Map matches with what is written on the page 	
20 min.	<ul style="list-style-type: none"> - Complete the "<i>SEEK ABUNDANCE</i>" step with the placing of the totem on the map, symbolizing that the group is aware of where in the game it has arrived 	<ul style="list-style-type: none"> - Ask the group to do a fun ritual to celebrate the finalization of this step - it can be a dance or a fun dynamic 	
90 min.	<ul style="list-style-type: none"> - Lunch or break 	<ul style="list-style-type: none"> - Find a nearby spot to eat! 	



STEP 1:

SEEK ABUNDANCE

PREPARE YOURSELF! WITH EACH STEP THAT IS TAKEN, A BIG TRANSFORMATION OCCURS. WITH EACH STEP THAT IS TAKEN, THERE IS A LOT OF EMOTION. WITH EACH STEP THAT IS TAKEN, A PAGE OF THE BOOK OF DREAMS IS WRITTEN. WITH THE PLACE OF ACTION FOR THE GAME DEFINED, THE CALENDAR MADE AND LEGEND REVEALED, THE JOURNEY ALONG THE MAP OF THE OASIS BEGINS. IN THIS STEP, THE MAIN CHALLENGE IS TO FIND BEAUTIES AND RESOURCES. THIS IS THE MOMENT TO DEVELOP AN APPRECIATIVE VISION OF THE COMMUNITY AND THE ENVIRONMENT WHERE THE OASIS IS TAKING PLACE. THE GOAL IS TO DISCOVER A SPACE OF ABUNDANCE!

YOU WILL NEED:

- ✓ READ THE *SEEK ABUNDANCE_1* CHALLENGE CARD AND THE DESCRIPTION OF THE CHARACTERS
- ✓ CHOOSE WHO WILL ASSUME THE ROLES OF THE:
 - 📖 WELCOMESALL AND 📖 TELLSALL;
- ✓ READ THE *SEEK ABUNDANCE_2* CHALLENGE CARDS;
- ✓ READ THE TIPS TOGETHER WITH THE CHARACTERS WHO ENTERED IN THIS STEP;
- ✓ COMPLETE THE CHALLENGES. IT IS IMPORTANT TO HAVE MATERIAL TO RECORD THE ACTIVITIES, SUCH AS A CAMERA, NOTEBOOKS FOR MAKING NOTES, AND PAPER, PENCILS, AND MARKERS FOR DRAWING;
- ✓ COMPLETE THE INFORMATION GATHERED ABOUT:
 - 🌸 BEAUTIES AND 📦 RESOURCES
 - ON THE PAGES OF THE BOOK OF DREAMS;
- ✓ PUT THE ABUNDANCE PIECES ON THE OASIS MAP;
- ✓ COMPLETE THE “SEEK ABUNDANCE” STEP BY PUTTING THE TOTEM ON THE MAP, SYMBOLIZING THAT NOW EVERYONE IS AWARE OF WHERE THE GROUP IS WITHIN THE PROCESS;
- ✓ BEFORE MOVING ONTO THE NEXT STEP, THE GROUP CHEERS,
 - “WE SEEK AND SEE ABUNDANCE!”

GET TO KNOW THE CHARACTERS OF THE GAME



THE **OSIANS** ARE THE MOBILIZERS OF THE OASIS GAME AND WILL BE RESPONSIBLE FOR INSPIRING THE COMPLETION OF ALL OF THE GAME'S CHALLENGES.



THE **WELCOMESALL** FAMILY LIKES TO GREET THOSE ARRIVING AND MEET NEW PEOPLE.



THE **TELLSALL** FAMILY LIKES TO REGISTER ALL OF THE MOMENTS, INFORMATION AND IMAGES, INTERACTING WITH THE COMMUNITY AND WITH SOCIAL NETWORKS



THE **CALLSALL** FAMILY INVITES AND MOBILIZES PEOPLE.



THE **PLAYSLOT** FAMILY TAKES THIS PHRASE VERY SERIOUSLY: “LET'S PLAY TO TRANSFORM THE WORLD TOGETHER!” AS SUCH, THE PAYSALOT IS THAT PERSON WHO COORDINATES THE GROUPS OF CHILDREN INVOLVED IN THE ACTIVITIES PROPOSED, AND OFFERS DIFFERENT ACTIVITIES THROUGHOUT THE COURSE OF THE GAME.



THE **KNOWSLOT** FAMILY IS THE FAMILY THAT IS FULL OF LOCAL KNOWLEDGE OR TECHNICAL KNOWLEDGE NECESSARY TO MAKE THE DREAM A REALITY. THESE PEOPLE ARE LIKELY SPECIALIST IN A CERTAIN AREA.



THE **MAKESITAVORFUL** FAMILY PREPARES THE FOOD FOR THE MEETINGS, AND ESPECIALLY FOR STEPS 5 AND 6.



THE **MESTALL** FAMILY IS MADE UP OF MASTERS OF DIFFERENT CRAFTS AND COORDINATES THE ACTIONS OF THE HANDS ON ON EACH WORK FRONT.



THE **HASTALL** FAMILY IS THE GUARDIAN OF THE TOOLS, EQUIPMENT, AND MATERIALS THAT HAVE BEEN DONATED.



THE **MAKESMAGIC** FAMILY IS MADE UP OF SECRET CHARACTERS THAT ARE CHOSEN BY THE TIME TRAVELER AND HELPS WITH THE FACILITATION AND ORGANIZING OF THE GAME.



THE **CULTIVATESDREAMS** FAMILY IS THE GUARDIAN OF THE DREAMS OF THE OASIS IN THE COMMUNITY.



THE **TIME TRAVELER** FAMILY IS THE GUARDIAN OF THE OASIS GAME.



THE **SEEKSALL** FAMILY MOBILIZES RESOURCES, SUCH AS TOOLS, WORKERS, MATERIALS, AND EQUIPMENT FOR THE HANDS ON.

READY TO BEGIN?

OBJECTIVES AND ACTIVITIES

PREPARE THE ENVIRONMENT AND THE GROUP FOR THE LEGEND OF THE GAME

TAKE CARE TO ENSURE THAT THE ENVIRONMENT IS QUIET AND ORGANIZED;

DOWNLOAD THE AUDIO OF THE LEGEND PRIOR TO THE MEETING TO HAVE IT READY TO GO;

HAVE A MOMENT OF CONNECTION AND SILENCE BEFORE PLAYING THE AUDIO;

SCRIPT

INVITE PEOPLE TO SIT COMFORTABLY, CLOSE THEIR EYES, AND RELAX THEIR BODIES. TAKE A DEEP BREATH AND OBSERVE ANY SOUNDS IN THE DISTANCE. THEN INVITE THE GROUP TO NOTICE SOUNDS THAT ARE CLOSER BY. NEXT, WITH THE GROUP'S EYES STILL CLOSED, HIT PLAY ON THE AUDIO OF THE LEGEND OF THE OASIS GAME.

WHILE THE GROUP STILL HAS THEIR EYES CLOSED AND THE AUDIO IS PLAYING, THE TIME TRAVELER PUTS ON THEIR JERSEY.

OPENING OF THE OASIS GAME AFTER THE LEGEND

OPEN THE OASIS GAME KIT, GO THROUGH THE PIECES OF THE GAME WITH THE GROUP, AND READ THE GAME MANUAL TOGETHER;

NEXT, FOLLOW THE STEPS INDICATED IN THE MANUAL.

