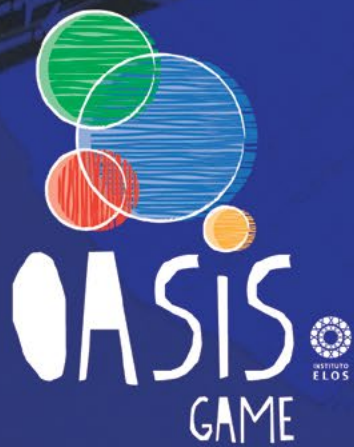


# GAME CARDS



# 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](http://WWW.INSTITUTOELOS.ORG/JOGO0ASIS)) OR EMAIL ADDRESS ([GAMES@INSTITUTOELOS.ORG](mailto: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](http://WWW.INSTITUTOELOS.ORG/JOGO0ASIS_REGRASDEUSO).

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

## GAME CARDS

THE CARDS ARE ESSENTIAL FOR THE PLAYING OF THE OASIS GAME. THEY DESCRIBE THE CHALLENGES AND TIPS FOR THE SEVEN STEPS OF THE OASIS.

### YOU WILL NEED:

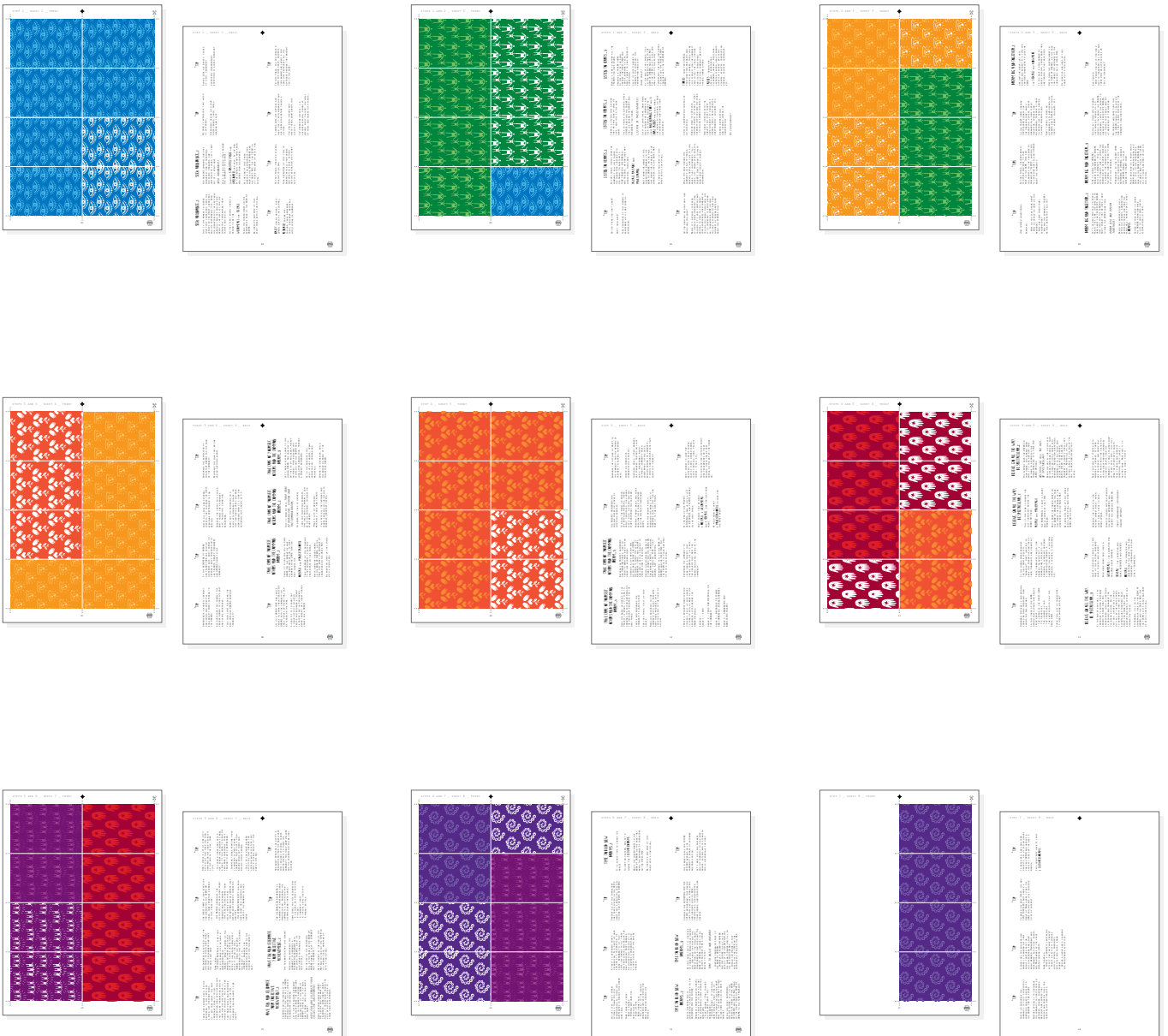
- ✓ A COLOR PRINTER
- ✓ NINE (9) SHEETS OF A4 SIZE PAPER (180 OR 200 GRAMS IN WEIGHT)
- ✓ SCISSORS OR A UTILITY KNIFE
- ✓ GLUE

### LET'S GET TO WORK!

1. DOWNLOAD THE CARDS FILE ONTO YOUR COMPUTER.
2. USING A COLOR PRINTER, PRINT PAGES 01-18, FRONT AND BACK.
3. CUT THE CARDS FROM THE COLORED SIDE (FRONT) ALONG THE WHITE LINES.
4. YOU CAN CUT THE CARDS USING SCISSORS OR A UTILITY KNIFE AND RULER.

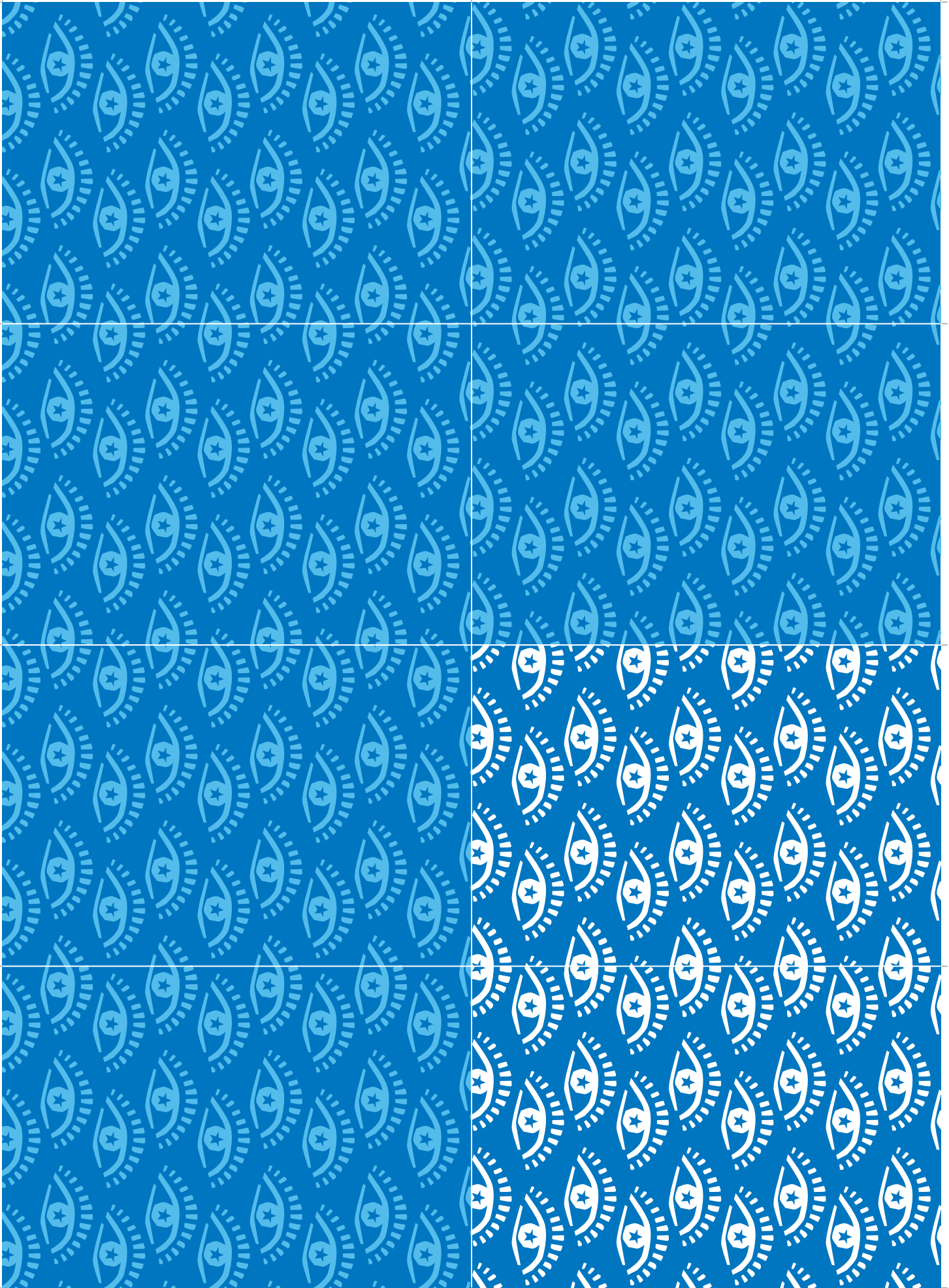
**TIP:** TO ENSURE THAT YOU PRINT THE DOCUMENT THE CORRECT WAY, DO A PRELIMINARY TEST WITH THE FIRST FEW PAGES AND CHECK THAT YOU ARE GETTING THE RESULT YOU'D LIKE.

# CARDS



9 SHEETS OF A4 SIZE PAPER, PRINTED FRONT AND BACK







## SEEK ABUNDANCE\_1

THIS IS THE MOMENT TO CHOOSE YOUR FIRST CHARACTERS. GRAB THE JERSEYS OF THE OASIS CHARACTERS AND THE PERFORMANCE TIPS. READ THE CHARACTERISTICS OF EACH ROLE CAREFULLY AND SEE WHO IN YOUR GROUP IS THE BEST FIT FOR THE CHARACTER, CONSIDERING THEIR TALENTS AND SKILLS.

IN THIS FIRST ROUND, CHOOSE A PERSON TO BE THE

**WELCOMESALL AND TELSALL.**

PLACE THE CHOSEN NAMES ON THE APPROPRIATE PAGE OF THE BOOK OF DREAMS.

BE CREATIVE AND WRAP UP THIS FIRST PHASE WITH A FUN RITUAL.

### \*TIP

**BEAUTY** CAN BE NATURAL, BUILT, HUMAN, ARTISTIC OR CULTURAL.

**RESOURCES** CAN BE ART, CULTURE, LOCAL KNOWLEDGE, TOOLS, EQUIPMENT, MATERIALS, INSTITUTIONS OR COMMERCE.

## SEEK ABUNDANCE\_2

FOR REASONS UNKNOWN, OUR EYES FREQUENTLY END UP SEARCHING FOR FLAWS, PROBLEMS, AND UNATTRACTIVE THINGS. LET'S SNAP OUT OF IT RIGHT NOW!

**SEEK ABUNDANCE!**

SPLIT UP INTO PAIRS. WALK AROUND THE COMMUNITY IN SILENCE.

IDENTIFY **5 BEAUTIFUL THINGS** AND

**5 RESOURCES** PER PAIR. AT THE END OF THE SEARCH, GATHER ONCE AGAIN AND SHARE YOUR DISCOVERIES.

AT THE END OF THIS PHASE, COMPLETE THE APPROPRIATE PAGE IN THE BOOK OF DREAMS AND THE OASIS MAP. PUT THE TOTEM IN ITS PLACE AND WRAP UP WITH A FUN RITUAL.

### \*TIP

IN THIS PHASE, PRACTICE SILENCE, TALKING TO NO ONE.

TAKE ADVANTAGE OF THIS TIME TO OBSERVE WITH ALL YOUR SENSES AND PRACTICE FOCUS, WITHOUT GETTING DISTRACTED WITH OTHER ACTIVITIES.

### \*TIP

BE OPEN TO APPRECIATE THAT WHICH IS DIFFERENT.

EXPERIMENT SEEING WITH YOUR OTHER SENSES: TOUCH, SMELL, HEARING AND TASTE.

### \*TIP

ALWAYS SEEK OUT BEAUTY, POINTS OF LIGHT, ABUNDANCE!

EXPERIENCE IMPERMANENCE: EVERYTHING IS ALWAYS CHANGING!

### \*TIP

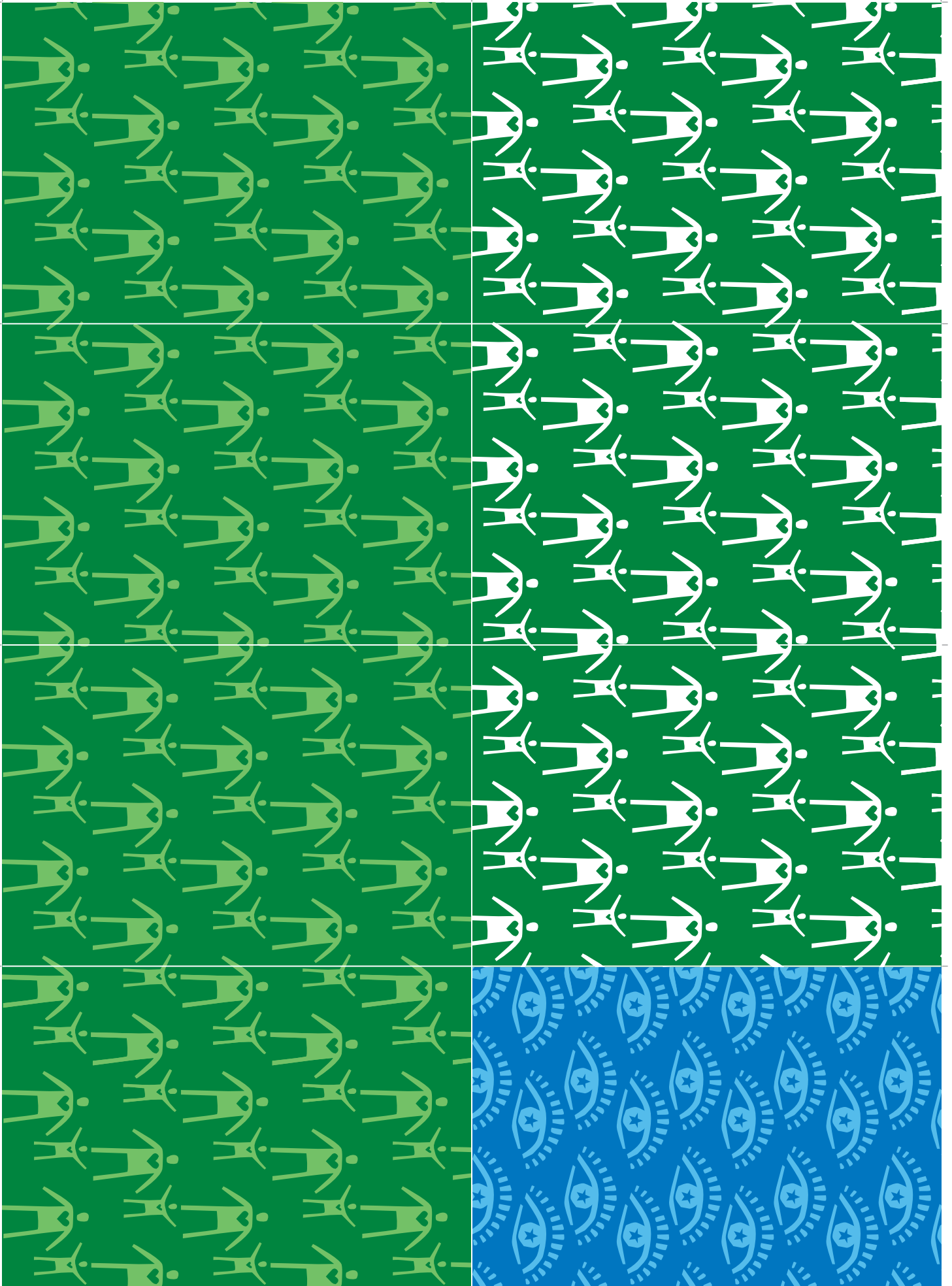
A CAMERA DOES NOT REPLACE OUR GAZE. USE IT WITH MODERATION AND ASK PERMISSION BEFORE TAKING A PICTURE.

YOU CAN DRAW, RECORD AND WRITE THINGS DOWN DURING THIS ACTIVITY.

TRY OBSERVING DETAILS, I.E., CHILDREN PLAYING, SOUNDS OF NATURE, MUSIC PLAYING, THE SMELL OF FOOD, AND HOUSES WITH PLANTS...

IN THIS PHASE, YOU CAN CREATE A NAME FOR YOUR GROUP, DECORATE YOUR BANNER AND INVENT A FUN SONG THAT REPRESENTS ALL THE DIFFERENT REASONS THAT BROUGHT YOU TO THE GAME.







**\*Tip**

DO YOU THINK YOU CAN'T DRAW?

DON'T HOLD BACK!

TAKE ADVANTAGE OF THIS MOMENT TO EXPERIMENT WITH A NEW FORM OF EXPRESSION.

**\*Tip**

DO YOU KNOW WHY WE HAVE ONLY ONE MOUTH AND TWO EARS?

MAYBE IT'S BECAUSE LISTENING IS USUALLY MORE IMPORTANT THAN TALKING. IT'S VERY TEMPTING AND NATURAL TO WANT TO TALK ABOUT YOUR EXPERIENCES WHEN SOMEONE IS TELLING YOU ABOUT THEIR OWN, BUT IT IS IMPORTANT TO AVOID DOING SO. CONCENTRATE 100% ON WHAT YOU ARE LISTENING TO AND SHOW INTEREST BY ASKING QUESTIONS ABOUT THE STORIES TOLD.

**LISTEN TO HEARTS\_1**

IN THIS PHASE, PEOPLE FROM THE COMMUNITY WILL HELP CHOOSE THE CHARACTERS TOGETHER WITH THE GROUP. IN ADDITION TO TIME TRAVELER, WELCOMESALL, AND TELSALL, WE NOW HAVE NEW CHARACTERS. THESE ARE:

**CALLSALL, PLAYSALOT AND MAKESITHAPPEN**

WRITE DOWN THE NAMES OF THE CHOSEN GROUP MEMBERS IN THE BOOK OF DREAMS, ON THE PAGE THAT MARKS THE ENTRANCE OF THE CHARACTERS INTO THE OASIS MAP.

BE CREATIVE AND WRAP UP THIS PHASE WITH A FUN RITUAL.

**\*Tip**

WHILE YOU WALK AROUND THE COMMUNITY TO TALK TO PEOPLE, OBSERVE PEOPLE WHO LIKE TO SING, DANCE, PLAY INSTRUMENTS, TELL JOKES, ACT, AMONG OTHER ARTISTIC TALENTS. DON'T FORGET TO WRITE DOWN THESE PEOPLE'S CONTACT INFORMATION.

**LISTEN TO HEARTS\_2**

THERE'S A SAYING THAT AFFIRMS THAT WE TAKE CARE OF WHAT WE LOVE — AND THIS IS THE CASE HERE!

TALK TO PEOPLE TO DISCOVER THEIR STORIES AND FIND THE TALENTS THAT LIE BEHIND THE BEAUTY AND RESOURCES YOU FOUND.

**LISTEN TO THESE HEARTS!**

SPLIT UP INTO PAIRS. ONCE MORE, WALK AROUND THE COMMUNITY AND TALK TO PEOPLE. DISCOVER AT LEAST **ONE INSPIRING STORY** AND **5 LOCAL TALENTS** PER PAIR. WHEN THE SEARCH IS FINISHED, GO BACK TO YOUR GROUP AND SHARE YOUR DISCOVERIES.

**\*Tip**

START A CONVERSATION INSTEAD OF AN INTERVIEW.

WHEN WE WANT TO CAPTIVATE ANOTHER PERSON, WE SPEAK OF WHAT INTERESTS BOTH YOU AND THE OTHER — SO-CALLED COMMON INTERESTS.

HOW ABOUT STARTING WITH THE SUBJECT THAT FIRST CAUGHT YOUR INTEREST? IT COULD BE A GARDEN, FAMILY RELATIONSHIPS, CRAFTSMANSHIP, CULINARY, ETC. EXPRESS APPRECIATION AND INTEREST DURING THE CONVERSATION.

*BE CONSIDERATE!*

**LISTEN TO HEARTS\_3**

NOW IT'S TIME TO GATHER ALL THE TALENTS YOU HAVE FOUND.

ORGANIZE A TALENT SHOW! AT THE START OF THE SHOW, PRESENT THE OASIS GAME AND INVITE EVERYONE TO PLAY. DON'T FORGET TO TAKE RECORD OF EVERYTHING.

SPLIT UP INTO 3 GROUPS TO ORGANIZE THE LOCATION, THE PROGRAM AND PUBLICITY.

*HAVE FUN!!!*

AT THE END OF THIS PHASE, FILL IN THE RESPECTIVE PAGE IN THE BOOK OF DREAMS AND OASIS MAP. PUT THE TOTEM IN ITS PLACE AND WRAP UP WITH A FUN RITUAL.

\*IMPORTANT: THE GROUP CAN CHOOSE TO CARRY OUT THE TALENT SHOW TOGETHER WITH THE GATHERING OF DREAMS.

**\*Tip**

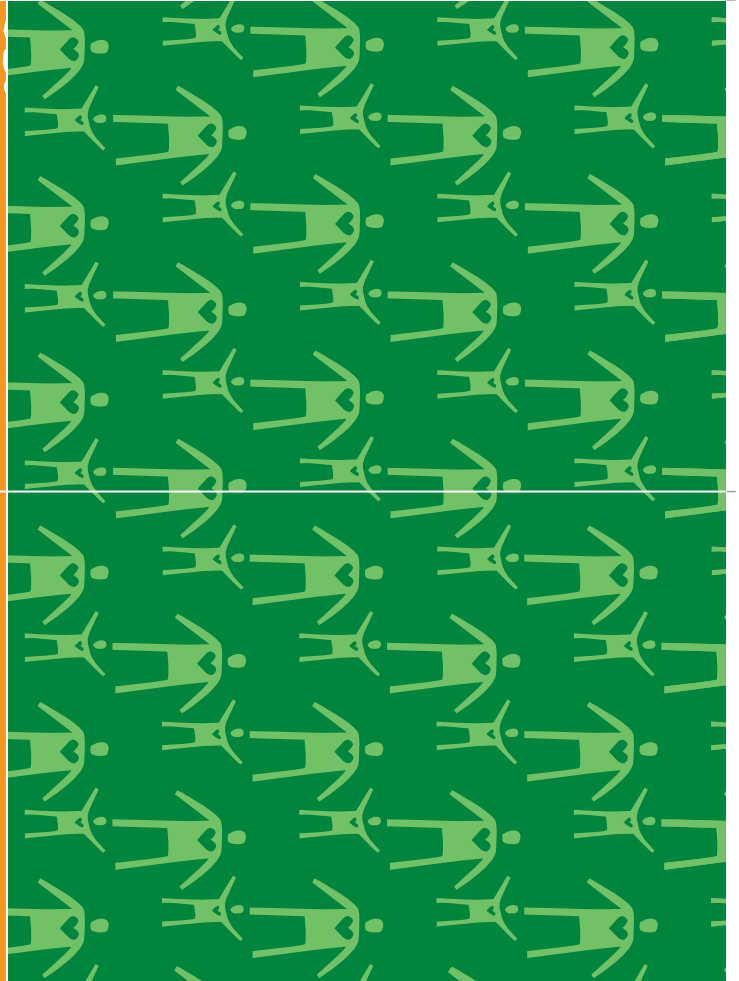
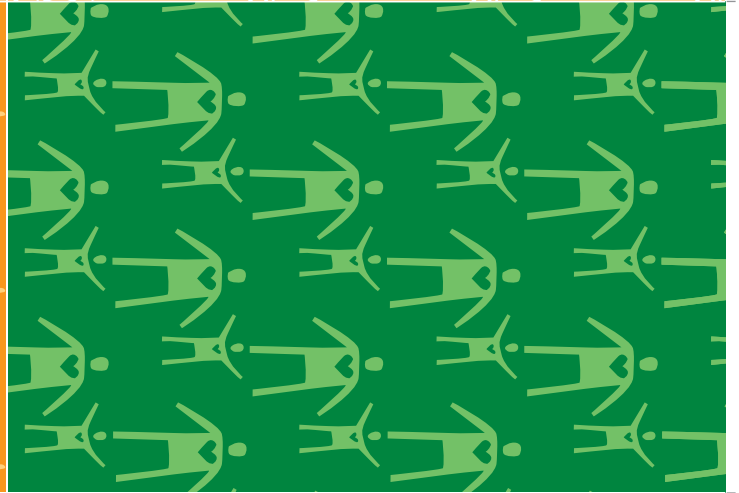
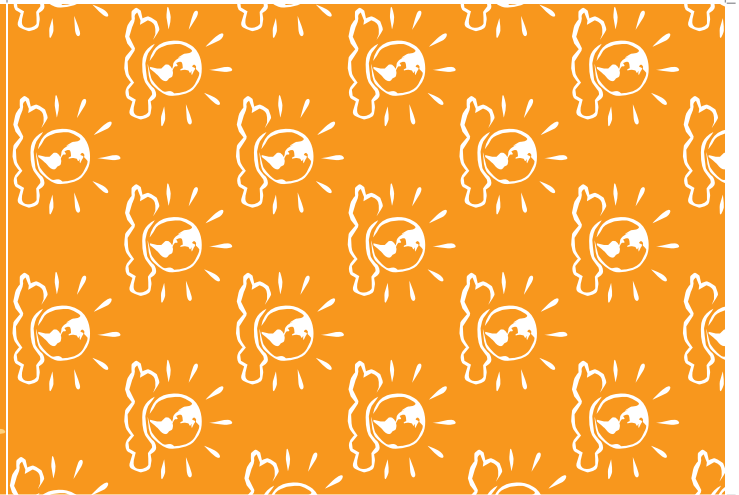
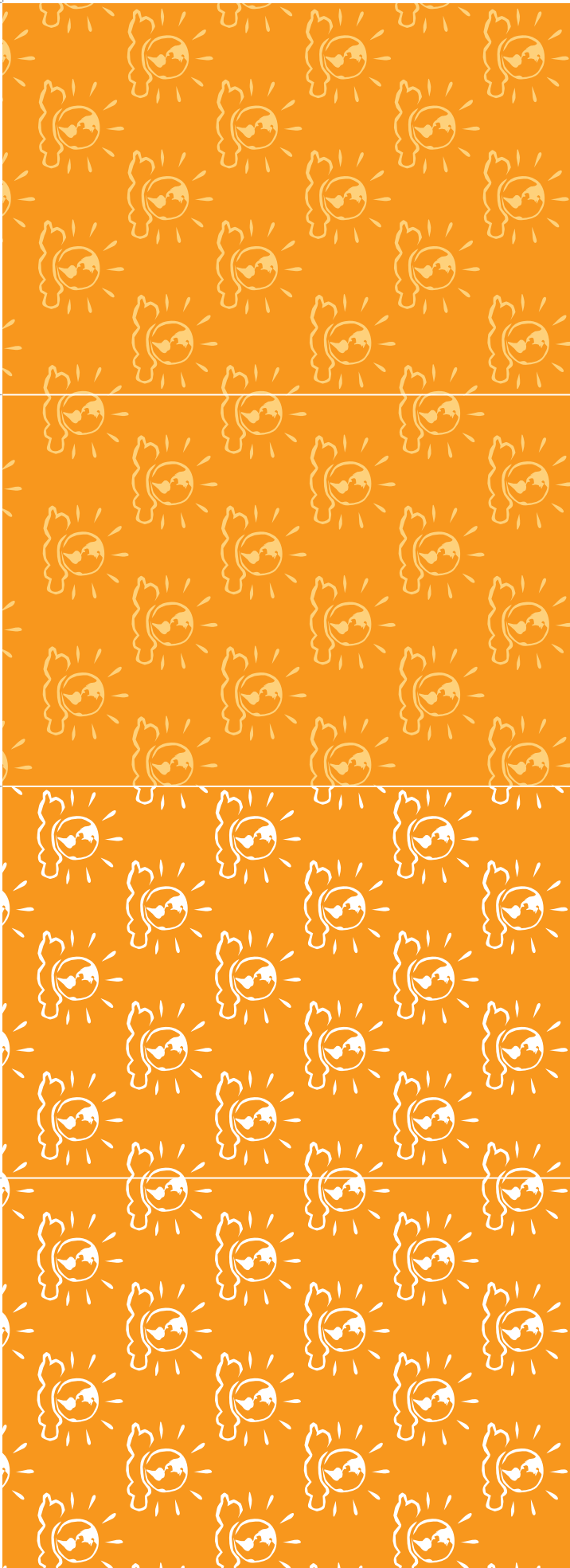
**STORIES — LOOK FOR STORIES**

FROM LONG-TIME RESIDENTS AND AFFECTIVE LEADERS. THESE CAN BE LIFE STORIES; HOW THE COMMUNITY CAME TO BE; THE LOCAL CUSTOMS AND CULTURE; TRADITIONAL FESTIVITIES; COMMUNITY MEETING POINTS, AMONG OTHERS.

**TALENTS — SEARCH FOR**

ARTISANS, SEAMSTRESSES, FISHERMEN, HEALERS, MUSICIANS, CAPOEIRA PLAYERS, HEALTH AGENTS, AFFECTIVE LEADERS, RELIGIOUS FIGURES, ATHLETES, CONSTRUCTION WORKERS, PAINTERS, CARPENTERS, ETC.







**\*TIP**

ASK SIMPLE QUESTIONS.

EXAMPLES:

- WHAT DO YOU LIKE DOING HERE?
- WHAT DO PEOPLE DO HERE ON THE WEEKENDS?
- WHAT ARE SOME TRADITIONAL CELEBRATIONS?
- WHO ARE THE COMMUNITY TALENTS WE MUST DEFINITELY TALK TO?

**\*TIPS**

IN THIS PHASE, CHILDREN BEGIN TO APPEAR AND WANT TO TAKE PART IN THE GAME. THEY CAN COLLABORATE IN THE CHALLENGE BY PRESENTING TALENTS, GUIDING YOU TO LOCATIONS AND TELLING STORIES ABOUT THE COMMUNITY.

**\*TIP**

IN THE TALENT SHOW, PREPARE SPECTACULAR SCENERY FOR THE PRESENTATIONS: MUSIC, DECORATION, POSTERS, CHAIRS ARRANGED IN A SEMI-CIRCLE, PROJECTOR, SPEAKERS AND MICROPHONES. SEPARATE A TABLE TO EXPOSE ART, CRAFTS AND/OR CULINARY PRESENTATIONS.

DON'T FORGET TO MAKE AN ATTENDANCE LIST AND RECORD THE TALENTS AND STORIES WITH PHOTOS, TEXTS, VIDEOS, COLLAGES, ETC.

**DREAM BIG AND TOGETHER\_1**

SEE HOW THE GROUP JUST GETS BIGGER AND BIGGER? IT'S TIME FOR TWO MORE CHARACTERS TO JOIN THE GAME:

**THE SEEKSALL AND KNOWSALOT**

IF YOU HAVE A GOOD NUMBER OF PEOPLE PLAYING, CHOOSE MORE THAN ONE PERSON TO PLAY EACH ROLE.

WRITE DOWN THE CHOSEN NAMES IN THE BOOK OF DREAMS, ON THE PAGE THAT MARKS THE ENTRANCE OF THE CHARACTERS ON THE OASIS MAP.

BE CREATIVE AND WRAP UP THIS PHASE WITH A FUN RITUAL.

**DREAM BIG AND TOGETHER\_2**

LET'S GO BACK AND TALK TO PEOPLE AGAIN. THIS TIME, THE GOAL IS TO HEAR ABOUT THE COLLECTIVE DREAMS THEY HAVE FOR THE COMMUNITY. DON'T FORGET THAT WE HAVE 2 DAYS TO MAKE THE DREAM COME TRUE.

**DREAM BIG AND DREAM TOGETHER!**

BASED ON CONVERSATIONS WITH AFFECTIVE LEADERS, ADMIRER AND RESPECTED PEOPLE WHO KNOW THE PLACE WELL, SEARCH FOR AT LEAST

**3 DREAMS!**

GATHER IN YOUR GROUP TO SHARE THE DREAMS FOUND AND MAKE A LIST OF WHICH ONES CAN BE ACCOMPLISHED IN 2 DAYS.

**DREAM BIG AND TOGETHER\_3**

TIME TO SHARE THE DREAMS! ORGANIZE A GATHERING OF DREAMS WITH THE COMMUNITY. SPLIT UP INTO 3 GROUPS, ONE TO COVER THE PROMOTION OF THE EVENT, ANOTHER TO ADDRESS THE ORGANIZATION OF THE VENUE, AND THE THIRD TO COME UP WITH THE PROGRAM.

**\*IMPORTANT:** IF THE TALENT SHOW IS HELD TOGETHER WITH THE GATHERING OF DREAMS, ORGANIZE THE DREAMS MOMENT TO OCCUR DURING THE TALENT SHOW.

AFTER DECIDING AS A GROUP WHICH DREAM WILL BE MATERIALIZED IN 2 DAYS, FILL IN THE APPROPRIATE PAGE IN THE BOOK OF DREAMS AND THE OASIS MAP. PLACE THE TOTEM IN ITS PLACE AND WRAP UP WITH A FUN RITUAL.

**\*TIP**

DIVIDE ALL THOSE WHO ATTENDED INTO SMALLER GROUPS OF 4-5 PEOPLE TO TALK ABOUT THE DREAMS. AFTERWARDS, INVITE THE GROUPS TO PRESENT THE COLLECTIVE DREAMS. LET PEOPLE TALK FREELY AND ACT AS MEDIATORS OF THE MEETING.

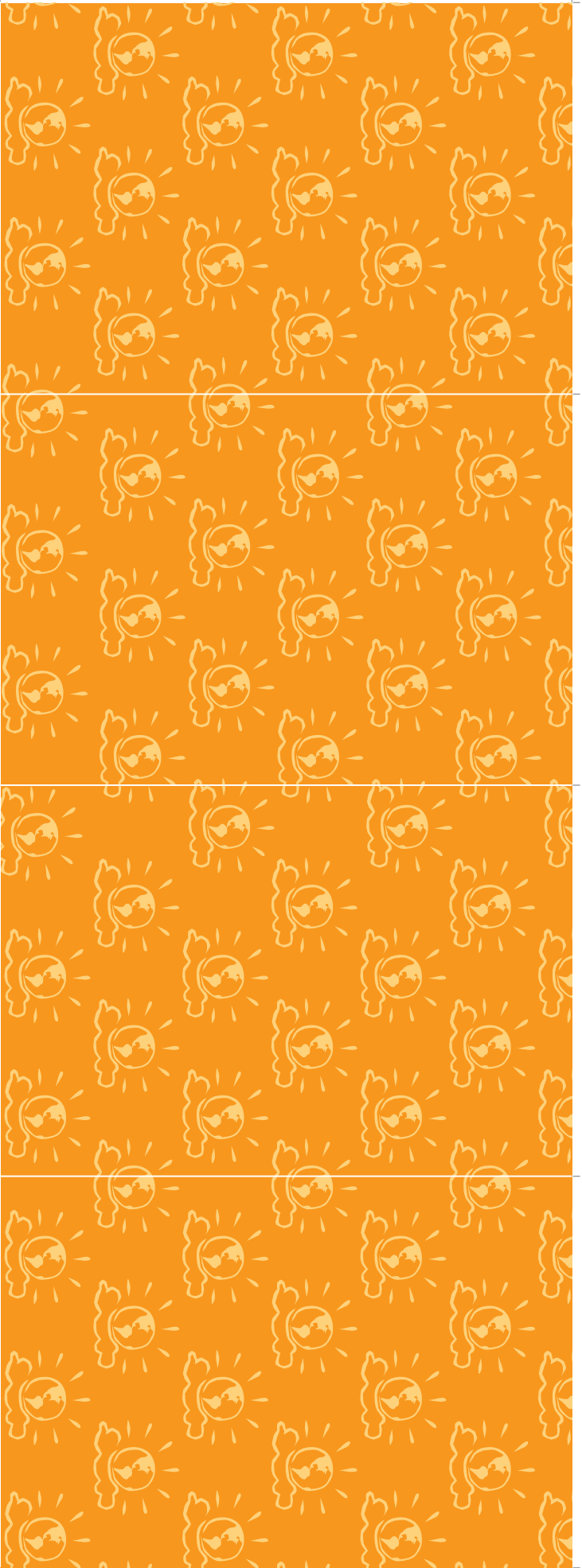
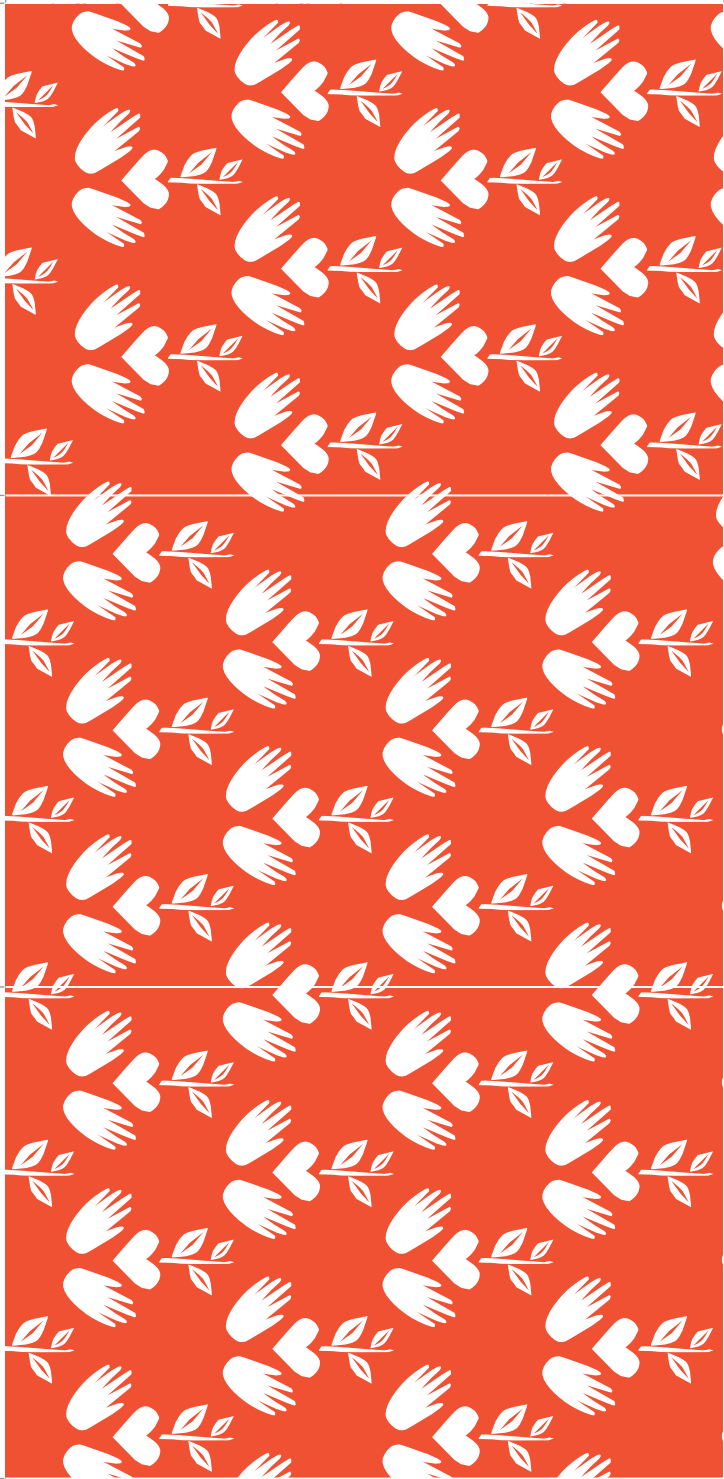
BE CAREFUL AND MAKE SURE THAT THE DREAM CHOSEN IS COLLECTIVE AND THAT A LARGE PORTION OF THE COMMUNITY CAN PARTICIPATE.

**\*TIP**

ASK PEOPLE: "WHAT WOULD YOU DO IF YOU HAD 2 DAYS TO TRANSFORM THIS PLACE AND THERE WERE NO DIFFICULTIES OR LACK OF RESOURCES?"









**\*Tip**

DEMONSTRATE AUTHENTIC INTEREST AND CARING AND RESPECTFUL AVAILABILITY WHEN LISTENING TO THE DREAMS.

ASK QUESTIONS THAT CONNECT THE PRESENT MOMENT TO POSITIVE PAST AND FUTURE REFERENCES.

TAKE YOUR TIME! ACCESSING THE MOST PRECIOUS DREAMS REQUIRES TRANQUILITY.

**\*Tip**

IF THE GATHERING OF DREAMS AND TALENT SHOW ARE HELD ON DIFFERENT DAYS, DON'T FORGET TO PREPARE A BRIEF PRESENTATION OF THE TALENTS, BEAUTY, RESOURCES AND DREAMS FOUND IN THE COMMUNITY.

**\*Tip**

INVITE ALL LOCAL AND EXTERNAL CONTACTS THAT CAN MAKE THE OASIS EVEN MORE SPECTACULAR TO THE MEETING.

ORGANIZE THE CHAIRS IN A CIRCLE. DON'T FORGET THE ATTENDANCE LIST, PROJECTOR, SOUND AND MICROPHONE.

CARRY OUT THE GATHERING IN A PLACE WITH MOVEABLE CHAIRS, SO THAT CAN PARTICIPANTS CAN MOVE THEM AROUND WHEN IT'S TIME FOR GATHERING INTO GROUPS OF 4-5.

**\*Tip**

ENCOURAGE THE EXPRESSION OF COLLECTIVE DREAMS FOR THE GOOD OF THE COMMUNITY.

REINFORCE THE IDEA THAT NO ONE CAN DO ANYTHING ALONE!

**\*Tip**

SET UP A DREAM TREE AND INVITE PEOPLE TO SHARE THEIR COLLECTIVE DREAMS WITH THE COMMUNITY ON SMALL PIECES OF PAPER THAT CAN BE PLACED ON THE TREE.

A GOOD TIP IS TO CARRY OUT A GROUP ACTIVITY IN WHICH PEOPLE CAN EXCHANGE A "SONHO" (A PASTRY THAT IN PORTUGUESE MEANS "DREAM") OR A HEART-SHAPED COOKIE FOR A DREAM.

**TAKE CARE OF YOURSELF, OTHERS AND THE COMMON DREAM\_1**

SOON, IT'S TIME FOR YOU TO WORK HANDS ON, THE MOMENT WE HAVE ALL BEEN WAITING FOR. TO MOVE FORWARD IN THE GAME, NOW YOU MUST CHOOSE THE

**DESITAL AND MAKESITFLAVORFUL**

TAKE ADVANTAGE OF THE GATHERING TO SEE WHO WANTS TO ACTIVELY PARTICIPATE IN THIS PHASE.

WRITE DOWN THE CHOSEN NAMES IN THE BOOK OF DREAMS, ON THE PAGE THAT MARKS THE ENTRANCE OF CHARACTERS ON THE OASIS MAP.

BE CREATIVE; WRAP UP THIS PHASE WITH A FUN RITUAL.

**TAKE CARE OF YOURSELF, OTHERS AND THE COMMON DREAM\_2**

THIS IS WHEN WE WILL TAKE CARE OF OURSELVES, OTHERS AND THE COMMON DREAM.

IN ORDER FOR THIS TO HAPPEN:

- LOOK FOR INSPIRING EXAMPLES THAT HELP BUILD A DREAM: IT CAN BE ON THE INTERNET, IN BOOKS OR OTHER MEDIA

- MAKE A LIST OF NECESSARY MATERIALS, TOOLS AND TALENTS

- TALK WITH ALL THE PARTNERS AND OTHERS INVOLVED IN THE ACTION TO ORGANIZE IMPORTANT POINTS.

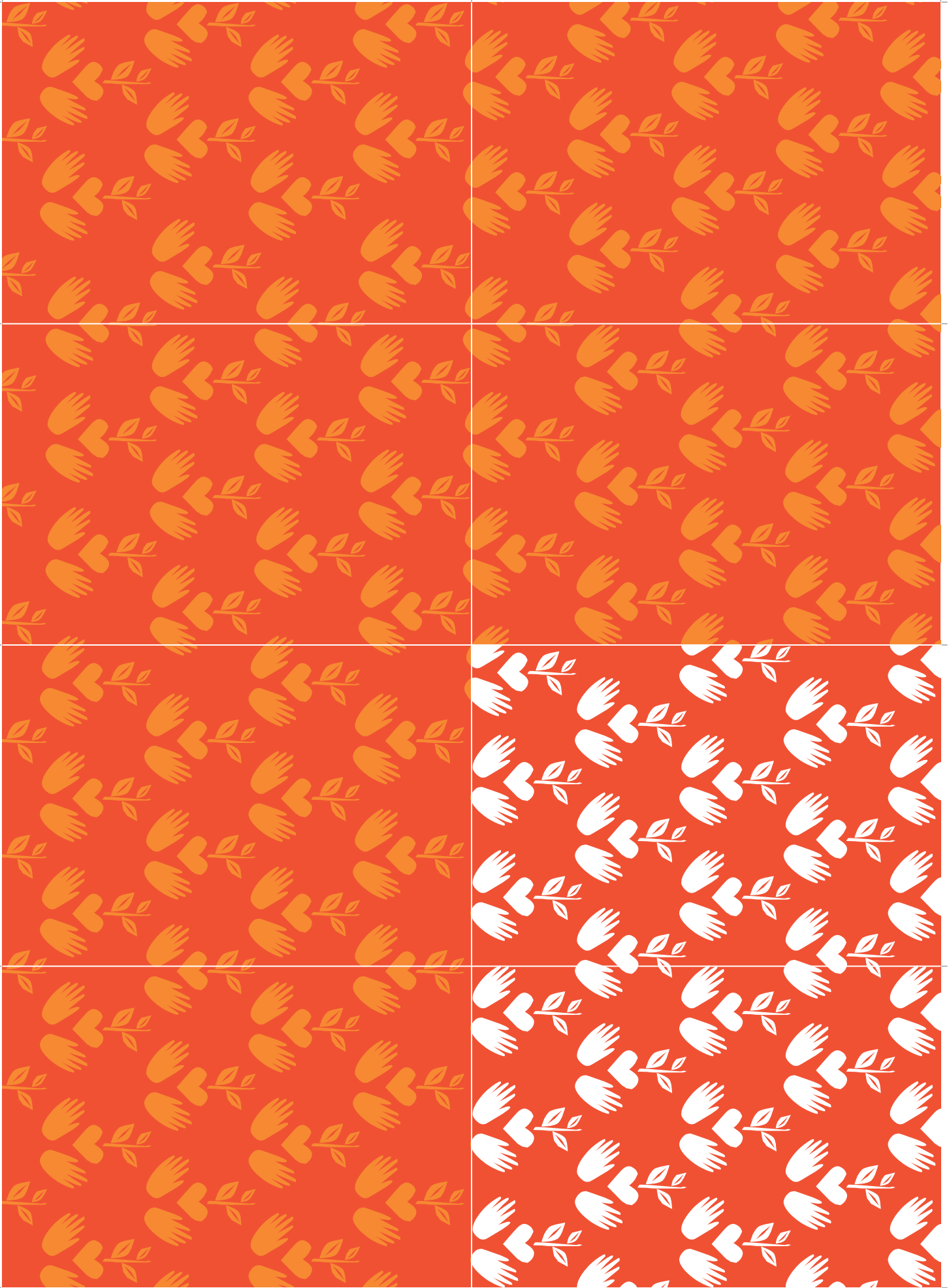
**TAKE CARE OF YOURSELF, OTHERS AND THE COMMON DREAM\_3**

LET'S BEGIN GIVING SHAPE TO THE CHOSEN DREAM. ONE GOOD WAY TO DO THIS IS BY BUILDING A MOCKUP OR MODEL; THEN EVERYONE CAN VISUALIZE HOW THE DREAM WILL LOOK AFTER COMING TRUE. PREPARE A PROJECT GATHERING.

AS IN THE PREVIOUS STEP, SPLIT UP INTO GROUPS: VENUE ORGANIZATION, PROGRAM AND MATERIALS.

DURING THE GATHERING, BUILD THE MOCKUP OR MODEL OF THE COLLECTIVE DREAM.







## TAKE CARE OF YOURSELF, OTHERS AND THE COMMON DREAM\_4

ONCE THE MODEL OR MOCKUP OF THE PROJECT IS READY, IT'S TIME TO ANNOUNCE THE ACTION AND MOBILIZE THE NECESSARY RESOURCES FOR THE NEXT PHASE.

INVITE AND ENCOURAGE THE COMMUNITY TO PARTICIPATE!

FOR THIS PHASE, SPLIT UP INTO GROUPS.

MOBILIZE RESOURCES IN THE COMMUNITY WITH LOCAL PARTNERS. KEEP THESE RESOURCES IN A LOCATION CLOSE TO THE PLACE OF ACTION.

### \*TIP

CREATE A RESOURCE MOBILIZATION STRATEGY. SPLIT UP INTO GROUPS TO COME UP WITH AS MANY OF THE RESOURCES LISTED BEFORE THE HANDS-ON PHASE.

EXAMPLE:

GROUP 1 - FOOD

GROUP 2 - TOOLS AND MATERIALS IN THE COMMUNITY

GROUP 3 - MATERIALS IN STORES AND COMMERCIAL ESTABLISHMENTS

GROUP 4 - ANNOUNCING AND MOBILIZING TALENTS

## TAKE CARE OF YOURSELF, OTHERS AND THE COMMON DREAM\_5

BETWEEN THE PROJECT GATHERING AND HANDS-ON PHASES, KEEP IN TOUCH TO KNOW WHAT EACH ACTION GROUP HAS ACCOMPLISHED.

SCHEDULE A LIVE MEETING ONE OR TWO DAYS BEFORE THE HANDS-ON PHASE TO CHECK THE LIST OF RESOURCES, TOOLS, AND TALENTS AND COME UP WITH A STRATEGY TO PROVIDE WHAT IS MISSING.

DURING THE GATHERING, PLAN THE 4 WORK FRONTS FOR THE HANDS-ON. FOR EXAMPLE: EARTH - FURNITURE, WATER - PAINTING, FIRE - PLAYGROUND, AIR - LANDSCAPING.

AFTERWARDS, FILL IN THE BOOK OF DREAMS AND THE OASIS MAP. PUT THE TOTEM IN ITS PLACE AND WRAP UP WITH A FUN RITUAL.

### \*TIP

ENCOURAGE THE COMMUNITY TO THINK ABOUT A PROJECT THAT CAN BE CARRIED OUT IN 2 DAYS. THE PROJECTS MUST MEET THE DREAMS AND ACTUAL NEEDS OF THE COMMUNITY.

### \*TIP

THE PROJECT GATHERING CAN INCLUDE PHOTOS OR VIDEOS OF INSPIRING EXAMPLES.

TO BUILD THE MODEL OR MOCKUP, USE RECYCLED MATERIAL, PAPER, PAINT, TOOTHPICKS, PLAY-DOUGH, CLOTH, GLUE, SCISSORS AND ANY OTHER RESOURCES YOU CAN FIND.

PREPARE 3 MODEL BASES AND PLACE EACH ONE ON A TABLE TOGETHER WITH THE MATERIALS MENTIONED ABOVE.

AFTER THE GROUPS FINISH PRODUCING THE MODEL, KEEP IT SOMEWHERE SAFE SO THAT YOU CAN TAKE IT TO THE NEXT PHASE.

### \*TIP

AT THE END OF THE PROJECT GATHERING, COME UP WITH A LIST OF RESOURCES AND TALENTS NEEDED IN THE NEXT PHASE.

DON'T FORGET THAT WE NEED

4 **DOESITALL**, 4 **WELCOMESALL**,

AND 4 **SEEKSALL**, ONE FOR EACH WORK FRONT.

WE ALSO NEED AT LEAST

4 **MAKESITFLAVORFUL** TO COOK FOR THE OASIS GROUP.

### \*TIP

ANNOUNCE THE ACTIONS OF OASIS TO THE COMMUNITY AND THE NETWORK OF PARTNERS IN SEVERAL DIFFERENT WAYS.

CREATE AN INNOVATIVE COMMUNICATION STRATEGY!

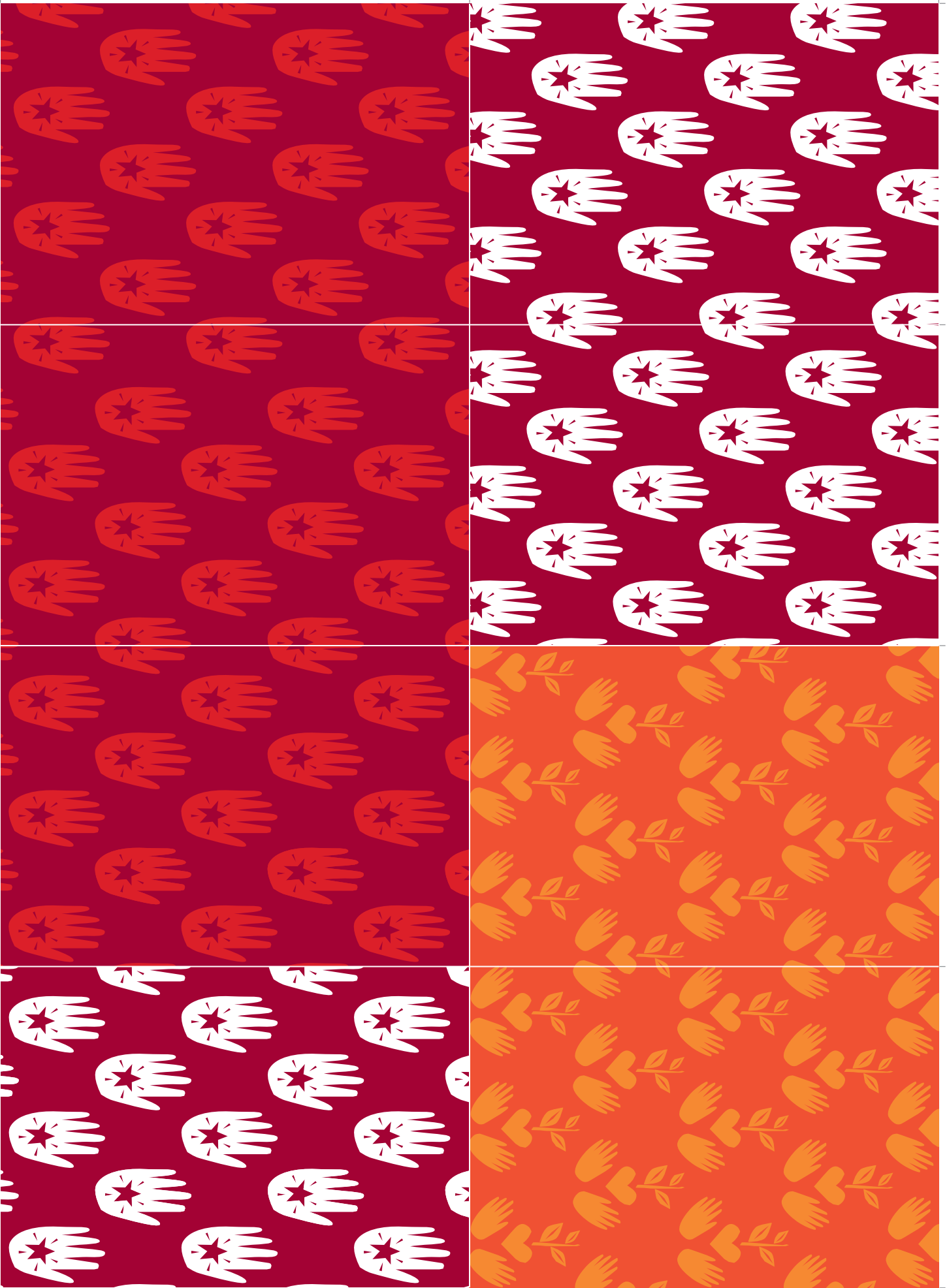
CONSIDER: MUSIC, STREET BANNERS, CAR SPEAKERS, POSTERS ON LIGHT POSTS, MEGAPHONES, MOUTH TO MOUTH, COMMUNITY RADIO, SOUND BOXES, ACTING SKITS, WALKING AROUND THE COMMUNITY, T-SHIRTS AND WHATEVER ELSE YOUR CREATIVITY PERMITS!

### \*TIP

DON'T FORGET TO LOOK FOR MATERIALS THAT CAN BE REUSED, SUCH AS TIRES, WOODEN PLANKS, PLASTIC BOTTLES, CANS, PALLETES, CRATES, TILES, ETC.

YOU CAN ALSO USE LEFTOVER PAINT, USED PAINTBRUSHES OR PAINT ROLLERS, WHICH CAN BE VERY USEFUL ON THE DAY OF THE HANDS-ON.







**\*Tip**

REMEMBER: NOTHING IS AND NOTHING SHOULD BE MORE IMPORTANT THAN CARING FOR ONE ANOTHER.

- IN THIS PHASE OF THE GAME, REMIND PARTICIPANTS WHO ARRIVE LATER ABOUT
- THE LEGEND OF THE OASIS GAME
  - ITS PRINCIPLES
  - THE JOURNEY SO FAR
  - THE CHARACTERS
  - THE INVITATION TO PLAY THE OASIS GAME

CHECK YOUR LIST OF CHARACTERS: IS THERE ANYONE MISSING?

**\*Tip**

IF THE CHOSEN DREAM REQUIRES THE HELP FROM A SPECIFIC "KNOWSALOT", DON'T HESITATE TO SEEK THIS PERSON OUT AND INVITE THEM. KNOWSALOTS ARE ESSENTIAL!

THESE CHARACTERS CAN BE, FOR EXAMPLE: AN ARCHITECT, A PERMACULTURE SPECIALIST, AN ENGINEER, A LANDSCAPE DESIGNER, A CONSTRUCTION WORKER, A CARPENTER, AN ARTIST, A CULTURAL PRODUCER, A TEACHER, A DESIGNER, ETC.

**\*Tip**

INVITE STRATEGIC PEOPLE TO TAKE PART OF THE ACTION: PARTNERS, LOCAL TALENTS AND OTHERS!

EACH WORK FRONT MUST HAVE A:

- WELCOMESALL** – THE CHARACTER WHO WELCOMES GROUP MEMBERS
- SEEKSALL** – THE CHARACTER WHO SEEKS RESOURCES AND TALENTS
- DOESITALL** – THE CHARACTER WHO UNDERSTANDS THE WORK FRONT AND, THEREFORE, COORDINATES ACTION, LIKE A TASKMASTER.

**BELIEVE, GO ALL THE WAY, BE SPECTACULAR\_1**

THIS IS THE TIME TO CHOOSE THE LAST CHARACTERS BEFORE THE HANDS-ON PHASE:

**HASITALL AND MAKESMAGIC**

THE MAKESMAGIC IS KEPT A SECRET AND IS CHOSEN BY THE TIME TRAVELER

WRITE DOWN THE CHOSEN NAMES IN THE BOOK OF DREAMS ON THE PAGE THAT MARKS THE ENTRANCE OF THE CHARACTERS ON THE OASIS MAP.

BE CREATIVE! WRAP UP THIS PHASE WITH A FUN RITUAL AND START THE HANDS-ON ACTION.

**\*Tip**

ORGANIZE THE LOGISTICS FOR ACTION: UPBEAT MUSIC, WATER, LUNCH, AND A PLACE TO REST, AMONG OTHERS.

IDENTIFY PEOPLE WHO CAN PROVIDE THE MISSING RESOURCES AND TALENTS FOR WORKING HANDS-ON.

**TRUST ABUNDANCE: RESOURCES ALWAYS APPEAR!**

**BELIEVE, GO ALL THE WAY, BE SPECTACULAR\_2**

YOU ALREADY HAVE THE DREAM IN YOUR HANDS, YOU ALREADY KNOW WHAT IT'S LIKE AND WHAT MUST BE DONE TO ACCOMPLISH THE TRANSFORMATION: IT'S TIME FOR HANDS-ON WORK.

**BELIEVE, GO ALL THE WAY, BE SPECTACULAR!**

BEGIN THE DAY AT THE ACTION SITE BY DOING SOMETHING SPECIAL, SUCH AS A SONG OR CIRCLE DANCE WITH EVERYONE. RECORD HOW EVERYTHING HAPPENED UP TO THIS POINT AND DIVIDE INTO ACTION GROUPS: EARTH, WATER, FIRE AND AIR. ORGANIZE THE GROUP'S GOALS INTO A MATRIX. RECORD ALL OF THE ACTIONS TAKEN. AT THE END OF THE DAY, GO BACK AND GATHER IN A CIRCLE.

**\*Tip**

KEEP CALM AND GET STARTED WITH WHOEVER IS PRESENT. IF THERE ARE FEW PEOPLE, ONE GROUP CAN GET STARTED WITH THE COLLECTIVE ACTION WHILE ANOTHER ORGANIZES TO INVITE PEOPLE FROM THE COMMUNITY. IF ONLY CHILDREN SHOW UP, START WITH THEM – THIS WILL GRAB THE ATTENTION OF ADULTS. PLAN TO BEGIN AND COMPLETE SOMETHING. DON'T LEAVE IT HALFWAY DONE. MAKE SURE IT IS VISIBLE. DON'T STOP!!!

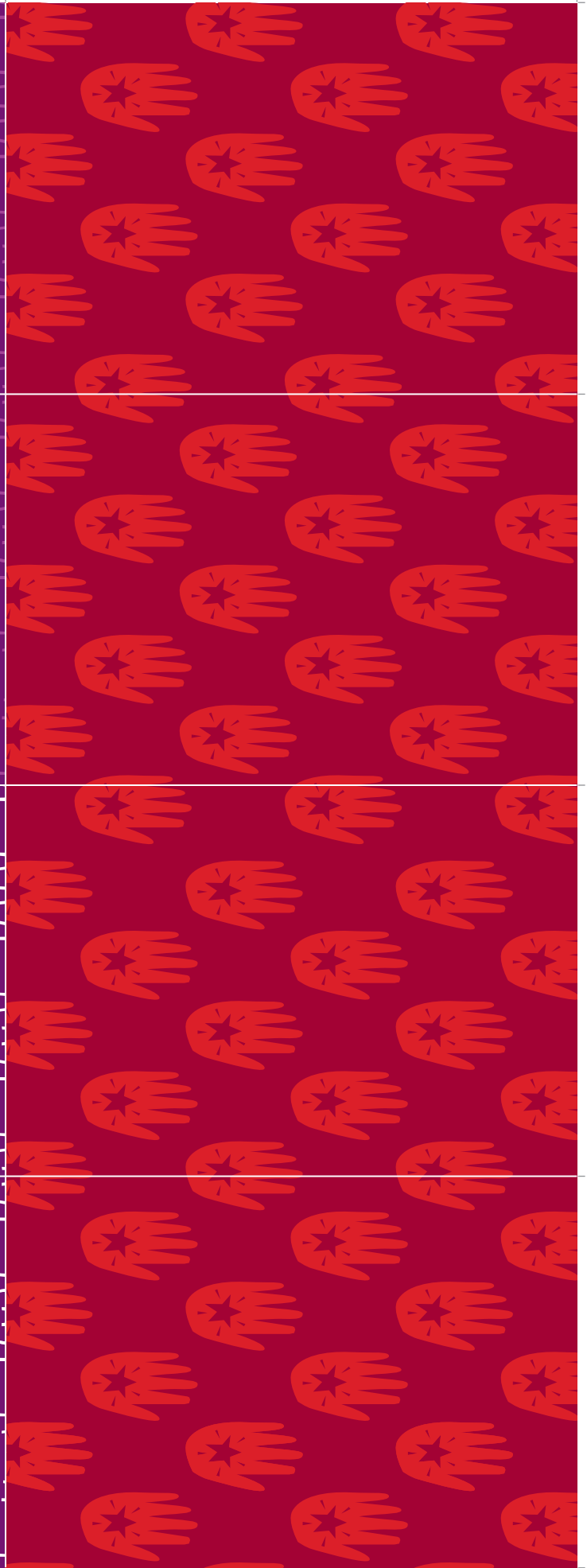
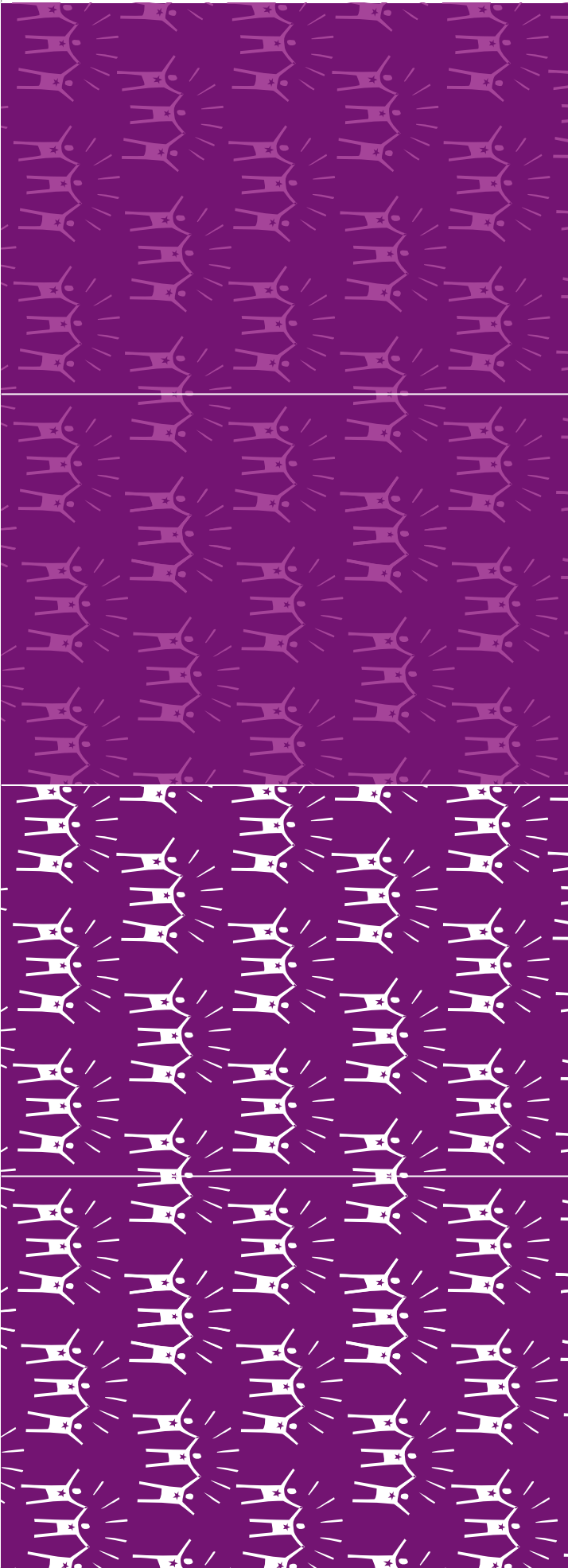
**BELIEVE, GO ALL THE WAY, BE SPECTACULAR\_3**

AT THE END OF EACH DAY, IT IS IMPORTANT TO GATHER EVERYBODY AROUND TO SHARE WHAT WAS EXPERIENCED, CHECK IF ANYTHING IS MISSING AND ORGANIZE THE FOLLOWING ACTIONS. ON THE LAST DAY, GATHER IN A CIRCLE WITH ALL OF THE PARTICIPANTS TO APPRECIATE WHAT YOU HAVE ACCOMPLISHED TOGETHER! EACH GROUP CAN SHARE WHAT THEY ACHIEVED AND RUN A VICTORY LAP AROUND THE CIRCLE.

AFTERWARDS, FILL IN THE APPROPRIATE PAGE IN THE BOOK OF DREAMS AND THE OASIS MAP. PUT THE TOTEM IN ITS PLACE AND WRAP UP WITH A FUN RITUAL.









**\*Tip**

THESE ARE INTENSE DAYS. IN THE BEGINNING, IT MAY SEEM LIKE A MESS, NOT EVERYONE SHOWS UP - BUT TAKE HEART. THE MOST IMPORTANT THING IS TO GET STARTED AND WORK WITH ENTHUSIASM THAT CAN BE TRANSMITTED EVEN TO THOSE WHO DID NOT BELIEVE IT WOULD BE POSSIBLE. YOU WILL SEE THAT MANY PEOPLE AND RESOURCES WILL APPEAR ALONG THE WAY. EVERYBODY CAN AND WANTS TO BE HAPPY!

**\*Tip**

PRE-ORGANIZE AN ACTIVITY FOR THE CHILDREN: IN WHICH WORK FRONT CAN THEY COLLABORATE AND HAVE THE MOST FUN? HOW?

- SOME IDEAS:
- FETCHING MATERIALS - LINE THEM UP IN A SINGLE FILE OR HAVE A WHEELBARROW RACE
  - MOSAIC - DRAW THE MODEL OF THE DRAWING ON PAPER AND LIGHTLY GLUE THE PIECES UPSIDE DOWN AFTER IT HAS DRIED COMPLETELY, STICK IT UP ON THE WALL
  - MURAL - DRAW THE PATTERN BEFOREHAND SO THAT THE CHILDREN CAN PAINT IT IN
  - GARDEN - ORGANIZE THE LANDSCAPING DESIGN AND DO THE PLANTING WITH THE CHILDREN'S HELP.

**\*Tip**

THE OASIS GAME IS VERY EFFECTIVE FOR ORGANIZING THE HANDS-ON PHASE. SOME IMPORTANT ELEMENTS IN THIS PHASE ARE:

- THE MATRIX ORGANIZES THE ACTIVITIES FOR EACH WORK FRONT (MORNING AND AFTERNOON)
- THE FLAG FOR EACH WORK FRONT HELPS LOCATE ACTIVITIES
- THE BUTTONS AND/OR JERSEYS HELP DEFINE EACH PERSON'S CHARACTER AND ROLE
- THE RIBBONS/BRACELETS FOR EACH WORK FRONT HELP ORGANIZE AND IDENTIFY THE MEMBERS OF EACH GROUP

**\*Tip**

DON'T WASTE A LOT OF TIME WITH ACTIVITIES THAT WEAR THE TEAM DOWN AND DO NOT LEND VISIBILITY AT THE END OF THE DAY. SOME TIPS:

- TO CLEAN A LARGE AREA WITH A HOE, SCRAPE ONLY ENOUGH TO MAKE A BASE. IF YOU NEED TO CLEAN THE AREA MORE THOROUGHLY, FIND A TRACTOR TO DO SO BEFOREHAND.
- CARRYING THINGS FROM ONE PLACE TO ANOTHER IS VERY TIRING, THEREFORE, SKETCH OUT A PLAN BEFORE GOING OUT THERE AND MOVING THINGS AROUND.
- SPLIT UP THE GROUP BETWEEN ACTIVITIES THAT PREPARE THE LOCATION AND ACTIVITIES THAT HAVE A VISIBLE RESULT AT THE END OF THE DAY.

## HAVE FUN AND CELEBRATE YOUR COLLECTIVE ACHIEVEMENT \_1

CELEBRATION CAN HAPPEN AT TWO POINTS: AT THE END OF THE HANDS-ON PHASE AND/OR WITH A SPECIFIC CELEBRATORY GATHERING.

LET'S GATHER AROUND EVERYBODY WHO HELPED MAKE THE DREAM COME TRUE TO CELEBRATE ANOTHER FINISHED PART OF THE BOOK OF DREAMS. AFTER ALL, IT IS ONLY ONE OF MANY, AND YOU CAN WRITE MANY MORE!

### HAVE FUN AND CELEBRATE YOUR COLLECTIVE ACHIEVEMENT.

WHEN FINISHED WORKING HANDS-ON, DECIDE HOW YOU WANT TO CELEBRATE. SOME IDEAS: DANCE, MUSIC, A PROCESSION THROUGH THE SITE OF ACTION, A CIRCLE TO SHARE YOUR ACHIEVEMENTS.

## HAVE FUN AND CELEBRATE YOUR COLLECTIVE ACHIEVEMENT \_2

THE CELEBRATION HAS JUST BEGUN!

INSPIRE AND ENCOURAGE THE COMMUNITY TO ORGANIZE A CELEBRATION GATHERING WITH THE LOCAL TALENTS. SPLIT UP INTO GROUPS TO ORGANIZE THE FESTIVITIES.

ON THE DAY OF THE GATHERING, FILL IN THE PAGE IN THE BOOK OF DREAMS WHERE IT SAYS "I LEARNED" AND "I CELEBRATE".

WE ARE ALMOST AT THE END OF THE MAP AND YOU CAN PUT THE TOTEM IN ITS PROPER PLACE, WRAPPING UP WITH A FUN RITUAL.

**\*Tip**

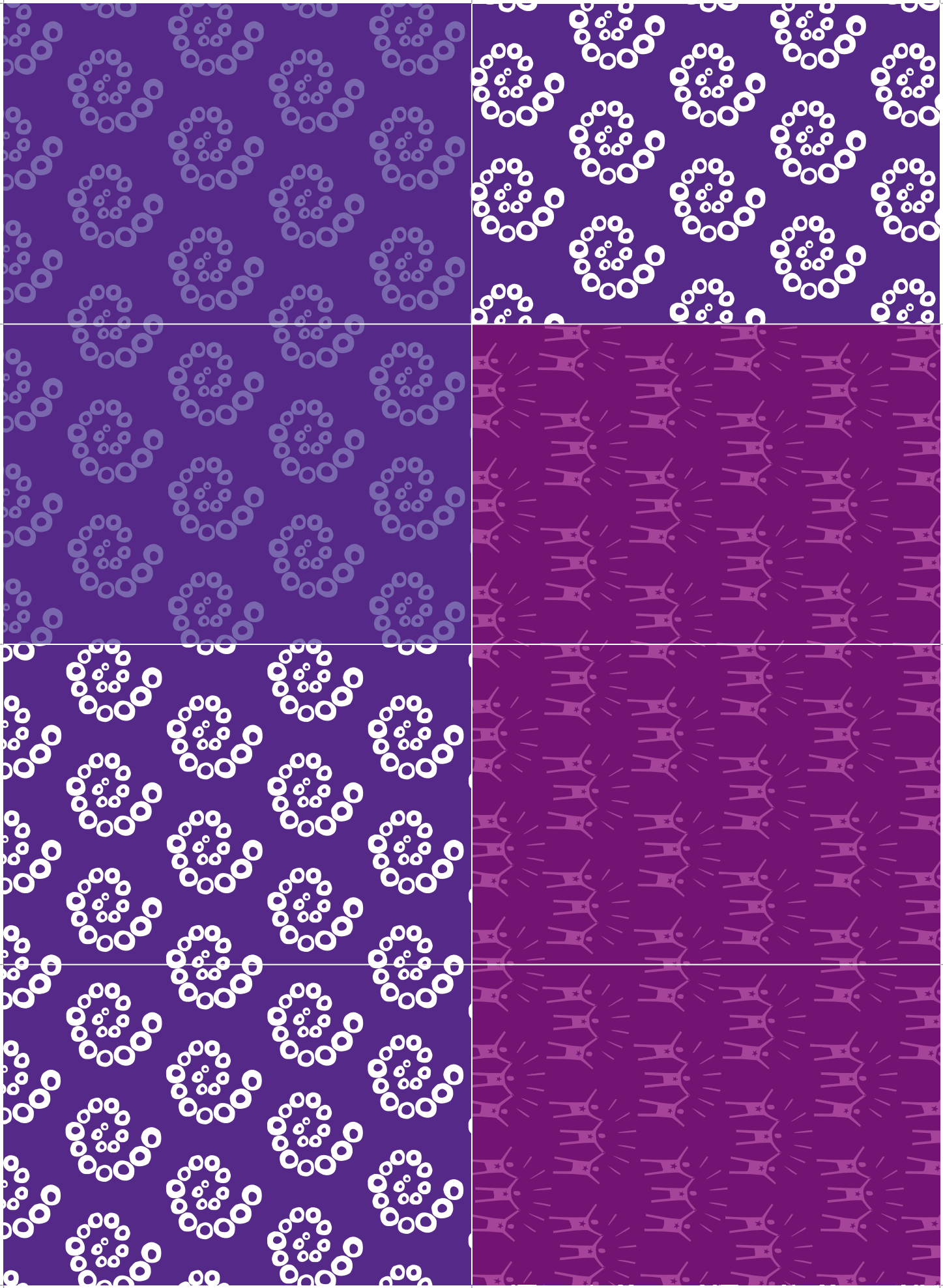
THE CELEBRATION GATHERING IS A MOMENT OF SPONTANEOUS GROUP MANIFESTATION. ENCOURAGE THE COMMUNITY'S MOTIVATION FOR ACCOMPLISHING THEIR GOALS.

- SOME IDEAS FOR THE CELEBRATION:
- A CULTURAL OR SPORTS FESTIVAL
  - A PICNIC
  - A COMMUNITY FEAST
  - A TYPICAL LOCAL FESTIVITY
  - A MARKET OR FAIR

**\*Tip**

HOW ABOUT REPAYING THE GIFT?! A PRESENTATION FROM THE MOBILIZERS THAT INCLUDES PICTURES, VIDEOS AND/OR OBJECTS TO THANK THE COMMUNITY FOR THEIR WARM WELCOME AND THE CELEBRATION CAN BE VERY TOUCHING.







**\*Tip**

IN THIS STEP, DON'T FORGET TO MAKE A THANK YOU LIST ACKNOWLEDGING ALL THOSE WHO CONTRIBUTED TO MAKING THIS DREAM COME TRUE.

SOME THANK-YOU IDEAS:

- MAKE A BANNER
- PREPARE AND HAND OUT CERTIFICATES
- SEND LETTERS
- MAKE PHONE CALLS
- PAY A VISIT TO THE PEOPLE/ ORGANIZATIONS WITH WHICH YOU MOST CONNECTED DURING THE PROCESS.

**\*Tip**

A PARTY IS DIFFERENT FROM A CELEBRATION. AT A PARTY WE HAVE FUN AND AT A CELEBRATION, WE SHARE. REMEMBER TO, AT THIS TIME, PAY HOMAGE TO ALL THOSE WHO PARTICIPATED AND RELIVE THE MOST IMPORTANT OASIS MOMENTS. AN INTERESTING POSSIBILITY IS TO PREPARE A PRESENTATION OR A PHOTO DISPLAY OF THE ENTIRE PROCESS.

**\*Tip**

PRESENT ALL OF THE CHARACTERS THAT PARTICIPATED IN THE OASIS GAME! TAKE A BEAUTIFUL OFFICIAL PICTURE FOR THE BOOK OF DREAMS.

**TIME TO BUILD NEW DREAMS\_1**

IT IS ALWAYS TIME TO CHANGE THE WORLD!

TO KEEP ON PLAYING, NOW LET'S CHOOSE THE **CULTIVATES DREAMS**.

WRITE THE CHOSEN NAMES IN THE BOOK OF DREAMS ON THE PAGE THAT MARKS THE ENTRANCE OF CHARACTERS ON THE OASIS MAP.

BE CREATIVE AND WRAP UP THIS PHASE WITH A FUN RITUAL.

**TIME TO BUILD NEW DREAMS\_2**

INVITE EVERYONE WHO IS INTERESTED TO PARTICIPATE IN THE GATHERING FOR THE FUTURE.

ORGANIZE CONVERSATION IN GROUPS OF 4 PEOPLE TO GO OVER ALL THAT WAS EXPERIENCED. SOME SUGGESTED QUESTIONS:

- (FIRST ROUND) — WHAT TOUCHED YOU THE MOST ABOUT THIS EXPERIENCE?
- (SECOND ROUND) — IF ANYTHING WERE POSSIBLE, WHAT TYPE OF FUTURE WOULD YOU WISH FOR NOW?
- WHAT IS THE NEXT DREAM YOU WANT TO SEE COME TRUE IN THE NEXT 3 MONTHS?

AFTER THE FIRST GATHERING FOR THE FUTURE, FILL IN THE RESPECTIVE PAGES IN THE BOOK OF DREAMS AND OASIS MAP. HAND IN THE PAGES FROM THE BOOK OF DREAMS TO THE TIME TRAVELER.

**TIME TO BUILD NEW DREAMS\_3**

WE HAVE SEEN THAT IT IS POSSIBLE TO CHANGE THE WORLD WHILE HAVING FUN. HOW ABOUT RE-STARTING THE OASIS? WHAT DO YOU THINK ABOUT TRANSFORMING A NEW LOCATION? THE BOOK OF DREAMS CONTINUES TO BE RE-WRITTEN EVERY TIME A GROUP BEGINS TO PLAY!

**TIME TO BUILD NEW DREAMS!**

- CONTINUE SENDING IN PAGES TO THE BOOK OF DREAMS!
- ORGANIZE A SECOND GATHERING FOR THE FUTURE TO FILL IN THE DETAILS OF THE ACTION PLAN FOR THE COMING 3 MONTHS AND FILL IN THE RE-EVOLUTION MAP
- SHOULD YOU DECIDE TO PLAY AGAIN, PUT THE TOTEM ON THE APPROPRIATE PLACE ON THE MAP.

**\*Tip**

SCHEDULE THE GATHERING FOR THE FUTURE BEFOREHAND, THUS MAKING SURE THAT KEY LOCAL MOBILIZERS AND PARTNERS SUCH AS NGOs, UNIVERSITIES, BUSINESSPEOPLE, STORE OWNERS, AND EDUCATORS ARE PRESENT.

**\*Tip**

THE 3-MONTH SCALE FOR FUTURE ACTIONS DEPENDS ON THE COMMUNITY'S DEGREE OF AUTONOMY AND MOBILIZATION.

LET'S MEET WITH OUR PARTNERS AND THE COMMUNITY TO PLAN WORK GROUPS, ACTIONS AND TO ESTABLISH WHO IS RESPONSIBLE FOR WHAT.







**\*Tip**

INVITE OR ENCOURAGE THE COMMUNITY TO VISIT SUCCESSFULLY COMPLETED PROJECTS RELATED TO THE DREAMS FOR THE FUTURE

ANOTHER OPTION IS TO ENCOURAGE THE COMMUNITY TO PARTICIPATE IN NETWORKS, FORUMS, CONFERENCES, MEETINGS AND COURSES THAT INSPIRE AND PROVIDE TOOLS FOR CARRYING OUT NEW PROJECTS.

**\*Tip**

A GOOD IDEA FOR BUILDING NEW DREAMS IS PLANNING OUT SOME POINTS TOGETHER WITH THE CULTIVATESDREAMS AND OTHER GROUP MEMBERS: MANAGEMENT AND GOVERNANCE, ACTIVITIES, EVENTS, AND MAINTENANCE OF THE SPACE CREATED DURING OASIS.

SOME EXAMPLES:

- CREATE A COMMUNITY CARETAKING ACTIVITY FOR THE SPACE CREATED
- CREATE AN ACTIVITY SCHEDULE SUCH AS EVENTS, WORKSHOPS, FESTIVALS AND FAIRS, AMONG OTHERS
- DEFINE A GROUP AND A CALENDAR FOR MAINTENANCE ACTIVITIES.

**\*Tip**

TO BEGIN THE NEXT OASIS, THE NEW TIME TRAVELERS MUST CREATE A GROUP OF MOBILIZERS TO GET THE GAME ROLLING AND VISIT POSSIBLE SITES OF INTEREST.

**\*Tip**

TO BEGIN MID- AND LONG-TERM PROJECTS, SET UP ACTION GROUPS FOR EACH DREAM AND DEVELOP A SPECIFIC PLAN FOR THE NEXT 3 MONTHS.

EACH GROUP MUST HAVE AT LEAST 2 CULTIVATESDREAMS.