



PARTNERS FOR YOUTH EMPOWERMENT

Mythic Wanderer

Creative Catalyst Workshop Series with Nadia Chaney

Welcome!

We will get started on the hour.

Please turn on your video
if possible before we begin.

Introduce yourself in chat

- Share your name, your location
- estimate how far away you are from the ocean
- share a memory, a dream or a story of the ocean



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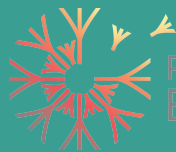
Group Introductions

Gallery view & everyone unmute

1st speaker volunteer (afterwards, call on the next person)

Name, (Opt: pronouns, land acknowledgements and/or any cultural identities)

- One image that gives you a good feeling of home
 - What brought you here
- If the way you feel was part of the ocean what would it be and why?



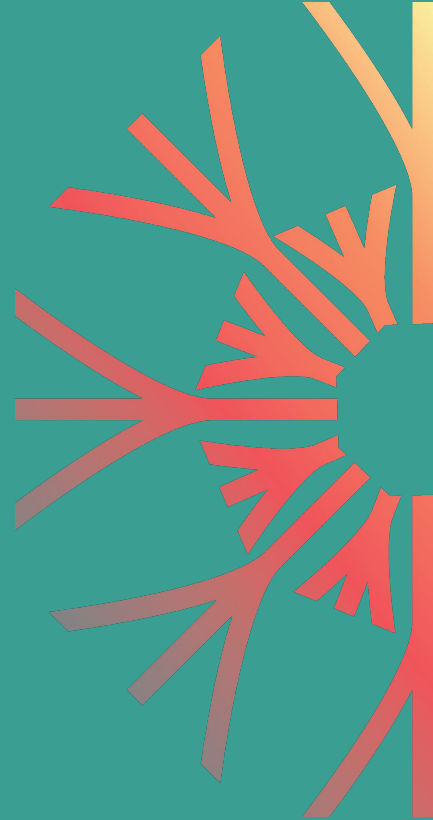
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After the 60-second warning, finish up, thank each other and click “Leave Breakout Room.”



WELCOME BACK

The rest of the group will
join us shortly.



GOALS

- To enjoy deep creative play in community
- To practice simple improvisation and world building
- To try out a fresh new game and help it improve



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Community Agreements

- Let “yes” soften the clay: Help everyone to feel a sense of inclusion and belonging
- Let “no” shape the clay: Be aware of each others boundaries.



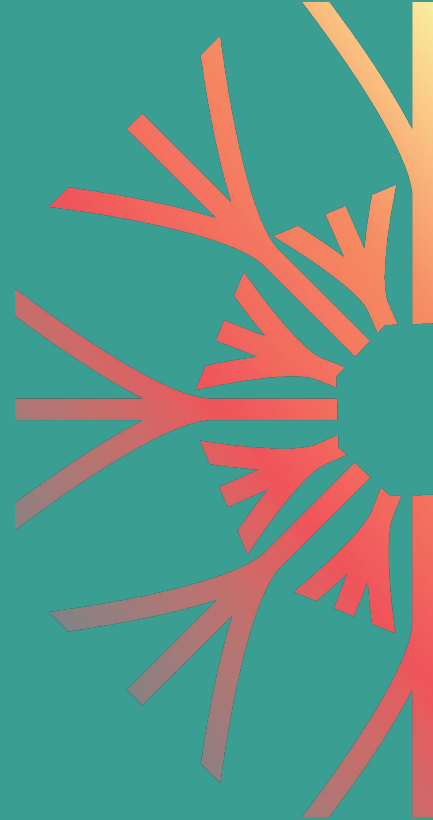
The Mythic Wanderer (20-30 mins)

You can play the Mythic Wanderer in any imaginary location you like! Today we will play in the ocean, as it may have been 500 years ago. An ocean before the industrial revolution, thronging with creatures, pirates, mermaids, islands...

- In your breakout groups, you will have ten minutes to create an ocean scene together. Just go round quick, get some suggestions, pick one and figure out how to make it happen.
- Everyone must have a role and everyone must be comfortable with their role. So it's okay to have a director-ish person, but each person is their own sovereign agent. The NOs are the shapers! Ideas for nos: seaweed, waves, fish can always add some nice atmosphere.
- Video can be on or off, you might want to use props or costumes...just create a scene quick!
- There will be a volunteer to be the mythic wanderer who will wander through the groups.
- Once the mythic wanderer has been to your breakout room your group will be disbanded and dropped into other rooms!
- Those groups will welcome you and help you quickly become part of their scene.
- If anytime you find it hard to understand what is happening in the scene you can always add a little background, like seaweed or a little fish OR you can come back to the main room and we'll put you in somewhere else.
- Once the mythic wanderer has been to all the groups we will all come back and they will tell us the story of all they have seen!

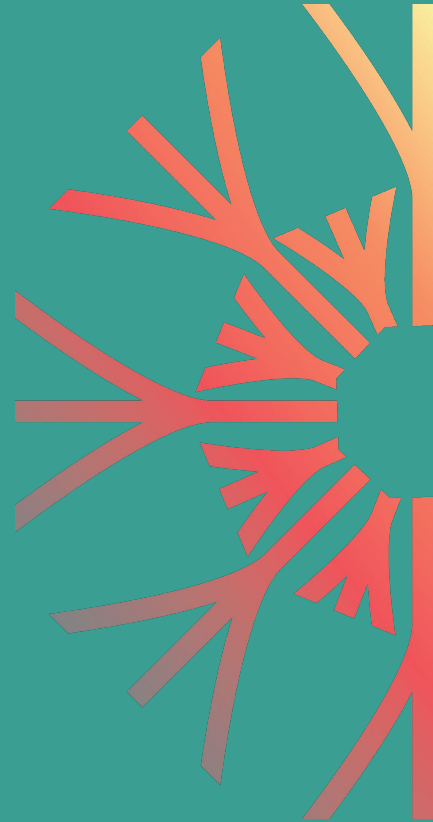
To the person who volunteers to be the Mythic Wanderer:

- Remember what you see, go from group to group, and to be able retell the story of what you've witnessed
- Rename the chosen one: 🐉 MYTHIC WANDERER



Debrief

- What did you notice as you played that game?
- What were the challenges? What were the obstacles?
- Did you learn anything about yourself as a group member?
- Did you lead, did you follow, did you surprise yourself?
- What does this game teach you about group work?
- How can you take this lesson with you?



Facilitation Tips

I.E.O.M Model:

Intentions. Essentials. Obstacles. Magic.

A framework for Preparing and Evaluating Activities

Designed by Nadia Chaney

Find out more:

www.nadiachaney.com/resources



Stay connected

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TIMEZONE

<https://www.nadiachaney.com/timezoneresearchlab>



Next Creative Catalyst:

May 11th | Reignite Inner Power | Chris & Kasia



PYE Online Trainings

May 18-21 Creative Facilitation 1 Online

June 10-11 & 17-18 Creative Facilitation 1 Online





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THANK YOU