



## Demo & Training Workshop

Featuring the *Friday Night at the ER*® Team-Learning Simulation Game

### **Purpose:**

- To build individual and team capacity for cross-functional collaboration, openness to new practices, and data-driven decision making
- To surface assumptions or mental models that impact organizational performance
- To foster the application of applied systems thinking for team and organization success

### **Day 1: Gameplay and Debrief**

12:00 pm	Welcome, lunch and introductions
1:00	Game play and scoring
2:30	<i>Stretch break</i>
2:45	Debrief discussion: the experience; learnings; application
3:45	<i>Stretch break</i>
4:00	Continue debrief discussion
5:00	<i>Close</i>

### **Day 2: Facilitator Training (optional)**

8:30 am	Reflection on yesterday, expectations and interests
9:00	Game materials, guide and license
9:15	FAQs from players and facilitators
10:00	<i>Stretch break</i>
10:15	Example uses and your plans
10:45	Designing the debrief
11:45	<i>Working lunch</i>
12:30 pm	Practice exercise
1:30	Replay the game, calculate scores
2:45	<i>Stretch break</i>
3:00	Wrap up and your next steps
3:30	<i>End</i>