

MY 70:20:10 Background Info

Target Group

The game will initially be used at networking events held by the Institute for Learning Professionals in Australia (see: www.ilpworldwide.org). These events are attended by members and guests, with the group ranging from 10 to 20 attendees.

The game may also be used as part of management or leadership development programs in business and government organisations.

Another possible use is with teachers at networking events or professional development courses.

Background to 70:20:10

According to the 70:20:10 model, learning at work comprises:

70%	Experience	Experiential learning	Learning from on-the-job experiences
20%	Exposure	Social learning	Learn from and through others
10%	Education	Formal learning	Learning from formal training or self-study

For a brief review of the 70:20:10 framework see:

http://www.dtssydney.com/blog/in_a_nutshell:70:20:10_learning_model

A prolific writer on 70:20:10 is Charles Jennings who has a blog at:

<http://charles-jennings.blogspot.com>

See in particular the following:

<http://charles-jennings.blogspot.com.au/2013/06/702010-framework-for-high-performance.html>

<http://www.slideshare.net/charlesjennings/the-702010-framework>

Here are some examples of different learning situations:

70%	<ul style="list-style-type: none">• Had the opportunity to lead a task force or project team• Worked with and learnt from a recognized expert• Filled in for a manager or colleague in another area.
20%	<ul style="list-style-type: none">• Received valuable coaching/advice from a colleague• Received valuable informal feedback from a manager
10%	<ul style="list-style-type: none">• Self study, e.g. book, videocast or audio/podcast• Attendance at a professional development conference

Game Materials

The game is played in a team of 4-5 players. Where there are larger groups, multiple teams play the game simultaneously. This requires multiple sets of game materials at the same event.

Each set of game materials includes the following:

- 1 game board
- 1 cardboard tube for storing game board(s), not less than 6.5 cm in diameter
- 1 packs of cards (4-5 different colours)
- 1 die
- 5 money pouches
- Approx. 100 gold coins
- 1 Banker's cap (or visor)
- Game instructions (x4) – laminated
- Timer (may not be included)

The game is introduced, guided and debriefed by a skilled facilitator, who is provided with an A4 (possibly A5), spiral bound Facilitator's Handbook.

Since the game will typically be played by multiple teams at the same time, the Game Kit will probably include 5 sets of game materials, but one cardboard tube for all the game boards.

All the above will be stored and transported in a (facilitator's) game carry bag.

Game Outcomes

The game is a structured process that involves participants in sharing personal learning experiences. Each learning experience shared is a story, so the game is fundamentally a process of telling and listening to stories.

The process ensures that everyone gets equal 'air time'. This sharing helps participants to identify and connect with each other (they may find they have learning experiences in common).

Key outcomes of the game:

1. Players learn about the 70:20:10 concept, in particular the many forms of social and experience-based learning.
2. Players learn about their peers with whom they play the game.
3. Players have a fun/enjoyable learning experience.

A key objective is that the combination of quality game materials and an enjoyable and beneficial social experience make a strong positive impression on potential members of the ILP.