

Leading and Facilitating Guide

Create-With-Nature – Market Street Prototyping Festival

The following is the training guide (developed) by Zach Pine that guided our interactions

Festival day begins with team member Introductions, intention, and plan for the day

1. Techniques

- a. Define and keep intentions in mind
 - i. Some examples: provide an opportunity for creative expression and collaboration; connecting participants with nature and each other; and providing a model of personal and collective action. Be aware of how much leading versus facilitating is called for.
- b. Tap into natural drives – to create, to touch nature, to connect with others, to explore and learn.
- c. Pitfalls: getting too attached to one's creation, freedom without responsibility, being too "other" – focused, shyness and fear.
- d. Show, don't tell: lead by example and modeling as much as possible
 - i. Build something, allow yourself to be excited about it – and then recycle it.
 - ii. Ask to join in. Ask others to join in. Share materials.
- e. Let the materials and the forces of nature do the talking
 - i. Hand a compelling item to a disengaged person to engage them.
- f. Facilitate additive and complementary groupings
 - i. Two people can build a wall faster than one
 - ii. A tower builder and a tower decorator can work together to make a beautiful wall
- g. Anticipate potential obstacles – calibrate your response to the needs of the participants
 - i. impending collapses/frustration
 - ii. "turf" protection and hoarding
 - iii. weapon making
 - iv. breaking materials – (is it 'to make,' 'to learn,' 'to share'?)
 - v. spectators
 - vi. personality conflicts

vii. figurative expression – cuts two ways

h. Photographs– pros, cons, approaches

2. Materials and Setting

- a. Create a space that feels like a village not suburbia – too much space and too many resources can breed isolation. An enclosed area with rounded borders is most welcoming.
- b. Variety in materials: rock, stick, flower (and parts), seed, pod, leaf, wood (tree cookies and tree muffins and tree cakes), root, shell, needle, flower-cap, stem, stalk, bark, seaweed, bone, nut, sand, mud, cone, frond, coral, fruits
 - i. Pitfalls: too much or too pretty, mess
 - ii. Avoidance of materials with potential harm – injury (blunt and penetrating), choking, poisons, smell
- c. Bases and backgrounds (in place or movable): big leaves, rounds of wood (tree pizzas), stumps
- d. Substrates – for poking things into and standing them up: sand, small pebbles, clay, soft soil
- e. Wind
- f. Light