

Workshop Planning Template - to be adapted as required

A quick version if you are in a hurry – the 7 Ps

Purpose	Why do you need this workshop? What will it achieve that a meeting wouldn't?
Product	What will it produce and how useful will it be?
People	Who needs to be there and what roles will they play?
Process	What will be the process by which the people will achieve the product?
Pitfalls	What are the risks and what processes do you have to set in place to minimise them?
Preparation	What would be useful or necessary to do in advance?
Practical concerns	Logistics: rooms, invitations, supplies, lunch!

THE FULL TEMPLATE

Defining and setting objectives	What are the objectives of the workshop? (What will a workshop achieve that meetings or research would not?)
May take a number of meetings to define Expect the emergence of hidden agendas	
Do background research (on issues and/or people). Use your understanding of client culture to create the right style of workshop.	
Look in the Manual for suggestions if you have to help the client surface and define objectives.	What outputs will be needed?
Don't be surprised if you have to come back here and refine the objectives once you have got further on.	
Clarify outputs – what format? To go to whom? How detailed? The discussions or just the conclusions? What will it be used for?	
Considering key players and their roles	Main facilitator and assistants
1. Who will be the main facilitator? What support will they need? Make sure you and the workshop sponsor agree on your/facilitators' authority	Any v senior people and how to manage them?
2. Any very senior people who may wish to attend - possible effects of their presence and how this should be managed?	
3. Identify useful participants – diversity of roles, experience & perspectives.	Main participants
Think in terms of tables of 6-8, ideally with a support facilitator per table. Decide how you will mix participants on each table and the extent you want them to be aware of each other's roles.	People who will attend to give inputs
4. Identify key people inputs & how to brief them. Inputs can be via video or 'guest appearances'.	

How to describe and 'sell' the workshop to participants	Main reasons why participants should attend your workshop
To manage expectations and develop a positive approach	
WHY should they attend: personal/group benefits WHAT: interactive, engaging method for reviewing/deciding HOW: specially designed, unique opportunity etc., etc.	
You may want to characterise the workshop as a democratic process and emphasise that it will be non- hierarchical. LATER	
Invitation letter or pack with the sales pitch, followed by day plan and map/directions and pre-task pack.	
Pre-workshop tasks	Pre-workshop tasks
To save time on the day To create a level playing field To focus people on the issues To allow them to share a relevant experience	
Explain the importance when describing the task.	
Timing	Start, lunch and finish times
How much time is realistically available and is it enough for all the objectives?	
What are the best start and finish times?	

Location

What locations are available within budget? What are the benefits and drawbacks of each in terms of

- Accessibility
- \circ Space
- Physical and psychological comfort
- Support / facilities
- Food / catering/ diets
- Relevant types of stimulation (to get people thinking/ feeling / understanding more of the issues

Budget

Theme / atmosphere / venue dressing

A metaphor to theme the workshop? What should the overall tone be? Use campaign materials to dress the room Create a sense of occasion if required with flowers or fresh fruit Aim to make participants feel relaxed and special

Support people /facilities

- Additional facilitators
- Secretarial help
- Professional note takers
- o Presentation equipment
- Cameras and recording facilities

Outlining a day plan					MATERIALS
Start by creating a facilitators version in which you put	TIME	ACTIVITY	PERSON	RATIONALE	REQUIRED
the activity, rationale for each section, as well as process comments (how it will work) and materials.					
If you don't know why you are doing a section, don't do it.					
Aim for 2-3 slots between breaks; varying the energy, having more thinking exercises in the morning and more doing in the afternoon.					
Allow time for:					
\circ Initial 'meeting' each other and group forming					
 Inputting information 					
 Discussion and gathering together of key points from all the discussions 					
 Creating /working with visual materials 					
(flipcharts, post its, images)					
 If idea generating then also evaluation Coming to consensus 					
 Coming to consensus Allocating action planning 					
 Allocating action planning Closing the day 					

Designing a facilitation day plan

If you are thinking about a whole day, break it up with 2-3 sessions/activities before each break. This will keep them within participants' attention span. You can keep the same subject; just create different types of activities around it.

AM 1	AM 2	BF	AM 3	AM 4						
Intros and warm up	Framework, resources	BREAK	Mix low and medium energy activities	Time to move into new territory						
Statement of objectives for agreement	Best time for learning, listening and discussion			Mix low and medium energy activities						
	Facilitator inclusive and uses		Good time to engage people in various tasks							
'Icebreakers' or 'Creative Warm up' help form the	techniques to avoid or deal with storming		Clear instructions	Move to various 'stations' for variety						
group and set the tone										
LUNCH BREAK – at least ¾ hour										
PM1	PM2	먉	PM3	PM4						
Aim for something energising after lunch	Aim for some application or concretisation of ideas	BREAK	Afternoon tea is often another low point	Completion						
				Summarising, action planning						
Mix medium and high energy activities	You can use different areas of the room.		Mix medium and high energy activities	Structure to support commitments						
				Time for individual reflection						
				Feedback Closing 'ritual'						

HINT Include an 'on arrival' slot for the facilitator at the start, to remind you what to bring and set up. Remember to include 'Ground Rules'.