



המרכז לניהול ואימון על פי ערכים
The Center for Managing and Coaching By Values
www.equity-mds.com



מה שחשוב...משחק ערכים

<http://www.equity-mds.com/katalog5.htm>

Dear customers ,

Thank you for choosing this amazing card game.

The objectives of this game:

The objective of the game is to generate a genuine dialogue. This game enables participants/players to discuss and discover their real values. They also understand the importance of some values of the other players and experiment this discovery through a dynamic and interesting game. The game also enables the diagnosis of what seems to be the reality amongst players and what should be the ideal future situation. If the game has been used according to our instructions, there is high probability that values in actions can be agreed upon and consensus about future behavior can be forged. This is a most empowering game that becomes even more critical during some important dilemmas in our lives.

The game can be used individually and in a team

The game was designed to be played with the cards opened so that all players can participate in the dynamic of reflection and follow our thoughts processes. Notes that in this game there are no winners and losers. It is designed only as a tool to help us understand our values, select and place in priority or hierarchy and examine how it fits our life objectives or the team we are part of.

What does the assessment entails?

(this is an interactive game and more information has been made available for you at the game web site)

The game includes a total of 58 beautifully illustrated cards. 51 of them includes different values (1 value per card)

On one side of each card you will find a mini illustration of the value and the name of the value in three languages. Hebrew-English –Arabic), and a ball bearing either a Red, Blue or Green colors. These will serve later to interpret the relative importance of the value (using a model that has a configuration of Economical (Red) - Ethical (Blue) - Emotional (green) axes). We label this model a life juggling model or a tri-axial model (The 3-E).

In addition, you will find 4 cards bearing the value of Trust. Trust is like a "Joker" in other cards games. And finally, you will find 3 empty cards (one for each color) that can be used in order to incorporate missing important values to the game

On the reverse side of each card – you will find an enlarged image/illustration of the value. This enables working with small children or connecting with imaginary values. The set also includes an instructor guide in each of the three languages (Hebrew, English & Arabic).

Finally, we have placed on the game web site many different versions of the game that have been developed by customers, family and coaches that share their respective experience. Our additional tools include video clips, information sharing. We highly recommend that you log into this web site for finding the latest updates to the game.

How to play? (the prototype basic version)

The game coordinator, after shuffling the cards hands over 5 cards to each player. They place it in front of them, and each player in his turn decides to replace one card (one value) with either a card that was tossed by another player or from the cards deck. Each player needs to explain his/her reason

for discarding the card. The order follows the direction of a clock (like the famous card game called Remi) until all cards have been selected and the deck has been depleted.

The first part of the game is personal and focuses on personal choices. At the end, each player needs to rank in order the 5 final cards from the relatively most important to the least important. Using a predesigned form each player rates each value on a scale of 4 to 9 for which he/she indicates the relative importance today..... and also the relative importance he/she wants the value to be in the future. The final stage is the calculation of a gap (i.e. the larger the Gap the more urgent an action might be needed).

The second part of the game is focused on the team. The objective of the second part is to try and select 5 values that everybody shares. This can be used with couples, family, work team, etc.). Sharing of values can lead to adaptation of agreeable policies and procedures to support and sustain the shared values.

More ideas and versions to play the game (full details are provided in the web site of the game)

A game for the couple

In addition to the prototype game each partner selects the 5 values that he/she thinks are the most important to his/her partner. This can lead to an interesting discovery and dialogue. Alternatively, each partner can point out the values that if completed by the partner will make them really happy

A game for a parent and a Child

A parent and a child can select the values that if completed will make their relationships very satisfactory. They can develop , then, jointly some benchmarks to ensure compliance with the agreed upon values in action.

A game for families

The game allows to select "what is really important" to each member of the family. A collective decision can be made on the core shared values (we recommend 5). Benchmarks for compliance and behaviors can also be agreed following the consensus.

A game with the focus on the illustrations

For coaches and facilitators:

this can be used as a warm up session in any group based activity where people get to know each other.

For very young children and kindergarten age:

very interesting to see the association and imagination of the children and what is their interpretation of the illustration. Discussion around. What does this illustration means to you!!!

For Basic coaching:

Enables coaches to quickly understand the world of a cohee and set the course for the remainder of the coaching session. More information on coaching in the web site and also ideas for using the card game for self-coaching.

For teachers & work team:

Each member of the team also advices his/her colleague of the values that might benefit them and comments on the values that they have decided not to retain . We call this process the "gift of Values"

For management team and leaders of organizations:

The game can serve for a manager or a commander to identify his/her preferred values and compare it with the values of their unit or organization. Understanding the nature of the gap, can lead to exploring new forms of behavior or changes in the organization.

So, Who wins in this game?

In this game everyone wins. We learn in an honest and methodical way who we are, what is important to us and to those close to us. There is, thus, the potential to select core share values and to translate it into daily actions and activities.

Detailed information on various versions and more ancillary tools available at our web site

Detailed information can be consulted and downloaded from the game web site. We have opted to do it this way as we can continuously update and add material and makes the game relevant. We recommend that you print the latest version and add it to the card box. Obviously we welcome more ideas and we will appreciate your sharing with the community of value followers.

Web site information for professionals

The web site was designed in a way to satisfy distinct professional groups. Given that the game has been used extensively by executives, psychologists, educators, and obviously Families, we have provided specific information for each of them.

Many organizations have decided to hand the game as a gift to their employees in special events, holidays, etc.

A few final words about the game

This is our 4th version of the game, and it is used in Israel and in many countries overseas. The game became very popular in Israel and is being distributed by all major retail bookstores. It is also used as tool by professional psychologists, coaches and educators. The game has been endorsed for quality by the Adler Institute in Israel. The game is based on many years of research that is described in the bestselling books "Managing by values", and "Coaching by values". In these books, the triaxial model of values is explained in details and thus one can understand the importance of the configuration of the practical axis (Red), the Blue axis (Blue) and the Emotional Axis (green).

About the game developers

Prof. Simon L. Dolan has written over 62 books and is considered to be the current Guru in the world of Values

Mr Avishai Landau has written 2 books on values, a children tale on values and have previously developed other games on values

We wish you a pleasant and productive experience

<http://www.equity-mds.com/katalog5.htm>



המרכז לניהול ואימון על פי ערכים
The Center for Managing and Coaching By Values
www.equity-mds.com



Values list

Friendship
Communication
Influence
Respectfulness
Family Relationship
Forgiveness
Affection
Supportiveness
Happiness
Justice
Self-esteem
Flexibility
Perseverance
Healthiness – Well Being
Initiative
Patience
Cooperation
Transparency
Punctuality
Organization – Order
Leadership
Calmness
Contribution – Add Value
Independence
Self-Control
Honor
Industrious
Fairness
Playfulness
Loyalty
Integrity
Planning
Privacy
Determination – decisiveness
Generosity
Traditionalism
Optimism
Empathy
Open Minded
Equality
Innovativeness
Environmental-friendliness
Saving-Reducing costs
Compassion
Safety & Security
Simplification

Appreciation
Money-Wealth
Consistency
Creativity
Pragmatism
Trust