



SOFT SKILLS AS A TOOL FOR CREATIVITY IN RURAL AREAS PROJECT

2020-1-FR01-KA204-079841

1) NAME AND DESCRIPTION OF THE TOOL

Walt Disney method is the tool that is going to be used in the training. The name comes from Walt Disney's company management method and the creator's name is Robert Dilts who is a NLP Practitioner. The method is based on dreaming, finding out creative and innovative ideas and finding solutions to the current problems. To achieve this, the method aims to increase the mental capacity of the person.

2) OBJECTIVES OF THE TOOL

- 1- Seeing the target in a very clear way.
- 2- Finding the obstacles and barriers and solutions to them.
- 3- Increasing the person's mental capacity.

3) CONNECTION OF THE TOOL SKILL

Self-motivation is one of the skills that should be developed by developing yourself. This tool is a strong way to see the targets very clearly. Because in The Dreamer Role, you only dream and see all the things positively, like the target is achieved. You go to the top of the hill and hold the target, have it in hand.

In The Realist Role you look back at the road you already passed. You know how to proceed. You know the correct action steps and plan each item depending on those.

In Critics Role, the action steps and the plans are being criticized. Because you think about all the possible problems. Therefore the solutions need to be determined. You think what would happen. The possible barriers, problems and how to act are related to this role.

This method provides courage and a clear mind to the person. Moreover it supports the person's self-motivation to be kept.



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4) RESOURCES & MATERIALS

1. This method can be executed with a big size of 3 papers for each group and can be laid on the floor with the name of the role.
2. 3 of A4 Paper and a pen to write down at each role.
3. Flipchart paper to write all and present on the floor

5) IMPLEMENTATION OF THE TOOL

- 1- Step 1 (3 minutes); Explanation & Preparation – The trainer explains how to proceed. Each group chooses a target in common. They are asked to play the roles. They should write down the results for each role. The duration will be 20 minutes and the presentation will be max 5 minutes. The groups will determine how much time to be spent in each role.
- 2- Step 2 (10 minutes max); Determining the groups - Each group should be between 5-8 people. The trainer makes the group play with a team. The trainer asks to make a circle and then asks for silence. The participants should line up side by side according to their birthdays (Only by day and month), 1st of January on the right side to the 31st of December on the left side, without speaking.
- 3- Step 3 (20 minutes); Teamwork- Each group has 3 papers on the floor. They write The Dreamer on 1 paper, The Realist on 1 paper and The Critics on 1 paper. They stand beside the first paper and start talking related to that role. They write down their notes. After they complete it, they step to the next role.
- 4- Step 4 (5 minutes max); Presenting - After all the notes are done it's their turn to present it on the floor with Flip Chart papers.

6) WHAT TO LEARN

- The participants learn to clear their minds on their targets.
- The participants learn how their target that they feel is hard can get easier to achieve.
- The participants develop their innovative or creative thinking.
- The participants feel the courage that they can find solutions and end their problems