

DIALOGO!

THE GAME FOR BUILDING
COMMON GROUND

READ BEFORE PRINTING

HOW TO ASSEMBLE YOUR DIALOGO! PRINT-AND-PLAY GAME KITS:

1. Print the rulebook on **double-sided** paper.
2. Fold the rulebook in half and staple together.
3. Print a copy of the cover. All game assets can be stored together in standard-sized plastic bags (**Page 3**).
4. Print the game board as a **single-sided** document on heavy paper. Cut the board on the guidelines. Use tape on the back of the board between three edges to make a fold-able board (**Pages 5 - 10**).
5. Print cards on **double-sided** heavy paper (**Pages 21 - 42**).
6. Cut the cards using the dotted lines. Group the Connect cards, the Go! cards, and Topic Idea cards separately.

GAME COVER SECTION

PRINT ON HEAVY
PAPER, SINGLE-SIDED

This game was created by
KAICIID Dialogue Centre in
collaboration with Mumkin Studio.



This game was created by
KAICIID Dialogue Centre in
collaboration with Mumkin Studio.



RULE BOOKLET SECTION

PRINT ON NORMAL
PAPER, DOUBLE-SIDED

THANK YOU FOR PLAYING!

KAICIID
CIID
DIALOGUE
CENTRE



THIS GAME WAS CREATED BY
KAICIID DIALOGUE CENTRE IN
COLLABORATION WITH
MUMKIN STUDIO.

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NOTES

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DIALO-GO!

The game for building common ground

“Diálogo” in Spanish, “Dialogue” in English, and “диалог” (dialog) in Russian come from the same root word: “διάλογος” (dialogos). The concept began with the philosophers of Ancient Greece, and it continues to this day.

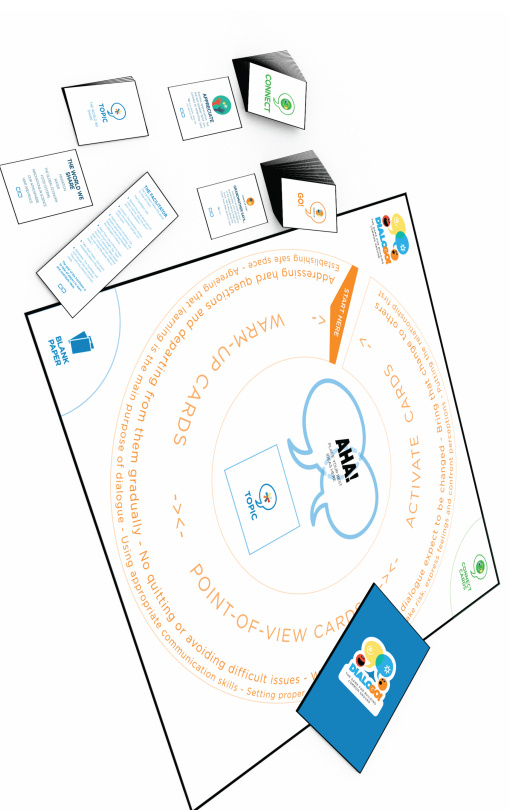
However you say it, dialogue means a conversation that leads to mutual learning and understanding.

This fun conversation game is perfect for players, ages 10 and up. The game supports players to practice active listening and other dialogue skills.

In our families, neighbourhoods and nations, we all have challenges that require collaboration and mutual understanding. Working in a team, listening actively, and speaking persuasively are important skills that we can improve.

All it takes is the art of dialogue!

NOTES

[illegible]

WHAT'S IN THIS KIT?

- » (36) GO! CARDS
- » (24) CONNECT CARDS
- » (4) TOPIC IDEA CARDS
- » (1) GAME BOARD
- » (1) FACILITATOR CARD
- » (1) RULEBOOK

YOU WILL NEED:

- » BLANK PAPER, PENS AND/OR PENCILS
» A SPOON, A MICROPHONE, A STICK (OR
ANOTHER TURN-TAKING OBJECT)
» A TIMER OR CLOCK
» AN OPEN MIND

INTERVIEW

1. The Interviewer starts by asking an open-ended (not a yes or no) question about one of the topics. Or, start by reading out a Go! card prompt about one of the topics.
2. The Interviewer uses Connect cards in any order to keep the interview going. After a Connect card is played, turn it over. Practice all of the Connect cards.
3. The Interviewer can also change the topic or read out a Go! card to help the Interviewee think of new ideas.
4. The interview is over when the timer rings.
5. To wrap up the interview, the Interviewer states something that they appreciated about the Interviewee's stories and ideas.
6. **OPTIONAL:** The Interviewer writes down notes about what the Interviewee is saying. The Interviewer writes a story about the interview, using quotes and ideas from the Interviewee.



GROUND RULES

- » We commit to words, not wars! No one turns a spoon/microphone into a sword.
- » With this spoon/microphone, we all have a right to speak. We commit to listen to each other without interruptions or judgments. It's okay to express our emotions. It's okay to change our opinions.
- » We take turns. Remember to say "Next!" when you have finished your turn to invite someone else to speak. Pass the spoon/microphone.
- » Give thanks. We all have important ideas. Remember to appreciate each other's ideas through writing down Aha! quotes.
- » Listen. The Facilitator sets the guidelines. We are all becoming facilitators.

1

FOCUSED CONVERSATION GAME

Play Dialogo! to create a focused conversation on one topic with 3-5 players.

SET-UP

1. Place the game board on a table. Place the Connect cards on the board where marked. Place paper, pen and pencils on the table.
2. The group reads the Facilitator Role card, and selects a facilitator.
3. The facilitator gets acquainted with his/her role **(page 6)**.
4. The group chooses a topic from the Topic Idea cards, or the group creates their own new topic. Write the topic on paper. Place it on the board where marked.
5. The facilitator chooses the Go! cards, and places them on the board, face down, where marked **(see opposite chart)**.
6. The Facilitator reads the Ground Rules out loud. The Facilitator can ask the players repeat back these Ground Rules **(see Facilitator card)**.

GAME-PLAY

1. The first player (to the Facilitator's left) turns over the first Go! card, next to "Start Here" on the board. The player reads the card out loud. Each player takes **one** turn, in no particular order, to respond to the Go! card. Say "Next!" to change speakers, and pass the spoon or microphone.
2. For their turn, players can choose to play a Connect card instead of responding to the Go! card. Use a Connect card to connect to what one other player said about the card.

turn responding to the same topic with their Go! card. Another player uses their Connect card, as before.

5. Players put used cards in the centre of the table.

6. OPTIONAL: If the group wants to play another round the last speaker can choose a new topic and deal out one new Go! card and one new Connect card to each player.

7. OPTIONAL: Players can use paper to write down AHA! quotes. Players can add star votes to the winning ideas.

3

PRACTICE INTERVIEW SKILLS

(2 players, 20 or more minutes)

You will use:

- » Connect cards
- » 1, 2, or 3 topics
- » 3 Go! cards

You will also need:

- » Blank paper, pens or pencils

SET-UP

1. Choose an Interviewer and an Interviewee.
2. The Interviewer places each type of Connect card on the table (warm-up, points of view, and activate) face up.
3. Together, the Interviewer and the Interviewee choose topics for the interview together. *What do you want to talk about today?*
4. Place the Go! cards on the table, face down.
5. Set a Timer for 20 minutes.

5. The Facilitator chooses a Connect card. Read the Connect card to the group. Ask all players to practice this Connect skill based on what their partner just shared.
6. If there is time, the Facilitator can ask the pair to switch Go! cards, and then form a new pair with a new person.
7. To finish, ask participants to share interesting ideas that they heard from their partner.

2 PLAY A CONVERSATION GAME (3-6 players, 10-15 minutes)

You will use:

- » One topic
- » One Go! card per player
- » One Connect card per player

SET-UP

1. Choose a topic. The Facilitator can use the Topic Idea cards, or the group creates their own. Write the topic that the group chooses on blank paper. Place it in the centre of the table.
 2. Hand each player one Go! card and one Connect card. The Facilitator can choose cards randomly, or select cards based on the topic.
- ### GAME-PLAY
1. Choose a First Speaker. **NOTE:** You can start with the youngest player, or the person whose name is last in the alphabet.
 2. The First Speaker answers the prompt on their Go! card.
 3. When the first player says "Next!", any player in the circle can use their Connect card to learn more.
 4. Then the person to the left of the First Speaker takes the next

GO! CARDS

How many Go! cards should you choose for the game? To find out the number of Go! cards, decide **how long you want to dialogue**. Divide the **number of minutes** by **two times (2x) the number of players**. This is the number of Go! cards you should use.

Length of Dialogue	3 players	4 players	5 players
20 minutes	3	3	2
40 minutes	6	5	4
60 minutes	10	7	6

The Facilitator chooses the Go! cards.

1. WARM-UPS get the conversation started.
2. POINTS OF VIEW produce new insights and information.
3. ACTIVATE cards lead to next steps and action ideas.

EXAMPLE: If you want to focus the game on personal stories and trust building, use 5 cards, Choose 1 Warm-up, 3 Points of View and 1 Activate card. Place the Go! Cards on the board, face down.

NOTE: The Facilitator can use a Connect card at every round.

3. At any point in the game, players can write down an AHA! An AHA! is a quote from another player that is: **a)** A new perspective on the topic, **b)** Important information about the topic, or **c)** Innovative ideas about the topic. Write the AHA! quote on blank paper with the speaker's name. Place the AHAs! in the centre of the game board where marked.
4. After each person has a chance to speak, flip over the next Go! card in the sequence. As before, every player takes a turn to speak about the Go! card, or plays a Connect card.
5. After the final Go! card, choose the winning ideas. The

Facilitator takes all of the papers from the AHA! pile. The Facilitator reads each AHA! quote out loud and then passes it around. Each of the players gets a total of **three stars** to vote for winning ideas. Players write a star to vote for AHA! quotes they like.

6. Count. *Which ideas won this game?* **NOTE:** A winning idea does not mean that the other ideas are not winners! Some ideas need more dialogue or research. Other ideas may work better in a different group of players.

7. To wrap up the game, players can share why they voted for an AHA! quote. They may also suggest next steps for action or research on the topic.

FACILITATOR ROLE

The Facilitator helps the group to stay on track and connected to the Topic.

The Facilitator will:

- » Remind the group about Ground Rules, such as “pass the spoon/microphone” and “no interruptions.”
 - » Connect. The Facilitator chooses to play one Connect card per Go! card round.
 - » Encourage other players to use Connect cards for more active exchanges of opinions and ideas.
 - » Watch people's emotions. Ask players about their feelings. Ask players to pause and breathe if the dialogue is intense.
 - » Keep time. Use a timer to keep track of each turn. Say “Next!” if someone takes longer than one minute per turn.
- NOTE:** This step is optional. It can help the group stay on track when time is limited.
- » Take down AHA! quotes. Write down interesting ideas in the game.

» **Remember: The goal of the Facilitator is to help all players contribute ideas. By choosing Connect cards, the Facilitator can help other players to share ideas.**

OTHER WAYS TO PLAY

1. Play an Icebreaker Round
2. Play a Conversation Game
3. Practice Interview Skills

1

PLAY AN ICEBREAKER ROUND

(5 or more players, 6 or more minutes)

You will use:

- » One topic
- » One Go! card per player
- » One Connect card

SET-UP

1. The Facilitator decides a topic for the day's discussion. The topic can connect to something the group is learning about. Choose from the Topic Idea cards, or create your own. Announce the topic to the whole group, and write it somewhere where everyone can see it.
2. Hand out one Go! card to each person in the group.
3. Have each person find a dialogue partner. Help the group make pairs.

ICEBREAKER

1. Each pair chooses a First Speaker.
2. The First Speaker responds to the prompt on their Go! card focusing on the topic.
3. To keep time, the Facilitator calls “Next!” after one minute of dialogue.
4. The Second Speaker responds to their Go! card on the same topic.

BOARD GAME SECTION

PRINT ON HEAVY
PAPER, SINGLE-SIDED

START HERE

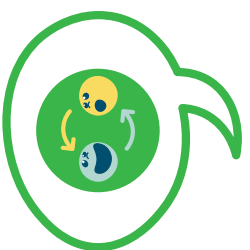
Add
Establish

CARDS

ing that change to others
ns - Putting the relationship first



THE GAME FOR BUILDING
COMMON GROUND



**CONNECT
CARDS**

ACTIVATE C
dialogue expect to be changed - Bring t
take risk, express feelings and confront perceptions -

AH

PLACE YOUR
IDEAS HERE



TOPIC

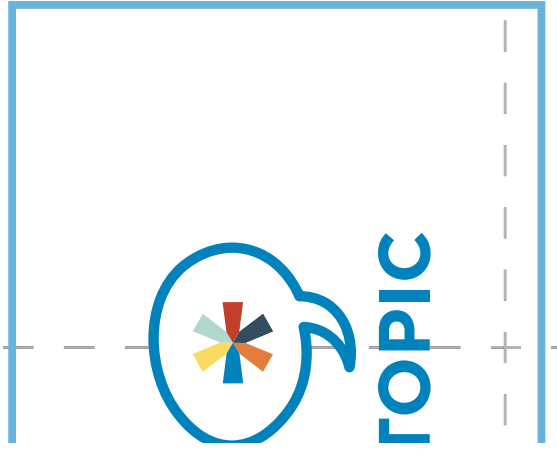
HERE

WARM-UP CA

Addressing hard questions and de
Establishing safe space - Agreeing that learn

Issues - While participating in dialysis
proper ground rules - Being honest. Take

VIEW CARDS





CARDS

and departing from them gradually - No
t learning is the main purpose of dialogue - Using a



BLANK
PAPER



POINT-OF-VIEW

No quitting or avoiding difficult issues
- Setting proper communication skills -



CARDS SECTION

PRINT ON HEAVY
PAPER, DOUBLE-SIDED



GO!



GO!



GO!



GO!



GO!



GO!



WARM-UP

TEN WORDS

Create a sentence about the TOPIC in just ten words.

Tip: Count the words on your fingers to keep track.

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WARM-UP

RHYMES

Poets and songwriters express their ideas in rhymes. Create one rhyme about the TOPIC.

Tip: If you like singing, sing your rhyme!

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WARM-UP

SUPERHERO!

You are a superhero. Say your superhero NAME. What's your special power? How will you use it to help the TOPIC?

Tip: Be silly or serious — it's your superpower!

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WARM-UP

TOUR GUIDE

Think of a place that connects to the TOPIC. Describe this place. Pretend you're giving a tour to new visitors.

Tip: Use gestures. Point out details of the place.

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WARM-UP

PICTURE PERFECT

Imagine you're a Photographer. What picture could you take to show people the TOPIC?

Tip: Use details.

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WARM-UP

ON YOUR FEET!

Stand up. Jump up and down. Every time you jump, say one word about the TOPIC. Jump at least 12 times. If you can't jump, raise both arms.

Tip: The words don't have to make a sentence.

CIID



GO!



GO!



GO!



GO!



GO!



GO!



WARM-UP

GENIE IN A BOTTLE

Congratulations! You have just found a magic bottle with a genie in it! The genie will give you one wish about the TOPIC. What's your wish?

Tip: Be careful! Genies are tricky!

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WARM-UP

ANIMAL WORLDS

Animals see the world differently than we humans. Choose an animal. Talk about the TOPIC from this animal's point of view.

Tip: Does this TOPIC impact nature?

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WARM-UP

ROBOTS

Say: "Hello! I am a robot. Based on data and observations, I think the most logical idea about the TOPIC is..."

Tip: Use robot voice.

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WARM-UP

ONE FACT

Name one fact you know about the TOPIC. Say how you learned the fact.

Tip: Careful! Is your fact an opinion?

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WARM-UP

FEELING WORDS

How do you feel about the TOPIC? Use feeling words. Say why.

Tip: Sad? Happy? Angry? Confused? Excited?

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WARM-UP

SURVEY SAYS?

Ask the group a Yes or No question about the TOPIC. Count the answers. What are the results?

Tip: For example: "Survey says 3 out of 5 people feel happy about the TOPIC."

CIID



GO!



GO!



GO!



GO!



GO!



GO!



POINTS OF VIEW

CHILD'S EYES

Describe your first memory about the TOPIC as a child.

Tip: What have you learned since then?

CIID



POINTS OF VIEW

CHOICES

What choices have you made about the TOPIC? Tell a story about one choice.

Tip: The choice can be large or small.

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POINTS OF VIEW

ANCESTORS

How was life 200 years ago...or more? What did your great-great-grandparents know about the TOPIC?

Tip: Use your imagination if you're stuck.

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POINTS OF VIEW

PARENTS

What do your parents (or guardians) think about the TOPIC? Do you agree?

Tip: What would they say in their own words?

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POINTS OF VIEW

ON A WALK

When you take a walk in your neighborhood, village, or city, where do you see the TOPIC?

Tip: Describe the scene.

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POINTS OF VIEW

IT'S A MYSTERY TO ME

What's the biggest mystery about the TOPIC? How would you study this mystery?

Tip: Start your question with 'Why' or 'How.'

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POINTS OF VIEW

GRANDMOTHER SAYS...

Introduce yourself as your grandmother, your grandfather or the oldest person that you know. Tell a story about the TOPIC from their point of view.

Tip: Act!

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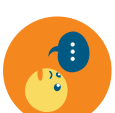
POINTS OF VIEW

COOKING SHOW!

Pretend you are a Chef. Make a dish that connects to this TOPIC.

Tip: Say ingredients. Name the dish.

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POINTS OF VIEW

MEDICINE

Imagine that you are a doctor. How do you think the TOPIC impacts people's health?

Tip: Where does it hurt?

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POINTS OF VIEW

I KNOW SOMEONE WHO...

Tell a story about someone you know. What's their experience with the TOPIC?

Tip: What makes it interesting to you?

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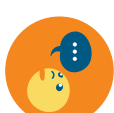
POINTS OF VIEW

REPORTER

You're a reporter. Write a headline for your big story about the TOPIC.

Tip: The average headline is 6 words long.

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POINTS OF VIEW

MAP MAKER

See the TOPIC from 1,000 meters high. How does the TOPIC impact land, water, and nature?

Tip: Draw a map or a picture.

CIID



GO!



GO!



GO!



GO!



GO!



GO!



ACTIVATE

TOWN COUNCIL

You are the Mayor. Your group is the Town Council. Ask each council member for one proposal about the TOPIC. What will you do in your town?

Tip: Make a list.

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ACTIVATE

PREDICTION

You have a strange talent. Sometimes, you can see 10 years into the future. What do you predict about the TOPIC in 10 years?

Tip: Why did you come up with the prediction?

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ACTIVATE

1,000,000 LIKES!

You are a film director. Describe the video you will make about the TOPIC.

Tip: What will make the video popular?

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ACTIVATE

CHALLENGE

Name one big challenge people face with this TOPIC. Can we solve it?

Tip: Solutions need new ideas!

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ACTIVATE

INVENTION

You are an inventor on a team of engineers. Describe the invention that will help the TOPIC. Get ideas from your smart team.

Tip: Draw. Make a diagram.

CIID



ACTIVATE

#HASHTAG

On social media, people use short phrases to create conversations. Create a hashtag about the TOPIC. Write a post to go with the #hashtag.

Tip: Keep it short!

CIID



GO!



GO!



GO!



GO!



GO!



GO!



ACTIVATE

SERVICE DAY!

Congratulations! 50 volunteers just arrived for a service day that you organised about the TOPIC. What should they do?

Tip: Where will the service day happen?

CIID



ACTIVATE

DESIGNER

Imagine a giant poster that will inspire people to think about the TOPIC. What are the pictures? The words?

Tip: Draw the design.

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ACTIVATE

INSPIRATION STATION

What are positive changes happening on the TOPIC today? What solutions do you know about?

Tip: Stuck? Ask the internet!

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ACTIVATE

EVENT PLANNER

Plan an event for 1,000 people to (1) learn about this TOPIC and (2) raise money.

Tip: Make the event fun. Make it newsworthy.

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ACTIVATE

TV TALK SHOW

You are invited to talk about this TOPIC on TV! Practice. Share the most important points you want to say.

Tip: Smile! You're on camera!

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ACTIVATE

WHO'S IN CHARGE?

In your community, who has the power to make a change on this TOPIC? How would you ask for their help?

Tip: Name people or groups.

CIID



CONNECT



CONNECT



CONNECT



CONNECT



CONNECT



CONNECT



BUILD ON IT

Connect. Add on to what the last speaker said with a new idea or story.

Tip: Use a link. Try “that reminds me of when...”

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APPRECIATE

Express appreciation. Tell the last speaker WHY you connect to what they said.

Tip: Give details. What did you learn or feel?

CIID



DETAILS

Ask the speaker for more sense details about their story.

Tip: “Can you describe how that looks? Sounds?”

CIID

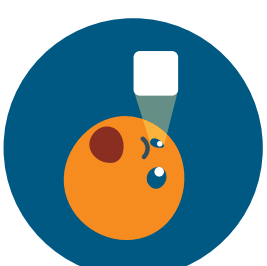


ACTIVE LISTENING

Repeat back what the last speaker said as accurately as you can.

Tip: Check if you were correct. Ask “did I get that right?”

CIID



REPHRASE

Say what the speaker said in your own words.

Tip: Use any language you choose.

CIID



EVIDENCE

Ask a question to learn HOW the last speaker arrived at their ideas about the TOPIC.

Tip: Stuck? Try, “how or where did you learn about this point of view?”

CIID



CONNECT



CONNECT



CONNECT



CONNECT



CONNECT



CONNECT



OPEN QUESTION

Ask the speaker an open-ended question.

Tip: An open question can not be answered with a YES or NO answer.

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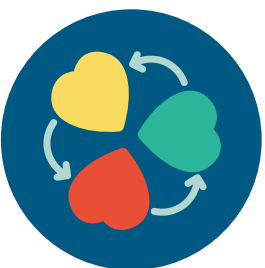


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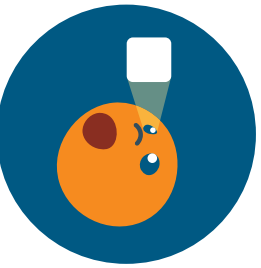


FEELING CHECK

Say how you are feeling about the dialogue, and what the last speaker said.

Tip: Use feeling words: happy, sad, surprised, grateful ...

CIID

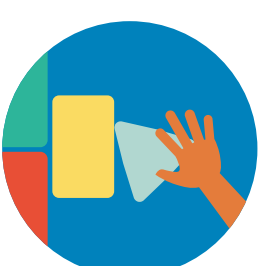


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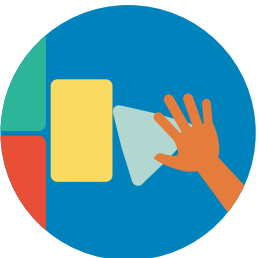


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CONNECT



CONNECT



CONNECT



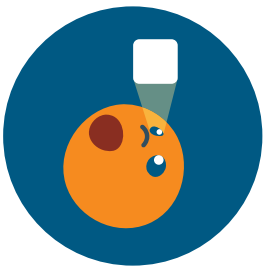
CONNECT



CONNECT



CONNECT



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CIID



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CIID



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FACILITATOR CARD

The Facilitator helps the group to stay on track and connected to the Topic.

The Facilitator will:

- Remind the group about Ground Rules, such as “pass the spoon/microphone” and “no interruptions.”
 - Connect. The Facilitator chooses to play one Connect card per Go! card round.
 - Encourage other players to use Connect cards for more active exchanges of opinions and ideas.
 - Watch people’s emotions. Ask players about their feelings. Ask players to pause and breathe if the dialogue is intense.
 - Keep time. Use a timer to keep track of each turn. Say “Next!” if someone takes longer than one minute per turn. **NOTE:** This step is optional. It can help the group stay on track when time is limited.
 - Take down AHA! quotes. Write down interesting ideas in the game.
- Remember: The goal of the Facilitator is to help all players contribute ideas. By choosing Connect cards, the Facilitator can help other players to share ideas.**



TOPIC

FAMILY MATTERS



TOPIC

CULTURE & POLITICS



TOPIC

BELIEFS & VALUES



TOPIC

THE WORLD WE
SHARE

GROUND RULES

- We commit to words, not wars! No one turns a spoon/microphone into a sword.
- With this spoon/microphone, we all have a right to speak. We commit to listen to each other without interruptions or judgments. It's okay to express our emotions. It's okay to change our opinions.
- We take turns. Remember to say "Next!" when you have finished your turn to invite someone else to speak. Pass the spoon/microphone.
- Give thanks. We all have important ideas. Remember to appreciate each other's ideas through writing down AHA! quotes.
- Listen. The Facilitator sets the guidelines. We are all becoming facilitators.

CIID

CULTURE & POLITICS

THE YOUTH GENERATION
HUMAN RIGHTS
CARTOONS
SCHOOLS
GAMES
TODAY'S NEWS SOCIAL MEDIA

CIID

FAMILY MATTERS

CARING FOR OTHERS
GROWING UP
HOLIDAYS
FAMILY TIME
CHORES
MY EVERYDAY CHALLENGES

CIID

THE WORLD WE SHARE

MIGRATION
WATER
THE GLOBAL ECONOMY
FOOD SYSTEMS
INNOVATIONS IN SCIENCE
OUR ATMOSPHERE
WAR AND PEACE

CIID

BELIEFS & VALUES

FORGIVENESS
GRATITUDE
MARRIAGE
KINDNESS
BIRTH & DEATH
GREAT LEADERS
INCLUSIVENESS
JUSTICE
FAITH STORIES

CIID