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| |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  | | --- | | **Big Ideas for module 1**  >Designing the problem tree, it has to address the human condition.  >In a big group project, there IS such a thing about being too specific. Information overload! Remember to be focus.  >Intervention strategy- plan the end at the beginning  >The groan zone can lead to some interesting choices. Need to embrace the moan and groan to get to the creative dissonance to achieve breakthrough. It’s ok if it takes a long time. It’s worth it in the end.  >Ground rules contribute to team productivity.  >Sense of ownership facilitates group motivation, creativity and focus.  >Change in knowledge doesn’t mean a change in behavior.  >Political will trumps economic resources.  >Development is an iterative process.  >A vision is very important to know what you stand for.  >Corruption kills development.  >Shared facilitation leads to shared ownership.  Top of Form | | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  | |   Top of Form    Bottom of Form  Top of Form    Bottom of Form  **Document Saved Successfully** | |  | |  |  |  | | |  |  | | --- | --- | | |  | | --- | |  | | |