Facilitation Strategies

Structure	Strategy	Description
Low	Random or "*Popcorn*"	Participants respond to prompt(s) randomly, with minimal facilitator intervention.
Low	Hand Raising	Participants respond to prompt(s) by raising hands, facilitator invites contributions at their discretion.
Low	Pair & Share	Participants respond to prompt(s) in pairs, facilitator may invite report outs to the large group.
Low	Small Group Reflection	Participants respond to prompt(s) in small groups, facilitator may invite report outs to the large group.
Low	Reflective Writing (Semi-Structured)	Participants respond to prompt(s) by completing a questionnaire, inventory, or series of questions.
Low	Reflective Writing (Unstructured)	Participants respond to prompt(s) by free-writing.
Low	Reflective Drawing	Participants respond to prompt(s) by illustrating their thoughts, feelings, and experiences.
Low	Collaborative Drawing	Participants respond to prompt(s) by illustrating their thoughts, feelings, and experiences in small groups.
Low	Media Reflection	Participants respond to prompt(s) following a shared media experience, i.e. a video, podcast, etc.

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Medium	1, 2, 4, All	Participants respond to prompt(s) by progressing from individual, paired, small group, and large group reflections.
Medium	2 Quotes, 2 Comments, 2 Questions or "*Think Cards*"	Participants prepare 2 quotes, 2 comments, and 2 questions before the dialogue in response to a prompt or shared reading.
Medium	Silent Dialogue	Participants respond to prompt(s) hung around the room by writing on poster paper or attaching post-it notes.
Medium	Caucuses	Participants respond to prompt(s) in affinity groups. Facilitator may choose to integrate affinity groups for large group discussion.
Medium	Four Corners	Participants respond to prompt(s) by sitting in a corner of the room that reflects their initial disposition (Strongly agree, agree, disagree, strongly disagree)
Medium	Randomized Notes or "*Snow Balls*"	Participants respond to prompt(s) by writing on a note card or piece of paper. Cards are randomized and redistributed to be read allowed by fellow participants.
Medium	Gallery Walk	Participants respond to prompt(s) after touring written messages, images or artifacts around the room. Items may be furnished by the facilitators or fellow participants.
Medium	Budgeting or "*Tokens*"	Participants respond to prompt(s) by exchanging a token (i.e. a chip, popsicle stick, card, etc.). One token = one contribution. Participants must be judicious about "spending" their tokens.

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High	Whip Around	Participants respond to prompt(s) by taking turns sharing in circle, clockwise or counterclockwise. Participants may contribute or pass. Contributions will "whip" around until exhausted or time runs out.
High	Wagon Wheel	Participants respond to prompt(s) by sitting in concentric circles, facing one another in pairs. The facilitator rotates the outer or inner circle between prompts to establish new pairs.
High	Stack Taking (Standard)	Participants respond to prompt(s) by raising hands. The facilitator maintains a queue, and invites contributions in the order in which hands were raised.
High	Stack Taking (Progressive)	Participants respond to prompt(s) by raising hands. The facilitator maintains a queue, and invites contributions in the order in which hands were raised. The facilitator maintains discretion to advance historically marginalized voices to the top of the queue.
High	Fishbowls	Participants sit in two concentric circles, all facing the center. The inner circle responds to prompts. The outer circle may only listen and take notes.
High	Body Sculptures or "*Silent Theatre*"	Participants respond to prompt(s) by designing sculptures with the bodies of their fellow group members. Once a sculpture is constructed, the large group shares their observations, reactions, and reflections. Sculptures may be still or kinetic.
High	Spectrums or "*Cross the Line*"	Participants respond to prompt(s) by sitting or standing along a physical spectrum established across the room. The facilitator may also create a binary reflection, and invite participants to cross a line on the floor.
High	Audience Response Technology	Participants respond to prompt(s) utilizing clickers or text message software. Responses are typically aggregated and anonymous. The large group may then reflect openly on the distribution of their responses.
High	Case Study	Participants analyze and discuss a case study relevant to dialogue content. Prompts are embedded in small group deliberation and large group debrief.