

# The Cover Story

## EXERCISE DESCRIPTION:

The Cover Story is an exercise that's about pure imagination which can be used for multiple purposes. The object of the journalistic version of the game is to act as journalists whose job it is to capture the highlights and key learnings from an event so that participants can:

- Remind themselves and
- Share with others upon their return home.

This game is worth playing as a creative way for Learning Labs to distill, make sense of and communicate what they learned during their time together.

## EXERCISE HOW-TO:

**Time required:** 60 minutes

- Each Learning Lab will be given a flipchart size poster of the visual and various art materials.

## Instructions:

1. Introduce the exercise and explain that its purpose is to get their Learning Lab to tell the BIG story of what they learned at this event and its implications for their work.
2. Learning Labs are invited to brainstorm what they want to include under each heading in the graphic. Specifically:
  - **Headlines** – Convey the substance of the story
  - **Quotes** – Can be from anyone as long as they relate to the story
  - **Brainstorm** – These are initial ideas related to the cover story that you documented
  - **Images** – What illustrations support your content?
3. Once all posters are completed, invite labs to post them on a wall and then take a “gallery walk” to view and admire the Cover Stories that others have created.

# The Cover Story Worksheet

