

What would you do if someone gave you...?

One of the most important resources that any of us have is our sense of passion, calling, vision...the things that we care about and are interested in. Oftentimes, however, those motivators can get stifled under a perceived lack of resources— not having enough time, money, or ability to engage the projects that we are burdened for may cause us to ignore those things that are the heartbeat of who we are. When our calling and passions get set aside, we will struggle to be the most excellent stewards and contributors that we can be, and our sense of ownership in the group’s endeavors will be minimal.

During a season of life when I found myself struggling with being able to even identify (much less act on) my passions, I developed this conversational ‘game’ for my wife and I to use to stimulate ourselves into dreaming, exploring our deep interests and desires, and creating a vision for what we could do if we were unhindered by perceived resource limitations.

In my book, [*Embracing Followership: How to Thrive in a Leader-Centric Culture*](#), I emphasize the importance of personal development and growth in self-awareness (see Chapters 5 & 11), as well as indicating the value of being able to articulate one’s vision (Chapter 12), and to engage in activities in which you have a sense of ownership (Chapter 7). This ‘game’ can be a valuable exercise (even as an individual reflection) for being able to tap into those core motivators and interests.

In the follow-up book, [*Embracing Followership: A Discussion Guide for Teams & Small Groups*](#), that individual journey of growth and reflection is brought into a group context, and there too this activity can be a mutually encouraging way of exploring the interests and desires of a group and its members. This particular activity will be especially suitable for accompanying the material in Study #4, but also relevant to Studies #2, #5, #6.

The activity is simple, requiring only the chart on the next page and 4 standard game dice (or a dice-rolling app on your smartphone!). The overarching question is: “What would you do if someone gave you...?” There are then categories of resources, followed by quantities, and finally a purpose. Group members simply take turns rolling the four dice, and then complete the formulation of the question with the particular resource (time, money, knowledge/skill/ability), the quantity of that resource (how much time, how much money, what level of ability), and the realm of life where you would make this contribution (the purpose). Then, it’s time to answer the question for yourself! You, and those in your group, will be surprised and inspired, and hopefully encouraging and affirming about the answer. And then it’s their turn to roll the dice!

What would you do if someone gave you...?

Resource:

Dice Roll	
<u>1-2</u>	<u>Time</u>
<u>3-4</u>	<u>Money</u> (\$, £, €, etc.)
<u>5-6</u>	<u>Knowledge/Skill/Ability</u>

The idea of being given a resource is that it's specially imparted to you for you to use within the realm of your particular purpose (right hand column). If someone gave you time, you would be freed up from other responsibilities for that period in order to engage in your purpose. If someone gave you money, you would have access to financial resources that you wouldn't normally have, but doesn't necessarily grant you extra time or energy. If someone gave you knowledge/skill/ability, then you would suddenly be gifted with the mental or physical acumen to be able to contribute to your purpose (but that doesn't automatically give you the time or the money that may be required!). Note that the Quantity chart to use depends on which Resource you rolled, and you will sometimes only need 3 dice rolls (rather than 4), as the extra roll is only necessary to specify how much of certain quantities is given (marked with *).

Quantity:

Dice Roll		(<u>Time</u>)
<u>1</u>	<u>Half-days*</u>	
<u>2</u>	<u>Days*</u>	
<u>3-4</u>	<u>Weeks*</u>	
<u>5</u>	<u>Months*</u>	
<u>6</u>	<u>Years*</u>	

Dice Roll		(<u>Money</u>)
<u>1</u>	<u>Tens*</u>	
<u>2-3</u>	<u>Hundreds*</u>	
<u>4-5</u>	<u>Thousands*</u>	
<u>6</u>	<u>Lavish! (100k's, millions!)</u>	

Dice Roll		(<u>Knowledge/Skill/Ability</u>)
<u>1-2</u>	<u>Amateur</u>	
<u>3-4</u>	<u>Enthusiast</u>	
<u>5-6</u>	<u>Professional</u>	

* If one of these quantities is rolled, then the additional dice roll determines how many hundreds of dollars or number of days, etc.

Purpose:

Dice Roll	
<u>1</u>	<u>To invest in your hobby</u>
<u>2</u>	<u>To improve your home</u>
<u>3</u>	<u>To bless your family</u>
<u>4</u>	<u>To engage in personal development</u>
<u>5</u>	<u>To enjoy yourself</u>
<u>6</u>	<u>Anything!</u>

Activity Variations & Group Debriefing Suggestions

The chart on the previous page is the original version of this activity, but there are certainly other categories of resources and purposes that might be of interest to you and your group. The chart on the next page is an alternative version with additional items, a menu of selections that you can choose from for your particular group discussion (or personal reflection). Setup the activity by marking the number of the dice role that will indicate a particular selection (you can choose up to 6 items if using standard dice, though there are apps and physical dice which allow for 8, 10, 12 and more!; if using less than 6 items, assign a range of dice values to each selection: e.g. 1-2, 3-4, 5-6 or permit a 'wildcard' result enabling the person to choose whichever selection they'd like to consider). Additional blanks have been included so that you can add your own selection items as well, beyond the suggestions made. There is a sample alternative activity chart included on page 5.

There will be great value in people simply taking turns and sharing how they would employ themselves if gifted with certain resources and focused with a particular purpose. But this activity can be made even richer by looking for the bigger picture: are there any common elements heard across several people's sharing? Did two or more people share some things that seem very complementary, which might contribute to some larger project or purpose? This will be especially important if members of the group actually work/volunteer/engage together (or are family members). Can you encourage someone to take a small step toward the fulfillment of one of their visions? Even though their resources may not be as plentiful as what was rolled on the dice, is there some way that progress can be made toward fulfilling that passion? For instance, maybe you haven't been given the gift of 4 years in order to pursue a PhD as an expression of personal development, but could you at least take a weekend seminar in an area of interest? Perhaps even more tangibly, rather than just encouraging some brainstorming, someone in the group may actually be able to make a gift of time, money, or impart some knowledge to help make another group member's vision into a reality!

The goal of the activity is not simply to put our heads into the clouds and dream about the impossible. Rather, it's to uncover the contributions that get us excited, which reveal our heartbeat, which lead to the fulfillment of purposes that we feel like we were made for and care about. So why not actually find a way to turn the visions shared in this conversation into feet-on-the-ground action?

What would you do if someone gave you...?

Alternate Customizable Version

Resource:

Dice Roll

- Time
- Money (\$, £, €, etc.)
- Knowledge/Skill/Ability
- Energy
- Faith/Courage
- Help/Teammates/
Co-Workers/Personnel
- Authority/Influence/
Relationships
- Supernatural Ability^
- _____
- _____
- _____
- _____

^ We suggest you might consider a 'real' supernatural physical ability, like being able to go without sleep, superior strength or speed; or you might go more towards superhuman virtues: heroic patience, divine wisdom/understanding, peacemaking, etc.

Quantity:

Dice Roll

- _____
- _____
- _____
- _____
- _____
- _____

Dice Roll

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Purpose:

Dice Roll To...

- invest in your hobby
- improve your home
- bless your family
- engage in personal development
- enjoy yourself
- anything!
- care for the less fortunate
- further your faith (or a cause you support/believe in)
- improve your workplace/ environment/community
- connect with others
- build/establish something new
- influence/shape an organization
- break a world record/become famous/build your reputation
- create a piece of art (medium? style/genre? meaning?)
- _____

What would you do if someone gave you...?

Sample Setup—Alternate Customizable Version
(perhaps for an office brainstorming session)

Resource:

Dice Roll	
—	<u>Time</u>
—	<u>Money</u> (\$, £, €, etc.)
<u>1-2</u>	<u>Knowledge/Skill/Ability</u>
—	<u>Energy</u>
—	<u>Faith/Courage</u>
<u>3-4</u>	<u>Help/Teammates/ Co-Workers/Personnel</u>
<u>5</u>	<u>Authority/Influence/ Relationships</u>
<u>6</u>	<u>Supernatural Ability[^]</u>
—	_____
—	_____
—	_____
—	_____

[^] We suggest you might consider a 'real' supernatural physical ability, like being able to go without sleep, superior strength or speed; or you might go more towards superhuman virtues: heroic patience, divine wisdom/understanding, peacemaking, etc.

Quantity:

Dice Roll	
<u>1-2</u>	<u>One partner/assistant</u>
<u>3</u>	<u>Three teammates</u>
<u>4</u>	<u>A dozen co-workers</u>
<u>5</u>	<u>An entire department</u>
<u>6</u>	<u>A whole organization</u>
—	_____

Dice Roll	
<u>1-2</u>	<u>As a team leader</u>
<u>3-4</u>	<u>As a department head</u>
<u>5</u>	<u>As a CEO</u>
<u>6</u>	<u>As a Hollywood celebrity</u>
—	_____
<u>1-2</u>	<u>For one week</u>
<u>3-4</u>	<u>For one month</u>
<u>5-6</u>	<u>For life</u>

Purpose:

Dice Roll	To...
—	<u>invest in your hobby</u>
—	<u>improve your home</u>
<u>1</u>	<u>bless your family</u>
—	<u>engage in personal development</u>
—	<u>enjoy yourself</u>
—	<u>anything!</u>
<u>2</u>	<u>care for the less fortunate</u>
<u>3</u>	<u>further your faith (or a cause you support/believe in)</u>
<u>4</u>	<u>improve your workplace/ environment/community</u>
—	<u>connect with others</u>
<u>5</u>	<u>build/establish something new</u>
<u>6</u>	<u>influence/shape an organization</u>
—	<u>break a world record/become famous/build your reputation</u>
—	<u>create a piece of art (medium? style/genre? meaning?)</u>
—	_____