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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 |
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