**Credo Tackle Box**

**CREDO BEHAVIOR:** Any of the 6 Credo Behaviors

**TITLE:** Analogy Brainstorm

**AUDIENCE:** Staff and leaders

**PURPOSE:** A playful way to remind people of the Credo behaviors with a little fun.

**Preparation:** Bring an example or two of an analogy to use when giving the instructions.

**Approximate Time:** 10 minutes

**Audience/Group Size:** 12 – 15, divided into 2 or more groups

**MATERIALS:** A timer or stopwatch, whiteboard or 2 poster sheets for brainstorming, markers

**DESCRIPTION:** Select any one of the 6 Credo Behaviors. Instruct the group that they have 4 minutes to brainstorm in titles from a specific category (music, movies, places, nature, historical figures, etc.). The titles must relate to the selected Credo behavior. The goals is to brainstorm as many analogies (songs as an example) for that Credo Behavior as possible within the allotted 4 minute time. Teams will write their analogies on a board. To add to the fun, if music is the category, they must sing the tune.

Remind the group: an analogy is a parallel that explains more about that behavior. Example: *I communicate effectively … song - “I can see clearly now (the rain has gone) …”*

*Adapted from the IAF* database, <http://www.iaf-methods.org/node/5084>.