



These resources can be used in workshops of any size. Ideally people would work through each tool in pairs or threes on tables. You should have a person act as a facilitator; they will elicit sharing on the table and move through the agenda.

1) Utopia/dystopia. These resources are used as an ice-breaker - both to get attendees talking to each other, and to get them thinking and talking frankly about their broad hopes ('The Tribute') and fears ('Daily Fail') for citizen assemblies. Imagine it is 2020 and you have a citizen assembly. What are people saying? Everyone generally starts by writing headlines, but even the less confident drawers will usually have picked up a pen and had a go at the illustration by the end. *(Total: 15 mins)*

2) Evidence Discovery. The evidence discovery cards are designed to give attendees more information on deliberative democracy, to prompt them to think about their own experience in and to ask questions. The cards cover context, benefits, case studies and quotes and references. They can be pinned on boards around the room or spread around the table. Attendees are encouraged to interact with the evidence on the cards by using post-it notes to add their questions, or to comment on anything they find interesting or that they disagree with. Blank evidence cards are also provided so that attendees can add their own evidence. During this activity you might want to ask attendees to write their own ideas for citizen assembly topics on a flipchart for everyone to see. This can act as inspiration for others. *(Total: 25 mins)*

3) Personas. This exercise is designed to

encourage attendees to build empathy with the people who will make citizen assemblies a reality. We have already identified 5 key stakeholders (citizen, Responsible Officer, Director, Chief Executive and Councillor), but attendees were welcome to choose their own if they feel someone was missing. You might want to choose someone who you know might be more of an obstacle to delivering the citizens' assembly so you can work through the issues raised by this. *(Total: 15 mins)*

4) Journey Map. Attendees then map the emotional journey of their persona, beginning with their first point of engagement in the citizen assembly. Key points in their journey are plotted on the map, and explained in detail. The primary point of this exercise is to identify the low points on the journey, which attendees are asked to circle. *(Total: 15 mins)*

5) Challenge Cards. The low points in the journey map are then turned into challenge questions ('How can we...?'), which are placed in the middle of the table. The table rapidly generates ideas (written on post-it notes) on how to address these challenges. The aim is to generate a high volume of ideas. The facilitator occasionally gives prompts (e.g. 'What is the wrong solution?') from the front. *(Total: 15 mins)*

6) Policy on a Page. Now that risks and mitigation strategies have been identified, groups are given the chance to go into their ideas in more detail. *(Total: 15 mins)*

7) EOI Review. The workshop activities have been aimed at helping the attendees to fill in their Expression of Interest. The EOI Review form gives them the chance to revisit all of their workshop outputs in relation to the questions they'll need to answer on the EOI. *(Total: 30 mins)*