

OPPORTUNITY GAMES

Unfortunately/Fortunately

The idea is you are going to create a story as a group around the circle, adding a line each time. The only rule is that the lines **MUST** alternate between Unfortunately and Fortunately with each participant adding to the next part of the story.

For example:

Unfortunately my flight hit some turbulence
Fortunately it didn't last too long
Unfortunately the turbulence made the engine to fail
Fortunately there were parachutes on board

The game encourages each participant to be creative. The Facilitator may choose to end the game on either unfortunately or fortunately which can aid the discussion after. Participants can talk about how the experience was for them, high or low points and how they are feeling about where their story ended.

Adapted from David Scott Marley