**AARC Kick Off Design**

**WELCOME**

*Let me tell you the story of AARC …*

* Use an analogy
* Tell a simple story of AARC, what happened and what will hopefully happen next
* Conclude by stating that there is old material from AARC fabric as well as elements and features, so it all needs to be integrated. Let’s begin by getting to know e/o.

**MEET AND GREET [in random teams]**

*Connecting Stories*

The goal of the game is to connect individual mini-stories in an interesting way. Each person must share at least one item that connects to the other mini-stories. The longer the chain of items that can be created, the better.

**WHY ARE WE HERE TODAY?**

*WHAT DO WE KNOW ABOUT AARC? [in actual WP teams/ subteams]*

Bottom up brainstorming

If you were to visualize AARC as a system of interrelated parts, a well-greased machine, a perpetuum mobile, *how would it look like*? What would be the necessary pieces of the puzzle and how they should be interrelated?

**OFFICIAL AARC COMMUNICATION** *[in actual WP teams/ subteams]*

Reporting on AARC1 and communicating AARC2 objectives. Relating to bottom up input and integrating it with the actual AARC’s agenda.

Think, plan and design set of OBJECTIVES and KEY RESULTs that your team would like to put forward in order to achieve AARC2 objectives. Set the deadlines, integrating deliverables and milestones.

**HOW ARE WE GOING TO GET THERE**

*WHAT EVERYBODY BRINGS TO THE TABLE – explicate the set of skills, attitudes and knowledge available in AARC to achieve its objectives*

Bottom up brainstorming - In order to realize the strategy, what does everybody bring to the table.

*What are you good at?*

*Where we might need help?*

*How do we complement each other?*

**SUMMARY**

AARC2 goals

AARC2 team goals and plans

AARC2 skill set

**WHAT IS NEXT?**