P2P
LS Immersion

Practices:
1. **Multi-day wksp immersion**
2. ½ –day or less session
3. Routine meeting/class
4. User Group
5. Virtual sessions
6. Action Research Project
7. Coaching/Consulting
   - Selection Matchmaker
   - Hope & Believe Possible
   - Shaping invitations
   - String/Storyboard Practice
   - Falling Off Horse Lessons
   - Learning materials (books, design cards,
   - LS Punctuation
   - Coaching leaders
   - Meta-learning F L O W
   - DNA of LS

Structure:
1. Form Design Group (2-15)
2. Use social media
3. Rotate leadership
4. Establish user group/CoP; tap local users; twosies
5. Use of movement, space, & all senses
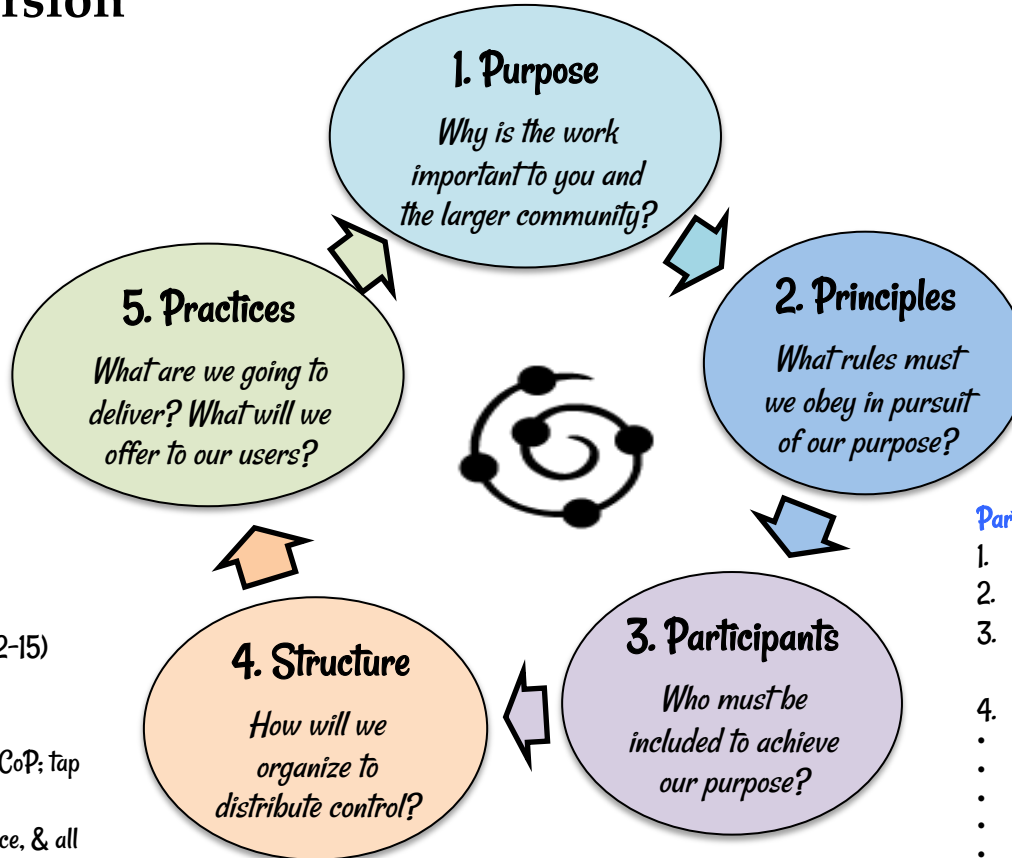
Principles:
Must dos & must not dos:
1. Always invite self-discovery, never compel participation
2. Must make purposeful progress on a challenge & see the contribution of LS
3. Must learn how LS scale and spread up-and-out
4. Learn the rules... then seriously play with them
5. Never professionalize

Participants:
1. Sponsor/leader/celeb
2. Design Group members
3. Unusual suspects (frontline, customers)
4. Users / Participants
   - Inventors
   - Super users
   - Early adopters
   - Participants
   - Educators
   - Novices

1. Purpose
Why is the work important to you and the larger community?

2. Principles
What rules must we obey in pursuit of our purpose?

3. Participants
Who must be included to achieve our purpose?

4. Structure
How will we organize to distribute control?

5. Practices
What are we going to deliver? What will we offer to our users?