


CREATIVE WANDERLUST

How to play

- 0** Stick the initial How-might-we (HMW) question on the board.
 - 1** A player picks up a **card** from the stack. Reads the task for the team out loud.
 - 2** Everyone, **reformulates** the initial HMW-question **according to the task**
 - 3** **Write** the new HMW on a Post-it, **share it amongst each other** and add it to your post-it stack.
 - 4** All players roll the dice and see how far they can wander their figure.
-  Next player picks up a card.

Yes, Level 10! You win.

