

# House Keeping



*Turn Off Mobile Phones*

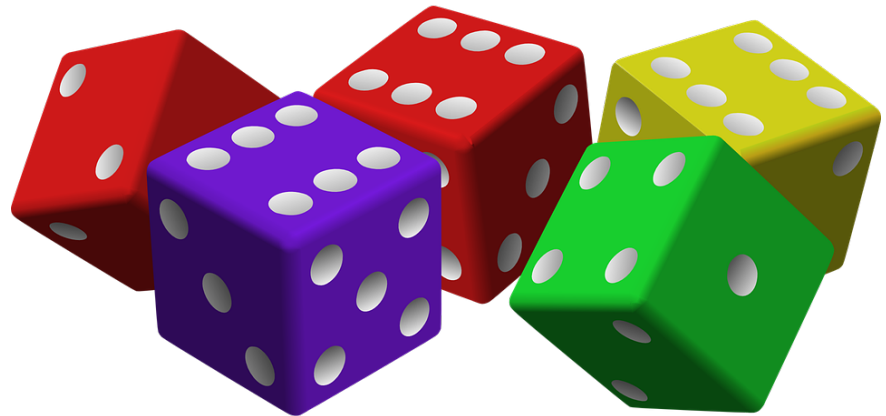
- Health & Safety
- Security
- Classroom agreement
- Breaks
- Trainer Introduction

# Dice Game

Each Team is given two dice.

The dice are thrown in turns and whichever total number it lands on, 1 person from the team must speak about the corresponding topic for at least 45 seconds, based on the training which has been delivered.

All persons should have at least 2-turns to speak



# Dice Game

Throwing the Dice:

Team A start by throwing 1 dice only

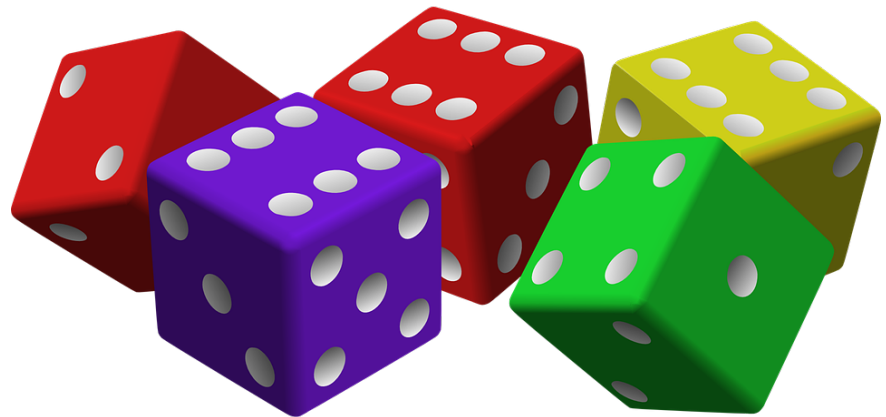
Team B starts by throwing two dice.

On the next respective round team swap the number of dice thrown.

Team A = 2

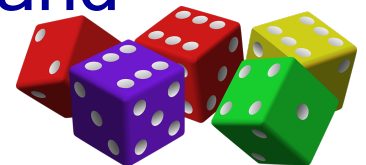
Team B = 1

And so forth. . . . .



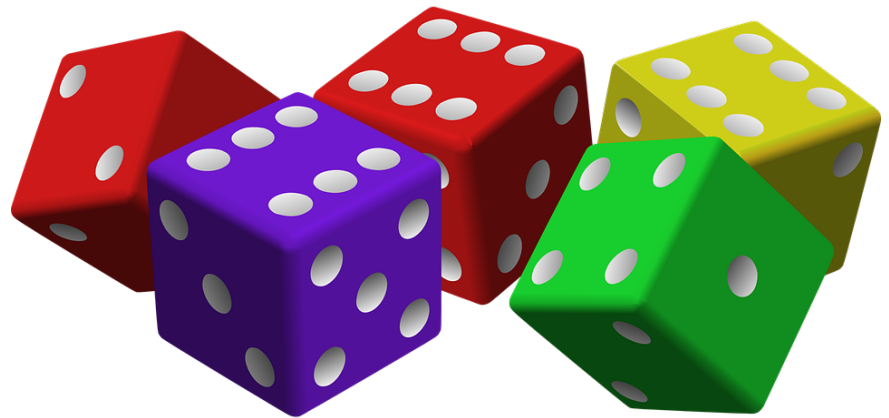
# Dice Game 1 – Strategic Planning

1. Benefits of Strategic Planning
2. Strategic Planning vs Strategic Management
3. Markets
4. SWOT Analysis
5. Strategic Planning Models
6. Four Corner Stones of Strategy Development
7. Stages of Strategy Development
8. Logical Framework
9. Strategic, tactical & operational planning
10. Strategic Risk Management
11. Role of the Board
12. Implementation and Measuring



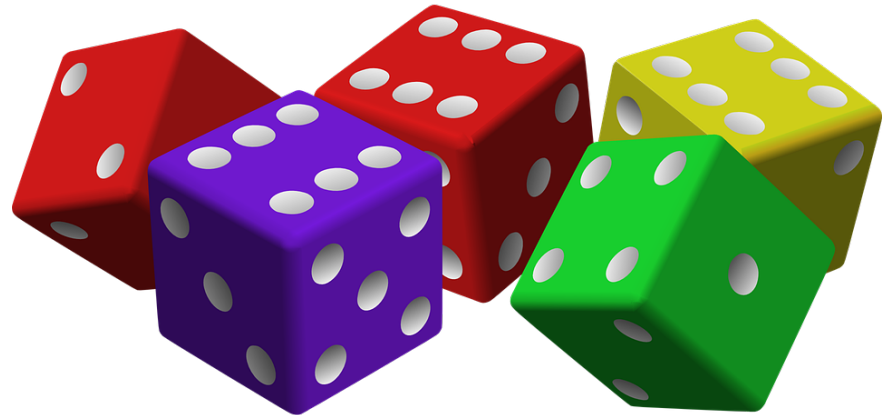
# Dice Game

Additional Game Options



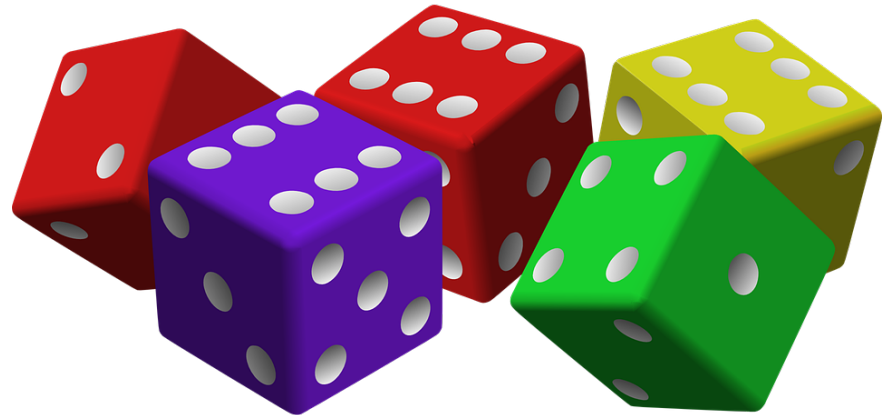
# Dice Game 2

1. Co-Operative Governance
2. Risk Management
3. Markets
4. Financing & Investment
5. The role of Directors
6. Strategic Planning
7. Financial Reporting
8. Agricultural Policy
9. Marketing Mangement
10. Legal Provisions
11. Communication
12. Internal Audit



# Dice Game 3

1. Co-Operative Governance
2. Risk Management
3. Markets
4. Financing & Investment
5. The role of Directors
6. Strategic Planning
7. Financial Reporting
8. Agricultural Policy
9. The Rule Book
10. Legal Requirements
11. C.S.R.
12. Internal Audit



# Dice Game 4

1. Decision Making
2. Risk Management
3. Markets
4. Finance
5. Leadership
6. Legal Frameworks
7. Daily Management
8. Agricultural Policy
9. Organisational Skills
10. Marketing
11. Origins of Co-ops
12. Sustainability

