

Make an Origami Decision Maker

Aug 2021

ACTIVITY CARD

Description

A team collectively makes an individual artefact with their hands to use in play and conversations.

Source

Helen Palmer at Questo, adapting an idea from 'Origami: The Complete Guide to the Art of Paperfolding' by Rick Beech.

Objectives

- Take a break from digital/computer based activity and invoke a tactile sensory experience and a generative creative experience
- Increase playful energy in a team directly and quickly
- Produce a handy artefact as a conversation starter or disrupter, for playful or serious intentions

Application Context

- Team Development (relationship building)
- Team that works online/remotely or in same physical space
- Team activity that happens at the same time
- Done as part of a normal team meeting or as part of a special team event

Time

10 min

Audience

1+

Resources and Props

Square piece of plain white paper (make a square out of A4 sheet)*

Felt-tip pen

Flat clean firm surface on which to fold paper

Method

**To make it easier to follow the instructions, we have used a piece of paper that is coloured on one side in the photos below.*

1. Fold the paper in half diagonally and make a strong crease. Unfold, rotate the paper, and make another crease on the opposite diagonal. Unfold again.



Origami Decision Maker ~ cont.

2. Fold each of the outer corners of the piece of paper into the middle so they touch the intersection point of the two diagonal creases. It is best to do two opposite corners first, then do the remaining corners. Be careful not to have any overlapping edges. Leave the folds in place.



3. Turn the paper over, and repeat step 2.

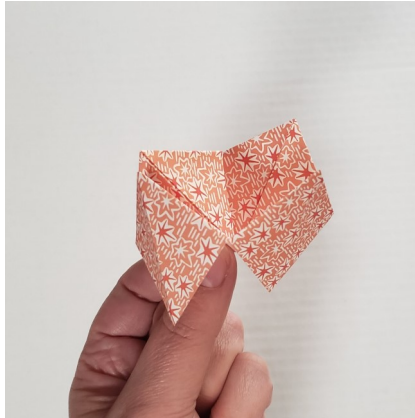
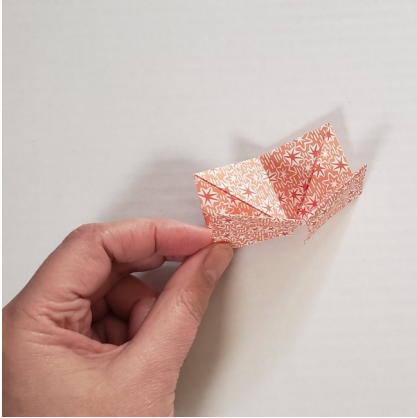


4. Fold the remaining square in half to form a rectangle.



Origami Decision Maker ~ cont.

5. Slightly open from the rectangle fold. Insert your fingers into the four pockets or flaps. Working with the creases, collapse the object inwards.



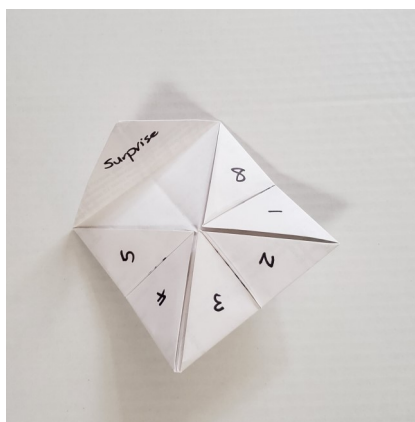
6. The outer corners will now meet in the middle and you'll be able to get two fingers from each hand under the flaps. The object can be flexed as if opening and closing a mouth in opposite directions.



6. Now that you have a working object, temporarily flatten it back to the position you had at end of step 4. This will enable you to write on sections of the object with your decision-making content.

There are four (diamond shaped) sections that are the flaps of the pockets.

On the other side of the object, there are eight (triangular shaped) sections. And under these sections are four-eight (triangular shaped) sections.

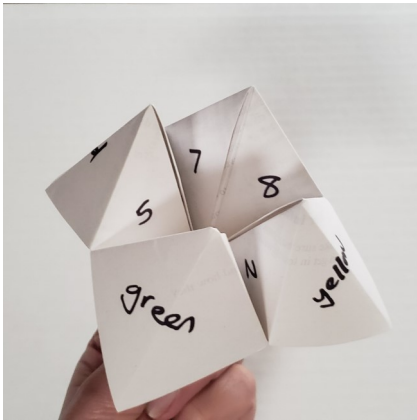


7. With a medium thickness felt pen, write your decision-making content as labels for the various sections, taking cues from the images above.

Origami Decision Maker ~ cont.

8. Now that you have finished writing, once again (steps 5 and 6) place your fingers under the flaps and move the object back into its final shape.

Your decision-maker is ready to use.



9. With your fingers poised to flex the object, either invite someone to select one of the four labels of the flaps, or select one yourself. Let's say they choose "Green".
10. Flexing the object as you speak the letters: "G", flex "R", flex "E", flex "E", flex "N", you will arrive at the open mouthed effect, which reveals another set of labels from which to choose.
11. Repeat step 10, but using the new label, e.g. "1", flex "2", flex "3", flex "4", you will arrive at the open mouthed effect again, and this time choosing from the second set of labels, becomes a prompt to open up that flap and see the message that lies beneath.

Notes

The classic Fortune Teller artefact uses colours and numbers with any messages as the third set, for example a joke, a task to do, a message of encouragement.

In your team context you can be creative about what labels you use.

This is one Activity in the [Questo Team Activities Collection](#).
Another good idea from Questo for shaping a great team.