

## **60 Day Wayfinders Sprint**

As the old adage goes, 'fail fast to succeed sooner.' Let's use speed to our advantage and commit to making progress on our wayfinding goals in the next 60 days. Learn more about using this tool at bit.ly/WFC60DaySprint.

### The question or idea I am curious to explore in 60 days is:

Here's how we'll approach this sprint:



Accelerate learning through external sources, observations, unrelated creative pursuits, and conversation + connection.



**Imagine** 

Create a catalog of ideas you have, and leave room for new ideas to strike as you discover more.



Try

Explore experiments you could try, and commit to running one in the next 60 days.

The following pages lay out each phase and include space to add your thoughts and reflections. Not sure where to start or hit a roadblock? Reach out: ashley@wayfinderscollective.com.



### Days 1 - 30: Discover Phase

The Discover phase accelerates your learning through curiosity. Acting like a detective, ask yourself: where can I go to learn, observe, and get inspired? Over the first half of your sprint, let your curiosity be your guide. Take a moment to outline how you'll pursue discovery via these 4 activities...remembering that you can always add to or edit your Discover plan as you go.



#### **LEARN**

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### **OBSERVE**

What **external sources** (books, podcasts, videos, etc) will you seek out to learn from?

Who or what is pursuing this in similar ways? What might you learn through **observation**?



#### **EXPLORE**



### **ENGAGE**

What **unrelated creative activities** can help get you out of your normal routine and enable inspiration to strike?

Who can you reach out to for **conversation + connection** - both for learning and to share your progress with?



## Days 1 - 30: Imagine Phase

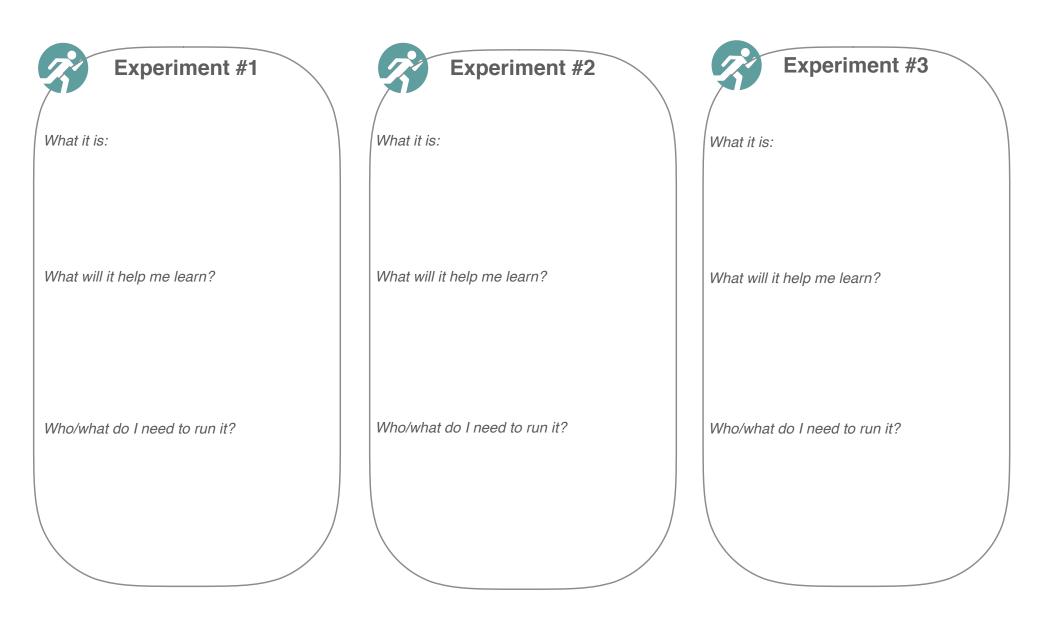
The Imagine phase acts as a placeholder for all of the ideas that you have now, or might have as you go through your discovery. Try to defer judgment on your ideas – go for quantity, and don't worry if they sound silly or even if someone else thought of them first. The point here is to make space for your creative thoughts; there will be plenty of time to edit them later.

Ideas I can a	already imagine on Day 1:	
Now ideas III	begin to imagine between Days 2.20.	
New Ideas I I	begin to imagine between Days 2-30:	



## Days 31 - 60: Try Phase

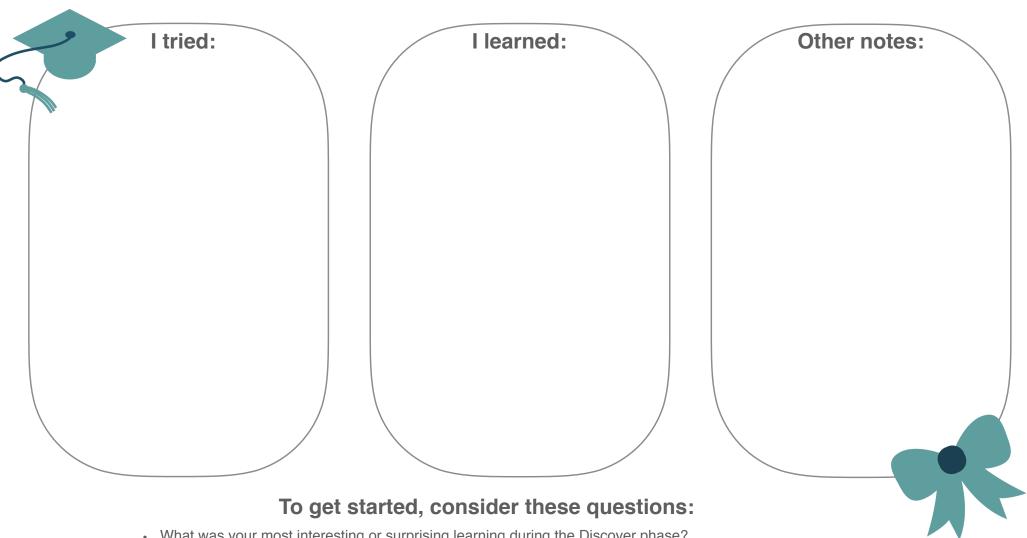
Experiments are small, lightweight and cheap ways to try out our ideas in a low-risk setting. Experiments also help test assumptions we have about whether something will work or not. If you have an experiment in mind before Day 31, go for it! But going through the Discover and Imagine phases first will help you define the experiments you might run, and also identify which one to prioritize first. Remember: the goal is to run one experiment by the end of the Sprint. Which will you choose?





# Days 1 - 60 and Beyond: Reflection

Congratulations! You finished your Sprint. Or, perhaps you're taking a breather in between Discover and Imagine to collect your thoughts and plan for your Try phase. No matter where you are in the process, pausing to reflect gives you a chance to catch your breath and helps you notice what you've learned and how far you've come. Use this space to jot down interesting a-ha moments, draw ideas or observations, or even keep a running list of all the things you're doing and trying.



- What was your most interesting or surprising learning during the Discover phase?
- What conversations or other discovery moments still stand out to you? Why?
- What new insights (or questions) are you thinking about now that you didn't know about on Day 1?
- · What did you learn through your experiment? Is one or more of your ideas stronger now because you tried it out?





Ready to kickstart your own wayfinding journey? I'd love to hear from you!

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