

Harvest Plan Brainstorm

We aren't planning a meeting, we are planning a harvest.

"If the work of the facilitator or host is to engage everyone to speak "their truth", listen openly, trying to understand differing views and to bring their best to the table and work at hand; the "harvesters'" focus is on capturing the wisdom, remembering, seeing patterns and making meaning – and then making this meaning 'visible' and available." ~ The Art of Harvesting

Harvesting is making meaning, telling the story and feeding forward results so they have an impact in the world. What do we want to harvest in our hands - the tangible: reports, photos, videos etc, and in our hearts - the intangible - togetherness, team spirit, clarity, passion...?

Harvest Planning Flow:

1. Vision of the harvest
2. Pre-event harvest activities
3. Harvest activities during the event (harvest team and the participants)
4. Post-event harvesting – collective sense making, assembling and creating the artefacts
5. Feeding the harvest back into the system / to participants
6. Creating the harvest team

Harvest Planning Questions:

1. Vision of the harvest:
 - What intent or purpose are we holding for the harvest? If we didn't harvest, what would be missed?
 - What levels of harvest are needed? Will we want to harvest content, process, etc?
 - Who is going to benefit from the harvest? How will it be used?
 - How will we get the harvest artefacts back to the people? How will it be shared? (e.g. need to collect name and email addresses etc?)
 - What artefacts will be most powerful representation of what we have created? What forms or media will be most effective?

Important for the following planning questions: Only harvest what you want. Don't make the group give you information you have no intention of using!

2. Pre-event harvest activities:

- Are there any pre-event harvest activities that could be done?

- Could others be invited into creating some pre-event harvest items (e.g. short blog posts etc)?
- Could social media be leveraged before the event to create an online harvest artefacts (e.g. social media questions etc)?

3. Harvest activities during the event (answer these in context of the process design):

- What different activities will the harvest team be engaged in during the event? What will they have created by the end of the day? *Notes? Videos? Pictures? Graphic recordings? Online tools?*
- What will the 'live harvest' activities be (graphic recording? Twitter? SMS Harvest?)?
- How can we engage the participants in creating the live or post-event harvests?
- What will the harvest team need that day to do their work well? (materials, support, space, etc)

4. Post-event harvesting – Collective sense making, assembling and creating the harvest artefacts:

- Purpose: picking the fruits! Touch base with the harvest team – what is needed to create the final harvest artefacts? Anything emerge from the event that adjusts the harvest plan? What did you notice? What has shifted or changed? What gave sense and meaning to you? What patterns are emerging? Metaphors? Models? Stories? Drawings? Graphics?
- When could this be scheduled? *Maybe a week or two post-event – don't want to wait too long*
- Who should attend? *Ensure a good handoff to the next step of assembling and creating the harvest artefacts*
- Who will be responsible for the assembly and creation of the harvest artefacts?
- What is the goal date to have this completed by?

5. Feeding the harvest back into the system:

- How will we get the harvest artefacts back to the participants?
 - *As invitation is a process, think of sharing the harvest also as a process over a period of time*
- What else can we do with the harvest artefacts to add value to move this work forward?
- What other future updates could be provided to the system, and how (e.g. updates from action champions etc)?

6. Creating the harvest team:

- Who will be on the harvest team? Who should be involved with the harvesting? *(The more a harvest is co-created the more it is co-owned)*
- What roles are needed on the harvest team (specialties, talents, # of people etc)? Who might fill these roles?

For more information on harvesting see [The Art of Harvesting](#)