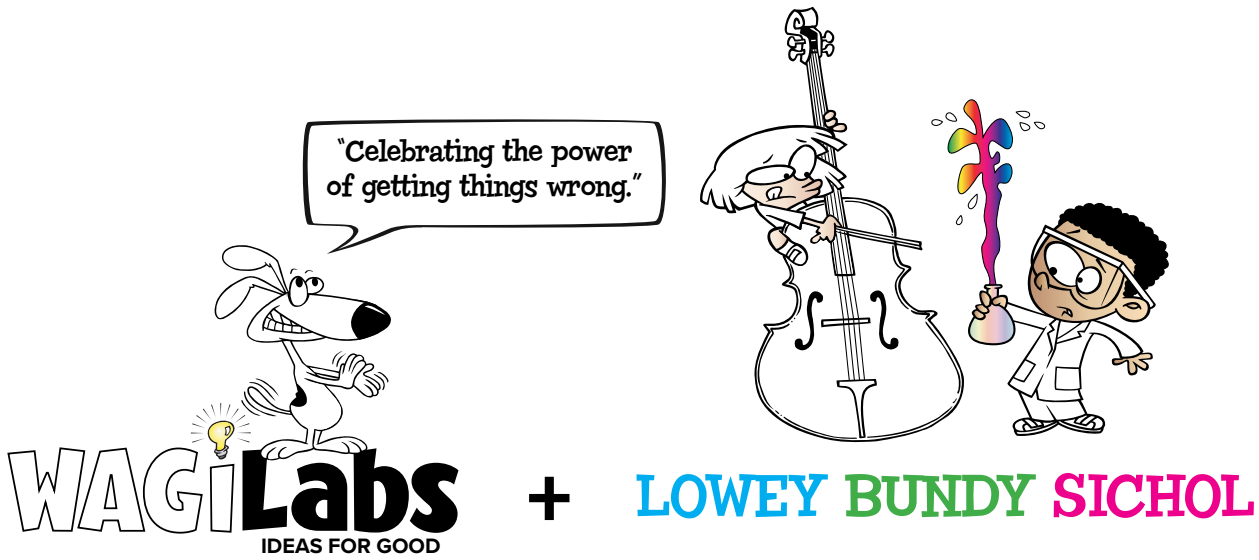




**The Game. The Day. The Path to Success.**

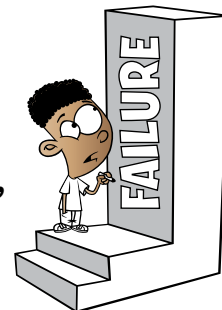


# Welcome to “Let Me Fail!”

A game and a day designed to help students embrace failure as a stepping stone to success!



Some of the world’s most successful people—entrepreneurs, inventors, athletes, artists, scientists, and chefs—share one thing:



“they aren’t afraid to fail.”

This quick start guide will help you lead your students through playful “failures” that encourage creative thinking, resilience, and self-discovery.

## The Power of “Let Me Fail”

People try to protect us from failure by telling us exactly what to do. Sometimes even preventing us from trying just so we don’t fail.



But how can we learn if we don’t try things our way? In this game, we will embrace the powerful phrase “**Let Me Fail.**”

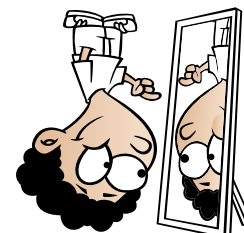
You’ll use it when:

1. You’re experimenting with new ideas.
2. You’re trying something challenging.
3. You want to figure things out on your own.

## The Power of “etisopp0 Thinking”

Have you ever worn a shirt backward or looked at yourself upside down in a mirror?

That’s a bit like opposite thinking— it shows you a new way of seeing things!



# How Does Opposite Thinking Work?

Let's say you want to build an amazing treehouse.

**Normal thinking asks:**

1. "What cool stuff should I put in it?"
2. "What color could I paint it?"
3. "How big could I make it?"



**Opposite thinking flips the questions around:**

1. "What would make the worst treehouse ever?"

*Maybe one that falls apart!*

*Maybe one that catches fire!*

2. "What would make it scary to climb?"

*Maybe one that had sharp nails on the steps.*

*Maybe one where there were no stairs only a rope!*

3. "How small could I make it?"

*Maybe one that only fits my dog.*

*Maybe one that fits in my hand so I can show it off!*

Here's the super power of opposite thinking:

Once you know what makes a treehouse terrible, you suddenly know how to make it awesome! **You do the opposite!**



You build a treehouse that can be moved from one tree to another.

It has safety treads on the steps and you use fireproof materials. You build a hand size prototype to share with your friends and get their feedback.

Finally, you build an attached dog treehouse for Rover.



# The “Let Me **Fail**” Game Objective

To transform your challenges into opportunities by intentionally exploring “**wrong**” answers through opposite thinking.

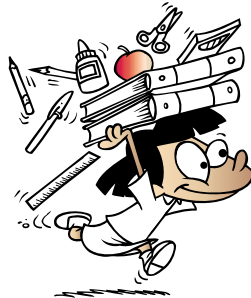
This game will encourage you to:

1. Embrace the possibility of failure.
2. Learn from unexpected solutions.
3. Grow through experimentation.
4. Discover your “blind spots” through opposite thinking.



## The Needed Materials

Paper, markers, dice, and a timer. Sticky notes for sharing ideas are optional.



**Check out the GamePlay**

**For more information contact:**

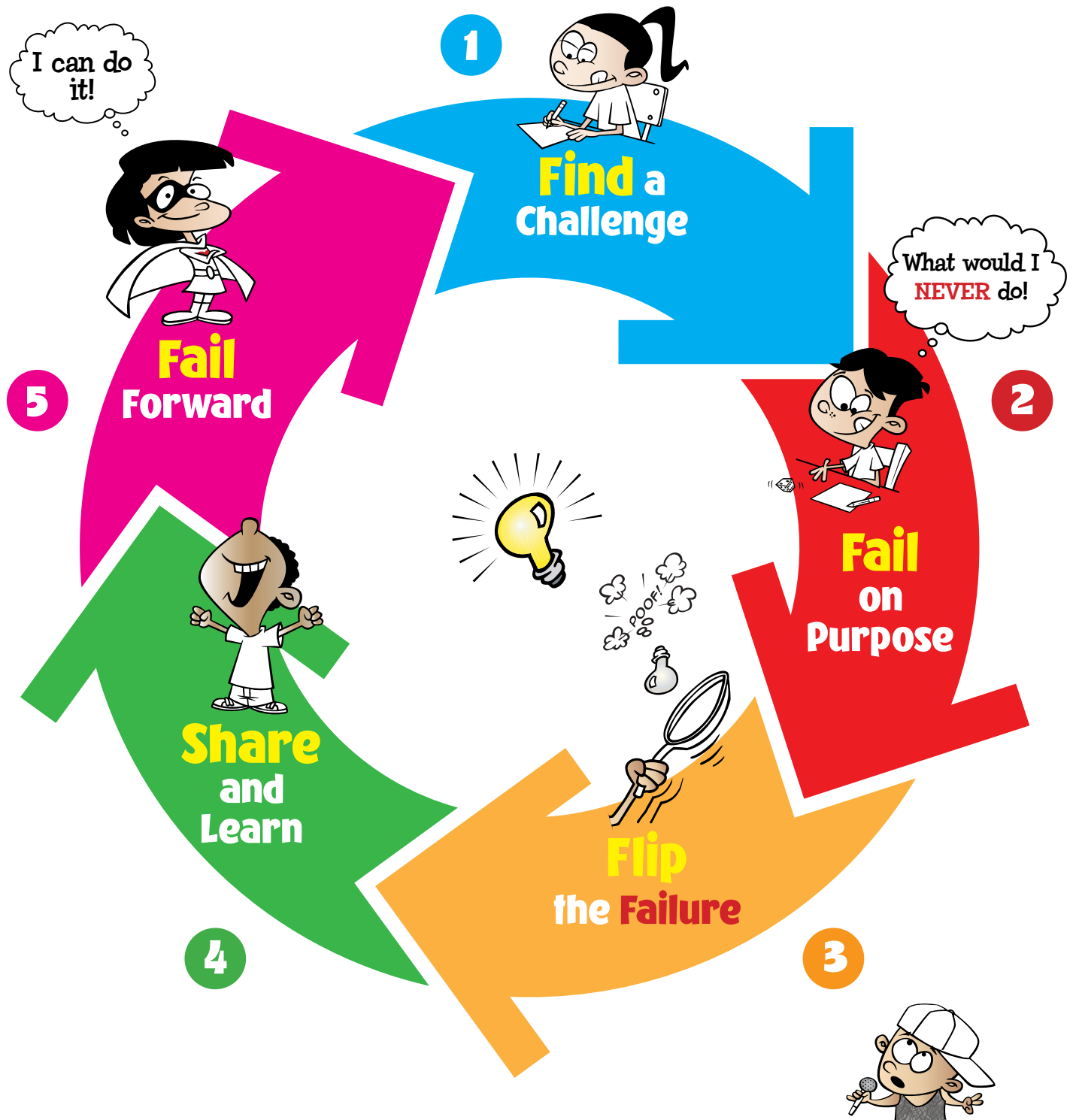
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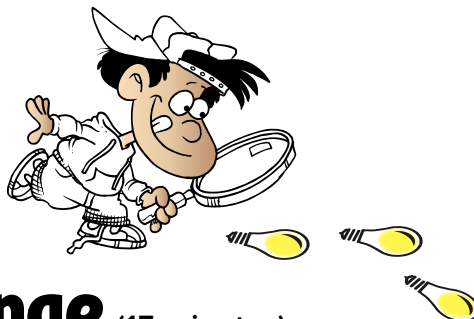
# How to **Fail** and Win!



\*There's no wrong way to **fail** in this game!

# GamePlay

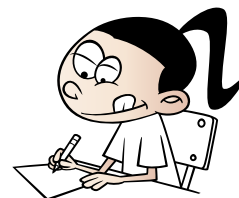
## Step-by-Step



### 1 Find a Challenge (15 minutes)

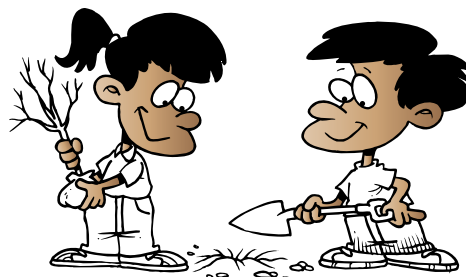
**Purpose:** To brainstorm and identify a personal goal or challenge each student wants to explore. The teacher could also assign a challenge that everyone works on.

**Instructions:** Students brainstorm their goals or challenges and pick their favorite.



**Examples of challenges could include:**

1. Friends: “making new friends.”
2. School: “improving grades.”
3. Activity: “learning a new skill.”
4. Home: “keeping room clean.”
5. Community: “protecting the environment.”



# BRAINSTORM your Challenge!

**Instructions:** Take five minutes to brainstorm five challenges or goals you would like to achieve or overcome. Fill in your ideas below. Then pick your favorite one to play "Let Me Fail."

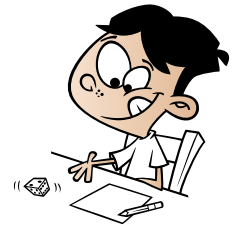
**Now, pick your favorite challenge!**

After the students have their challenge, they immediately go to **Step 2** and think of ways they could completely **fail** at their goal.

The more outrageous **failures**, the better!

## 2 “Fail” on Purpose! (15 minutes)

**Purpose:** To get students comfortable with exploring exaggerated “failures” by using opposite thinking.



**Instructions:** Roll a dice three times to get three numbers. Then answer the questions related to the numbers from this list.

1. What actions or decisions would **guarantee** failure?
2. How could I make this situation even **worse**?
3. What would I **never** do?
4. What if I already **failed** trying to solve this? How could I **fail** even bigger?
5. What if I only had **five minutes** to achieve my goal? What risks would I take?
6. What if I was **ship-wrecked** on a deserted island and had limited resources? How would I solve the challenge?



**Examples of exaggerated failures include:**

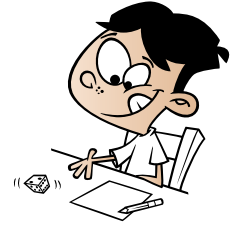
1. For “making new friends,” you might say, “**I’d ignore everyone I see.**”
2. For “improving grades,” you might say, “**I’d skip doing homework.**”
3. For “learning a new skill,” you might say, “**I’ll only learn if someone pays me \$250.**”
4. For “keeping room clean,” you might say, “**I’ll get a dog!**”
5. For “protecting the environment,” you might say, “**I’m going to throw trash out of the school bus window.**”





# Fail on Purpose Worksheet

**Instructions:** Roll a dice three times to get three numbers. Then answer the questions related to the numbers from this list.



1. What would **guarantee** failure?
  
2. How could I make this situation even **worse**?
  
3. What would I **never** do?
  
4. What if I already **failed** trying to solve this? How could I **fail** even bigger?
  
5. What if I only had **five minutes** to achieve my goal? What risks would I take?
  
6. What if I was **ship-wrecked** on a deserted island and had limited resources? How would I solve the challenge?

### 3 Now, “Flip” the Failure (15 minutes)

**Purpose:** To turn **failures** into positive strategies through thinking in opposites.

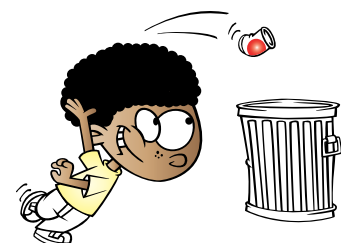
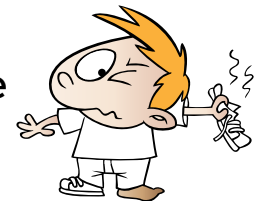
**Instructions:** Students take each “**failure**” and flip it into a possible solution.

#### Steps:

1. Look for an idea in each exaggerated **failure**.
2. Turn “wacky” approaches into smart strategies.
3. Create some actionable steps to take.
4. Consider what other approaches need to be flipped to help you solve your challenge.

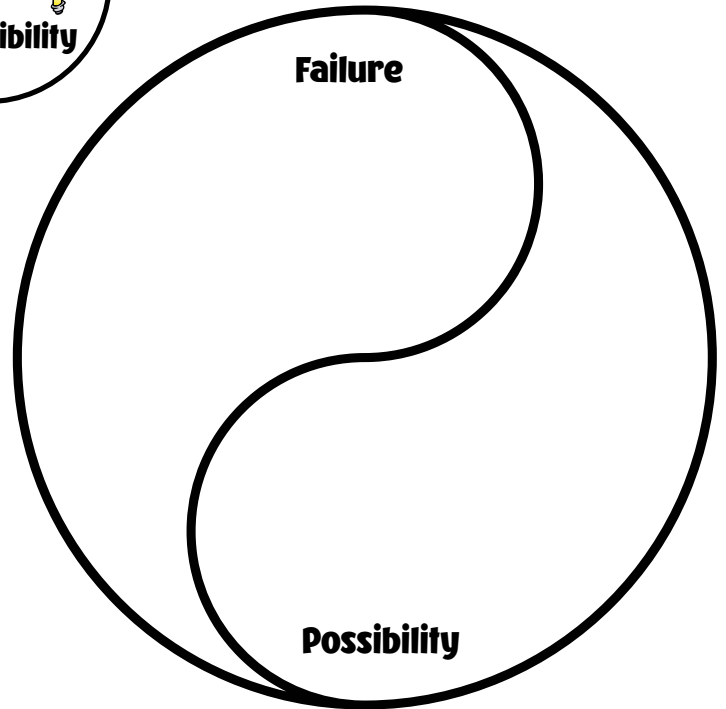
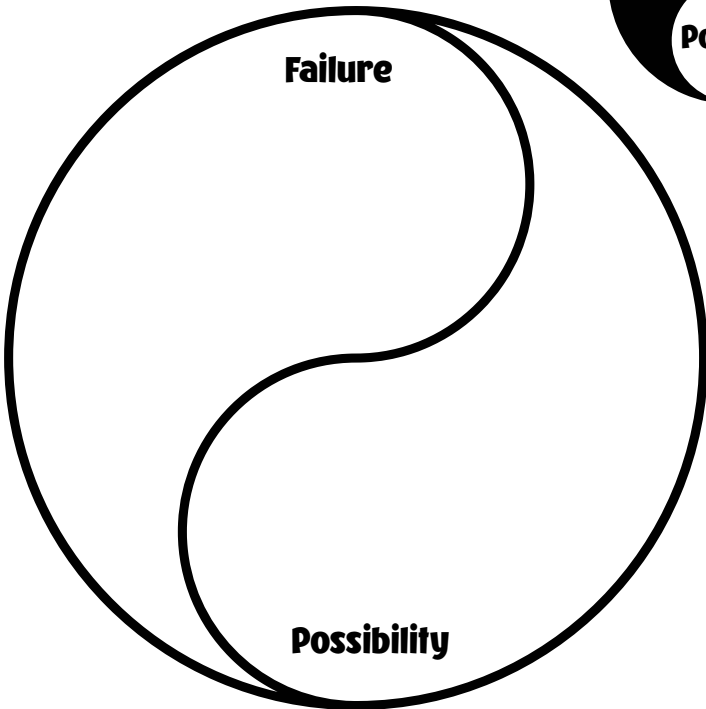
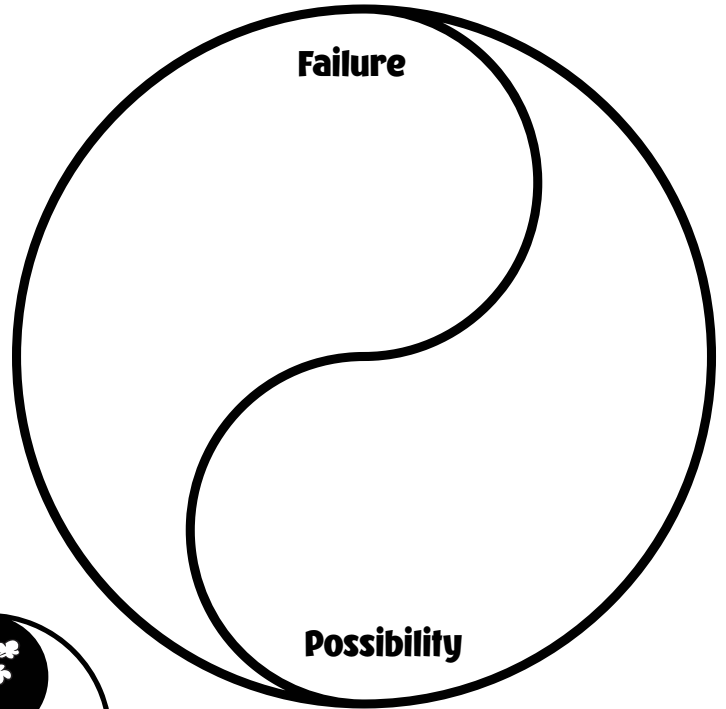
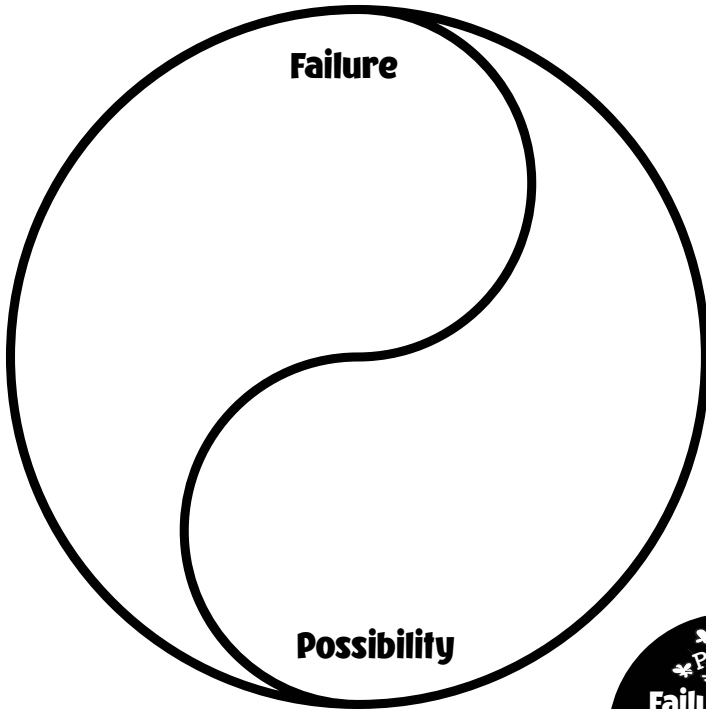
#### Examples of Flipped Failures include:

1. If your **failure** was “ignore everyone,” a flip could be hello to one new person daily.
2. If your **failure** was “skip homework,” a flip could be doing homework in 15-minute chunks and then take a one-minute break. You could turn learning into a game.
3. If your **failure** was “expecting to be paid \$250 to learn a new skill,” a flip could be where could you work and get paid to learn a new skill: lawn care, house painting or volunteer work serving food.
4. If your failure was “getting a dog,” a flip could be getting on all fours once a week and looking to see if things are hiding under your bed: socks, shoes, dusty bunnies.
5. If your **failure** was “throwing trash out of bus window,” a flip could be seeing where trash is building up on the bus route and then mobilizing a safe street pick-up.



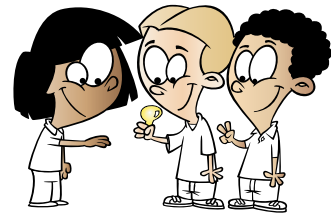
# “Flip” the Failure Worksheet

**Instructions:** Fill in the four Yin-Yang symbols with your failures and your “flipped” possibilities. The Yin-Yang symbol shows the flowing interconnectiveness of opposites.

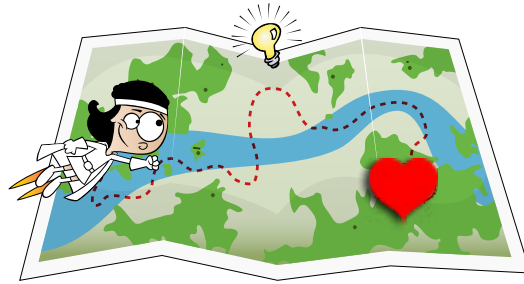


## 4 Share and Learn (15 minutes)

**Purpose:** To encourage reflection and learn from peers' creative approaches to solving their challenges.



**Instructions:** Students demonstrate a 2-minute tour of their creative journey from challenge to failure to possible solution.



### Prompts for Sharing Include:

1. What was the funniest **failure** idea you came up with?
2. What “exaggerated **failure**” revealed the best solution?
3. What new ideas did you get from someone else’s approach to solving their challenge?
4. What blind spots did thinking in opposites help you see?

### Feedback Questions to Others:

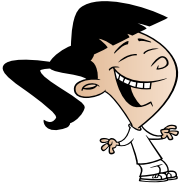
1. Do you understand our idea? Is there anything you don’t understand? If so, how can we make our idea clearer?
2. What do you like most about our idea?
3. Do you think our idea will work? If not, what could we do to make it work? If this idea was yours, how would you change it?

# Share and Learn Worksheet

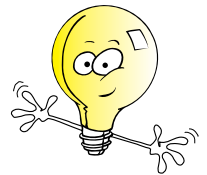
**Instructions:** Successful kidpreneurs are great story tellers. Now is your chance to present your creative journey from challenge to failure to possible solution.

**Prompts for Sharing include:**

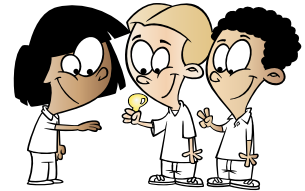
1. What was the funniest **failure** idea you came up with?



2. What “exaggerated **failure**” revealed the best solution?



3. What new ideas did you get from someone else’s approach to solving their challenge?



4. What blind spots did thinking in opposites help you see?



## 5 **Fail Forward** (15 minutes)

**Purpose:** To encourage students to implement one solution and learn from real-world attempts to succeed.

**Instructions:** Have each student pick one solution to try out.

### **Action Steps:**

1. Create an action plan.
2. Embrace the possibility of failing again.
3. Set a check-in date to share progress.
4. Document what you learned.

Here's an action plan for a “**Build a Backyard Garden**”

**Goal:** Create a small vegetable garden in the backyard to grow fresh produce for our family and neighbors.



### **Tasks:**

1. Research different vegetables suitable for the climate.
2. Sketch out a garden layout.
3. Prepare the soil by removing weeds and adding compost.
4. Build raised garden beds (with adult assistance).
5. Plant seeds according to the planting calendar.
6. Water the garden regularly.
7. Monitor for pests and diseases.
8. Harvest vegetables as they mature

Finally, as your students play this game, remember what successful people know: **failure isn't the opposite of success** - it's part of the journey.

So let them **fail!**

**For more information contact:**

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