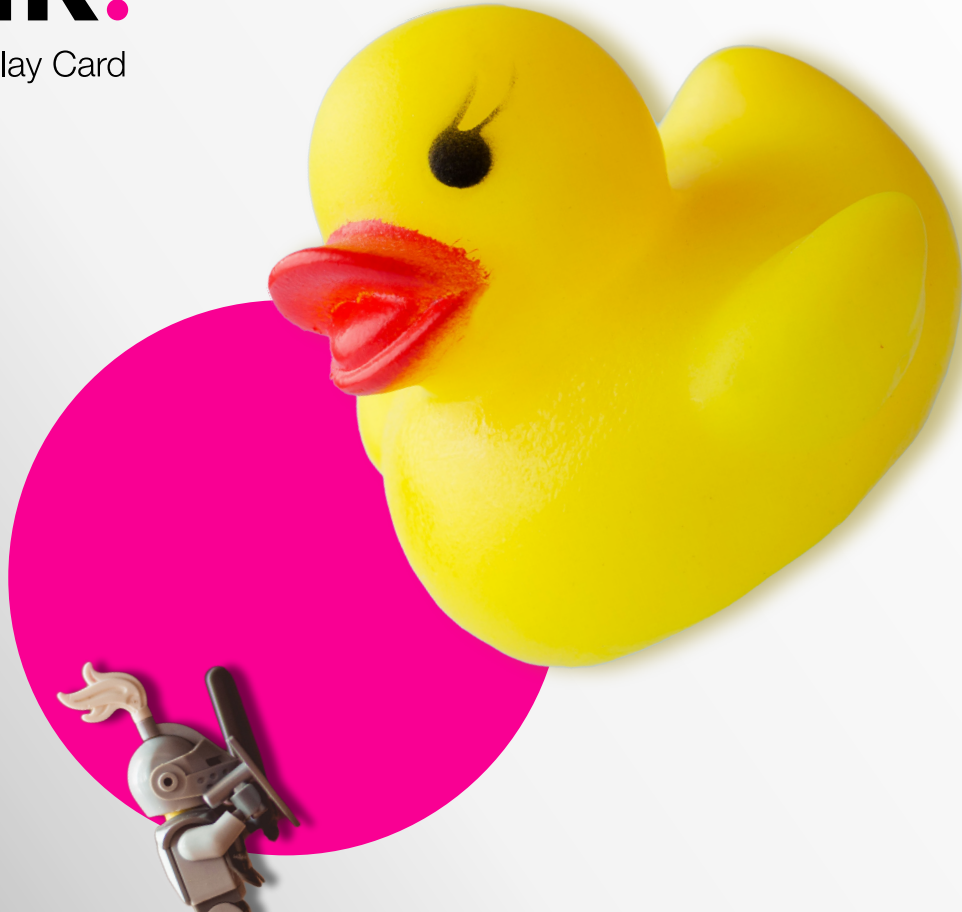


# Hink.

Workshop Play Card



# The one with the Duck

**Time:** However long you need

## **What do you need?**

A rubber duck, or any other inanimate object that you are comfortable confiding in.

## **How to do it:**

Sometimes you just need a listening ear, to talk things through. However, the problem with humans is that they love to talk and give opinions.

You don't want an opinion. No, you just want to talk your problem through out loud.

That's what rubber ducking is all about. Just you, your duck, and however long you need to talk your problem through. Because you already have the answers, right inside your mind box.

So next time you feel the urge to schedule an impromptu team call to brainstorm, stop. Grab your duck. Look deep into it's painted black eyes. And explain your problem to your new confidant.

And if you still haven't figured things out, give us a call. But not from your bath - that would be unprofessional.

