

## **Finger Minutes**

### Facilitator Moves

#### PROCESS

- During an activity, ask the group to pause.
- Participants in a group are to decide how many minutes they need to finish and designate one person to raise his or her hand to indicate how many minutes the group needs to finish the activity. Set a limit by indicating a fist (0) to the maximum number of minutes you want to allow. (e.g., 0, 1, 2, 3, 4, or 5).
- Name the finger numbers you see so the large group is aware of any variation.
- Compute a rough average (what you believe to be a number that will allow most groups to be satisfied with the additional time and limit the frustration of groups that are already finished).
- Share the allotted time with the group.

#### ALTERNATIVES

- Without giving a range of times, ask the groups how much more time they need.

cont.

## TIPS

- Another value of this strategy is that it helps the groups to recognize that their group is a subset of the whole and that the facilitator is attending to the needs of the entire assembly.

## NOTES AND APPLICATIONS

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