

TIMING 2 days
CHILDHOOD INJURIES

DOLFINO

DAY 1

9:00 am - 9:15 am	Welcome_In-person list	15'	
9:15 am - 9:30 am	Game: Looks and hellos	15'	
9:30 am - 9:40 am	Principle – Archetypal	10'	
9:40 am - 9:50 am	Technique – Castle	10'	1h45
9:50 am - 10:05 am	Demo – Castle	15'	
10:05 am - 10:45 am	Practice – Castle (There/back)	40'	
10:45 am - 11:00 am	Break		0h15
11:00 am - 11:10 am	Principle Anima / Animus	10'	
11:10 am - 11:30 am	Technique – King / Queen	20'	
11:30 am - 11:45 am	Demo – King / Queen	15'	1h40
11:45 am - 12:25 pm	Practice – King / Queen (There/back)	40'	
12:25 pm - 12:40 pm	Technique – Torture Chamber / Prison	15'	
12:40 pm - 1:50 pm	Lunch break		1h10
1:50 pm - 2:00 pm	Game: Imaginary Balloon / in-person signature	10'	
2:00 pm - 2:15 pm	Technique – DNA Pyramid	15'	
2:15 pm - 2:45 pm	Demo – Torture Chamber / Prison + DNA Pyramid	30'	1h35
2:45 pm - 3:25 pm	Practice – Torture Chamber / Prison + DNA Pyramid (There)	40'	
3:25 pm - 3:45 pm	Break		0h20
3:45 pm - 4:25 pm	Practice – Torture Chamber / Prison + DNA Pyramid (Back)	40'	
4:25 pm - 4:40 pm	Technique – Dominant Archetype	15'	1h15
4:40 pm - 5:00 pm	Demo – Dominant Archetype	20'	

DAY 2

9:00 am - 9:15 am	Game: Sleeping Giant – Questionnaire No?????	15'	
9:15 am - 10:05 am	Practice – Dominant Archetype (There/back)	50'	1h45
10:05 am - 10:20 am	Technique – Hotel Doors	15'	
10:20 am - 10:45 am	Demo – Hotel Doors	25'	
10:45 am - 11:05 am	Break		0h20
11:05 am - 12:25 pm	Practice – Hotel Doors	1h20	
12:25 pm - 12:35 pm	Questions – Hotel Doors	10'	1h30
12:35 pm - 1:45 pm	Lunch break		1h10
1:45 pm - 2:00 pm	Game: The Scholars	15'	
2:00 pm - 2:35 pm	Technique – Wounded children	35'	1h25
2:35 pm - 3:10 pm	Demo – Wounded children	35'	
3:10 pm - 3:30 pm	Break		0h20
3:30 pm - 4:50 pm	Practice – Wounded children	1h20	
4:50 pm - 5:00 pm	Debrief	10'	1h30