

TIMING 2 days

DOLFINO

CHILDHOOD WOUNDS**DAY 1**

09h00	-	09h10	Check-in_In-person attendance list / in-person signature	10'	
09h10	-	09h25	Game: Looks and hellos	15'	
09h25	-	09h35	Questionnaire No.4	10'	
09h35	-	09h55	Case study No.3 Patricia	20'	
09h55	-	10h05	Principle - Archetypal	10'	1h40
10h05	-	10h15	Technique - Castle (missing 1 video, technique to be explained)	10'	
10h15	-	10h40	Demo - Castle	25'	
10h40	-	10h50	Break		0h10
10h50	-	11h40	Practice - Castle (There/back)	50'	
11h40	-	11h50	Anima / Animus principle	10'	
11h50	-	12h05	Technique - King / Queen	15'	1h40
12h05	-	12h30	Demo - King / Queen	25'	
12h30	-	13h30	Lunch break		1h00
13h30	-	14h20	Practice - King / Queen (There/back)	50'	
14h20	-	14h35	Technique - Torture Chamber / Prison	15'	1h20
14h35	-	14h50	Technique - DNA Pyramid	15'	
14h50	-	15h00	Break		0h10
15h00	-	15h40	Demo - Torture Chamber / Prison + DNA Pyramid	40'	
15h40	-	17h00	Practice - Prison + DNA Pyramid (There/back)	1h20	2h00

DAY 2

09h00	-	09h10	In-person signature / Debrief - Torture Chamber - Prison + DNA Pyramid	10'	
09h10	-	09h30	Technique - Hotel Doors	20'	1h10
09h30	-	10h10	Demo - Hotel Doors	40'	
10h10	-	10h30	Break		0h20
10h30	-	11h40	Practice - Hotel Doors (There/back)	1h20	
11h40	-	11h50	Debrief	10'	2h00
11h50	-	12h20	Technique - Wounded Children	30'	
12h20	-	13h20	Lunch break <i>(choice of archetypes for guided demo and for students if practicing)</i>		1h00
13h20	-	14h00	Demo - Wounded Children	40'	2h10
14h00	-	15h20	Practice - Wounded Children	1h20	
15h20	-	15h30	Debrief	10'	
15h30	-	15h40	Break		0h10
15h40	-	15h55	Technique - Dominant Archetype	15'	
15h55	-	16h15	Demo - Dominant Archetype	20'	1h20
16h15	-	17h00	Practice - Dominant Archetype (There/back) <i>-if time allows-</i>	45'	

If time remains

6-box test

If time remains

Balloon game