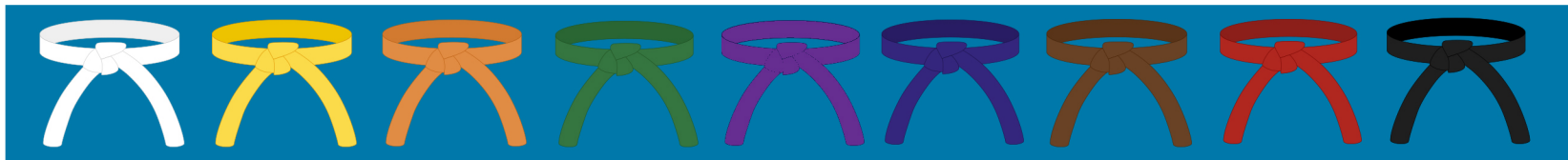




<b>Week 1</b>	<b>W2</b>	<b>Week 3</b>	<b>W4</b>	<b>Week 5</b>	<b>W6</b>	<b>Week 7</b>	<b>W8</b>
<b>The Art of the Dojo</b>  A place for immersive learning.	Learn/do	<b>Aligning the team</b>  Towards a common mission.	Learn/do	<b>Risky Business</b>  Managing risk.	Learn/do	<b>Who needs to know?</b>  Creating advocates.	Learn/do
<b>Week 9</b>	<b>W10</b>	<b>Week 11</b>	<b>W12</b>	<b>Week 13</b>	<b>W14</b>	<b>Week 15</b>	<b>W16</b>
<b>Difficult people</b>  Shuriken - a weapon used to distract or misdirect.	Learn/do	<b>How's it going?</b>  A pause to review using smart failure.	Learn/do	<b>Building the case for change</b>  Kunai - used to gouge holes in walls.	Learn/do	<b>What's the problem?</b>  Hashi - chopsticks used to share food with the gods.	Learn/do
<b>Week 17</b>	<b>W18</b>	<b>Week 19</b>	<b>W20</b>	<b>Week 21</b>	<b>W22</b>	<b>Week 23</b>	<b>W24</b>
<b>Creative ideas</b>  Bonsai - an exercise in effort and ingenuity.	Learn/do	<b>Are our ideas any good?</b>  Strength, courage, patience and success through perseverance.	Learn/do	<b>Decisions Decisions</b>  Making decisions on what will actually happen next.	Learn/do	<b>What do the users really want?</b>  Bamboo - a symbol of prosperity.	Learn/do

**Week 25 - GRADUATION**



**Ninja Dojo - Programme**