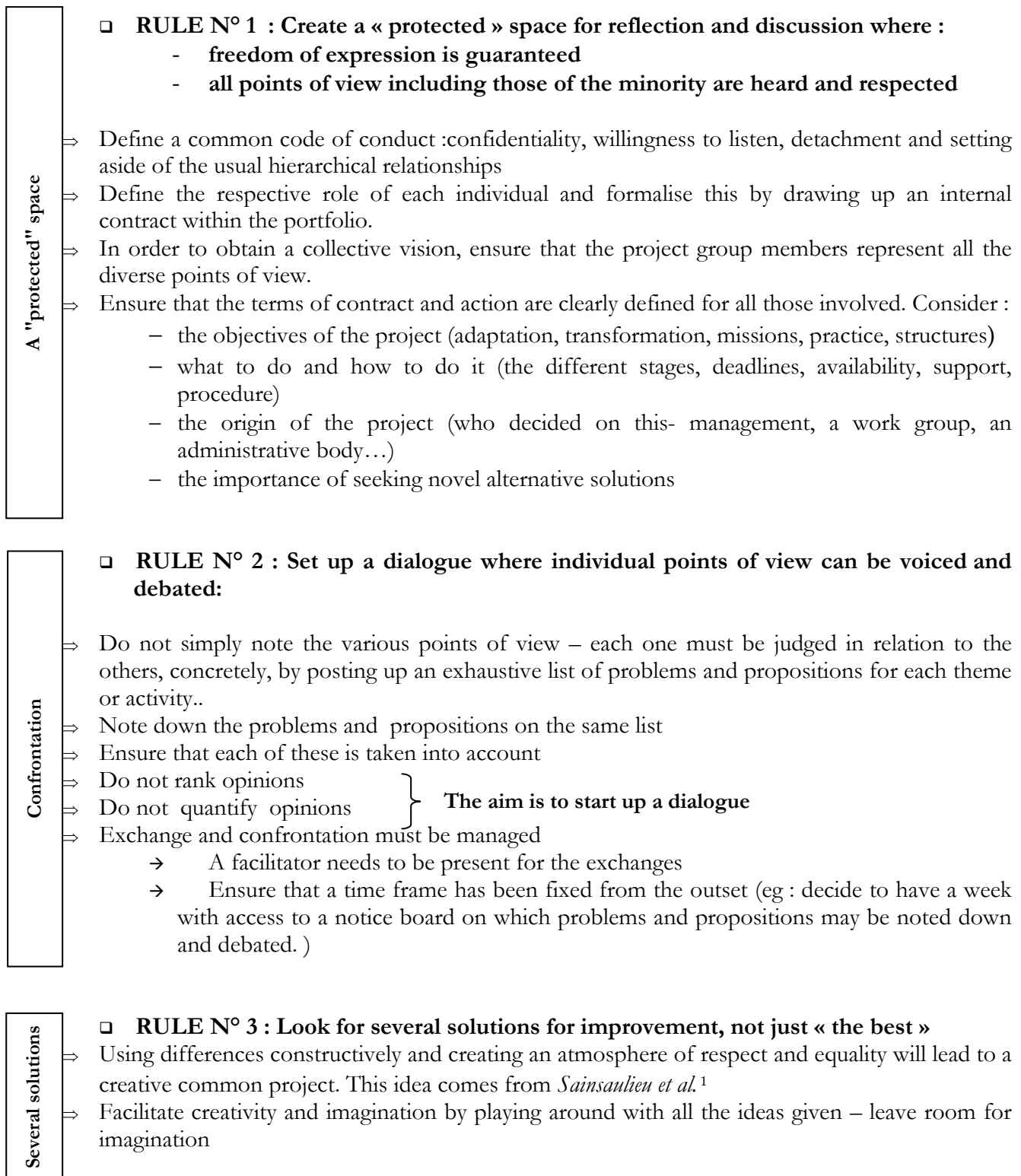


RULES OF PROCEDURE WHEN IMPLEMENTING A NEW PROJECT



¹ R. SAINSAULIEU, P.E TIXIER, M.O MARTY, « De l'imaginaire au projet collectif », p. 254-257.

- Several solutions**
- Use concrete supports to discuss ideas :
 - diagrams
 - drawings
 - examples
 - After noting individual points of view, work as a group to pool ideas and make headway together.

- Construct progressively**
- **RULE N° 4 : Gradually come to a compromise concerning the implementation of the innovation**
 - Clarify :
 - the points on which all those concerned agree
 - the points that are contradictory or cause conflict or tension
 - the various possible solutions
 - Use other sources to confront your ideas (historical, educational, statistical or comparative sources...)
 - Build a compromise based on the strengths, the bases or the axes of development within the establishment
 - Proceed methodically in a gradual and systematic way
 - Go through all the necessary channels to formalise the agreements, show support and conviction for the new scenarios envisaged by encouraging further reflection and both formal and informal discussion.
 - Establish new social relations where the skills of each member are valued

- Formalise**
- **RULE N° 5 : Formalise the agreements on an as-and-when basis, building on the identifiable strong points. File these in the portfolio.**
 - **RULE OF THUMB = After each session, establish the points of agreement and disagreement clearly in order to rationalise and shape the innovation project collectively.**
 - Do not rework or rewrite the project at the end of the process and in the absence of those who contributed to it, or else the whole process will lose credibility.

- Validate**
- **RULE N° 6 : Get the innovation project validated within the institution.**
 - The management and the administrative council need to :
 - validate the proposals of the project group
 - take final decisions on points of disagreement and on the proposed priorities.
 - negotiate the planning of the project with the powers that be