Experience Grid: Embracing the Trifecta of PL@RK: Play at Work

Foundational experience	What it develops	Example activities	Where leaders use it well
Playground (exploration and curiosity)	Imagination, experimentation, risk-taking	Games, design sprints, "what if?" labs, rapid prototyping, Lego or object builds	Innovation sessions, team resets, early-stage idea work
Gameplay (rules, strategy, and feedback)	Strategic thinking, systems awareness	Board games, simulations, scenario planning, market games, resource-trade challenges	Strategy offsites, cross-functional alignment, systems thinking
Wilderness (resilience and adaptability)	Grit, self-trust, endurance	Outdoor challenges, navigation exercises, city scavenger hunts, solo reflection	Change leadership, resilience building, transformation moments