At the base of all violence is a kind of <u>thinking</u> that attributes the cause of conflict to wrongness of others, with a corresponding inability to think in terms of vulnerabilities (what one feels, fears, yearns for, and misses). In your experience, which approach/ game has generally had a more satisfactory outcome? We are always at choice.

	Blame Game ~figuring out who is right or wrong and what they deserve	" Make Life Wonderful " Game ~~figuring out how to contribute to everyone's well being
Goals	To establish who's right/wrong, good/bad. To get what I want.	To meet everyone's needs cooperatively.
	POWER-OVER ~ POWER-UNDER mindset. (Domination Paradigm)	POWER-WITH mindset. (Partnership Paradigm)
Motivation	Fear, guilt, shame, obligation, duty, rewards; words like <i>"should"</i> & <i>"have t</i> o"	Our natural desire to give and receive
Strategies	Disconnecting Communication	Connecting Communication
	• <u>Diagnose</u> , analyze, criticize, label, scold, argue, divert, disagree or judge others or oneself as good or bad —inducing shame	Connection choices
	• <u>Deny Choice/Denying Responsibility</u> , blaming others for causing our feelings or making us do things. " <i>You</i> <i>made me</i> ". Obscure our choice by saying "I had to" —inducing guilt	H Connect with Self SELF-EMPATHY
	• <u>Demand</u> , threaten, bribe	Elements of Communication within the 3 choices above
	—inducing fear	First, Check if your INTENTION is to <u>connect, not play the blame game. Then</u>
	<ul> <li><u>'Deserve</u>-Thinking' that justifies punishment or reward. <i>"They have it coming."</i></li> </ul>	Make neutral <u>OBSERVATIONS</u> without adding evaluations
	—eroding trust	Be curious about my <u>FEELINGS</u> and your FEELINGS, our "owned"
	<u>Dismiss</u> - denying an individual's dignity that is the birthright of all of	feelings Be curious about my
	us. — cheapening life	<u>NEEDS</u> and your NEEDS, what is important in this moment.
		Express or guess clear, doable, present moment <u>REQUESTS.</u>