

# Coddiwomple Design

## holding space when you don't know where you're going (yet)

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Grokkist®



# Welcome to Grokkist.

A **regenerative learning ecosystem** for those who insist on meeting the world with **curiosity** and **care**.

# IN THE INTELLIGENT AGE, THE MOST HUMAN THING WE CAN DO IS

# PRIORITISE THE QUALITY OF OUR *PRESENCE*

“

Where certainty ends, thinking begins.

***– Hannah Arendt***



# coddiwomple

*(kod´ə wom pəl) (v.)*

To travel purposefully toward
an as-yet-unknown destination.

[ENGLISH SLANG]

# ON DESIGNING FOR WHAT WE DON'T YET UNDERSTAND

- Many facilitated spaces are designed for certainty, productivity, and performance.
- These are not neutral preferences. They are **control technologies**:
  - **systems that reward legibility, speed, and measurable outcomes,**
  - **and that punish the slower work of discovery, relationship, and repair.**
- The voice of "on track" enforces this logic, insisting that value must be proven and time justified.
- Certainty has a cost: it can seal us into a shrink-wrapped self—tidy, legible, and slowly suffocating. In some systems, not knowing is treated as a threat to legitimacy (Bauman, Fromm, Krishnamurti).
- But the experiences that change us most often arrive unrushed, unresolved, and unplanned. If we want spaces that can surprise us, we have to stop designing them only for what we already understand.
- **Coddiwomple design wagers that meaning evolves through movement:**
  - **Direction › destination**
  - **Curiosity › control**
  - **Aliveness › outcomes**
- Facilitation becomes less about managing a room and more about tending the conditions where life can do what life does.
- The question is not: Was it on track? The question is: **What became possible here that wasn't possible before?**

“

There is a crack in everything,
that’s how the light gets in.

***– Leonard Cohen***

“

The longest way round
is the shortest way home.

***– James Joyce***

# TIME TO CODDIWOMPLE!

# WHEN HAVE YOU FELT TENSION BETWEEN PRODUCTIVITY AND PRESENCE...

# ...AND WHAT MADE IT HARD TO NAVIGATE?

# HOW DO YOU DECIDE, IN ANY MOMENT, WHETHER A SPACE NEEDS MORE STRUCTURE OR MORE SPACIOUSNESS?



# THE RESONANCE ROOM

A FORMAT FOR CONVERSATIONS THAT CHANGE WHAT IS POSSIBLE

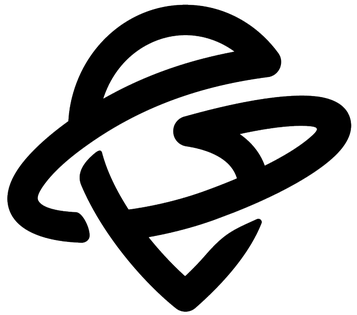
- **1) Check-ins (two parts, brief):**
  - a) How are you arriving today? (a mood, a sensation, a thought, a context)
  - b) What stirs when you consider today's 'beautiful question'?
- Then throw the ball to someone. If you don't want to catch it, bounce it onward.
- If you notice a voice worrying we won't have time for the "real" conversation, get curious—the juice is in the squeeze.

- **2) Emergent conversation:**
- I'll gather the threads from check-ins, then we follow what feels most alive.
- Warm, syrupy silence is welcome. Enter and exit as needed.
- We are tending a field, not performing a discussion. Be your shoes-off self.

- **3) Check-outs (two parts):**
- As we put tray tables up and begin our descent:
  - a) Before we finish, is there anything you'd like to say?
  - b) What will stay with you after you leave this room?
- Throw the ball to the next person.

- Core ethic: We are not here to be impressive. We are here to be in resonance.

# 💬 FINAL THOUGHTS



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