THE PERSPECTIVE PRINCIPLE



Checklist 11: Give Space

This checklist helps you monitor your skills and identify areas for improvement in creating a more open dialogue:

Facilitating Openness in Conversations:	
	Clear Framing and Questioning: Ensure that you frame your discussions clearly and pose open
	questions from an engaged, active stance. Physical Space : Use your posture to create space; leaning back can signal openness and give the other person physical and metaphorical room to express themselves.
	Embracing Silence: Allow silences to occur naturally within the conversation and learn to be comfortable maintaining them, even if they feel awkward.
	Minimal Interjections : Utilize short interjections like "and" or "so" to gently prompt the other person to continue, without taking the floor from them.
	Reflective Language: Employ questioning and tentative language to encourage further discussion and show that you are open to hearing the other person's perspective.
Enco	uraging Participation in Meetings:
	Positioning: Choose a less dominant position at the table to make others feel more comfortable speaking up.
	Self-Restraint: Consciously hold back from dominating the conversation to allow space for others.
	Encouraging Courtesy: Maintain a polite demeanor, avoiding any behavior that could be perceived as threatening, such as posing abrupt or challenging questions.
	Engaging Quiet Participants : Actively encourage those who are typically reserved to share their thoughts more frequently.
Pers	onal Reflection:
	Addressing Biases: If applicable, identify any limiting beliefs you hold about passive individuals and work on allowing them more space to express themselves.
	Listening Skills: Practice keeping quiet more often to better listen and understand others' contributions.
	Presence: Focus on simply "being" in the moment during discussions, without seeking distractions.
	Creating Safety: Be mindful of your actions and words to ensure you are creating a safe and welcoming environment for others to speak.