

ENDOWMENTS

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Work alone in a space in the room where you will not distract anyone else. Each person should find a chair to work with. Place the chair in front of you and then, following the leader's directions, act accordingly. The idea should use concepts like: imagine you see a glass of water sitting on the chair, approach it as if it were the most precious thing you have seen and you really need a drink of water. Do the same, but feel it is a trap and someone will catch you. Imagine it is a fierce dog that you must tame. It is a throne that you approach and sit in as the ruler. The water you drink is poison and you die. Be creative in your endowments.