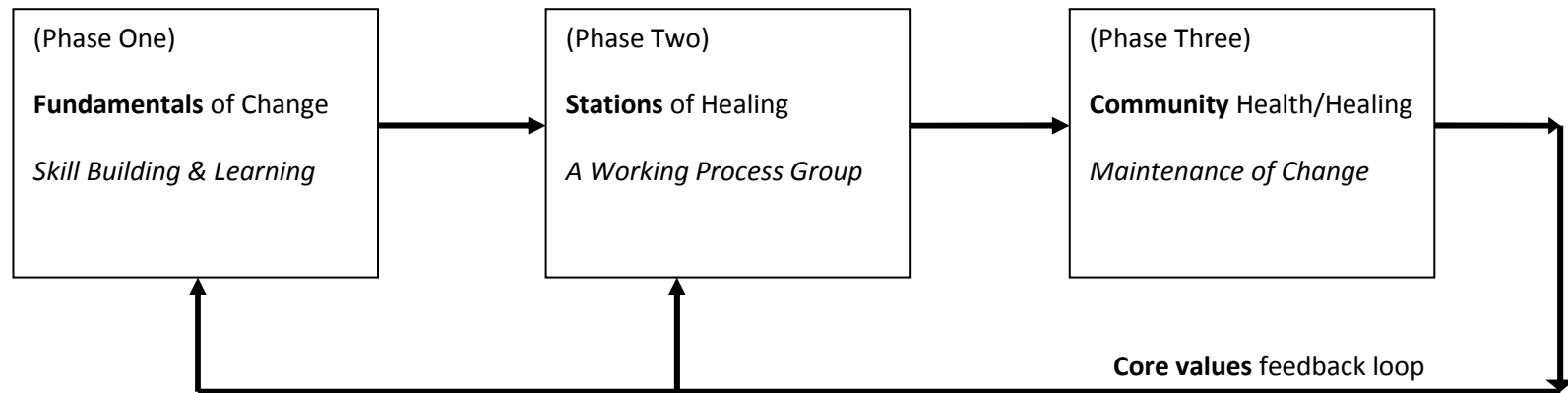


Flow Chart—the Reconciliation Process Group Overview



Three-Phase Strategy for Change: list of all RPG files (www.ehcounseling.com/materials/index.html#rpg)

Overview of RPG (http://www.ehcounseling.com/materials/rpg_overview.pdf)

Phase One (http://www.ehcounseling.com/materials/rpg_phase_1.pdf) is designed to establish the guidelines necessary to build a group culture of healing. Learning the RPG model of healing is the primary focus along with the behaviors that build safety, respect, and dignity for each member in the group.

Phase Two (http://www.ehcounseling.com/materials/rpg_phase_2.pdf) is designed to build on the skills learned in phase-one. Group members use phase-one tools to find positive resolutions to the three geometric axes found in this model. The goal of positive resolution is to achieve balanced reconciliation. Structured support, guidance, and appropriate facilitation are all central for a healing process to begin.

Phase Three (http://www.ehcounseling.com/materials/rpg_phase_3.pdf) provides long-term support to the individuals finished with phases one and two. Phase-three is task-oriented and designed to extend healing into the community. Lessons learned in this healing process are fed back into the earlier phases to benefit others going through the process. Phase-three uses real-world activities to implement reconciliation.

Diagrams:

-RPG model (http://www.ehcounseling.com/materials/rpg_fig_1_healing_seven_generations.pdf)

-7 Generations (http://www.ehcounseling.com/materials/rpg_fig_2_one_generational_footprint.pdf)

-600 Years (http://www.ehcounseling.com/materials/rpg_fig_3_three_generational_footprints.pdf)

-Principles (http://www.ehcounseling.com/materials/rpg_fig_4_rpg_principles.pdf)

-Tensions (http://www.ehcounseling.com/materials/rpg_fig_5_rpg_tensions.pdf)

-Pos. Outcomes (http://www.ehcounseling.com/materials/rpg_fig_6_rpg_positive_resolution.pdf)

-Neg. Outcomes (http://www.ehcounseling.com/materials/rpg_fig_7_rpg_negative_resolution.pdf)