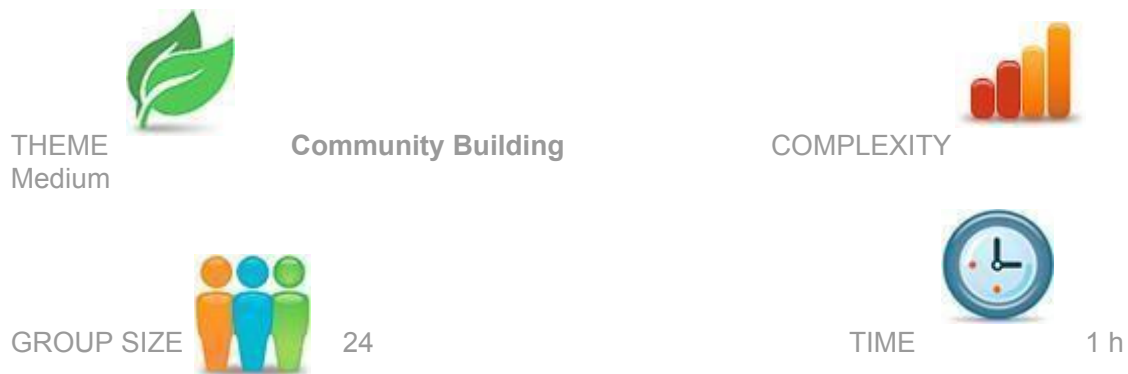


# Win as much as you can



## 1. Overview

short description of the activity - describe the issues / aspects addressed

The activity implies playing a negotiation game based on the prisoner dilemma.

The prisoner's dilemma is the story of two criminals who have been arrested for a heinous crime and are being interrogated separately. Each knows that if neither of them talks, the case against them is weak and they will be convicted and punished for lesser charges. If this happens, each will get one year in prison otherwise if their stories are different they risk having higher penalties and convicted for longer periods of prison.

## 2. Objectives

mention 2/3 specific objectives of your activity

Achieve group community by seeing the greater good as opposed to the individual one.

Representation of the community with the use of representative leadership.

## 3. Materials needed

mention equipment, consumables, others

Four tables or groups of chairs placed in four corners of the room with enough distance between them that the groups can't hear each other's conversations. Four chairs in a circle in the middle of the room or they can even go into separate rooms.

A score grid should be hung on the wall (for 4 teams and 10 rounds) with a marker pen. One point sheet and sufficient pens should be placed on the tables.

## **4. Step-by-step Instructions**

Describe all the steps - tasks for youth workers to implement the method activity

### **4.1. Directions and Set up**

4 Groups of six persons per group.( Each group is seated far enough away from each other for strategy to be discussed confidentially, yet close enough for the cluster to interact.)

### **4.2 Rules**

**I.** The facilitator reads the following directions aloud

1. The title of this activity is “Win as Much as You Can.” You are to keep that goal in mind throughout the experience.
2. There are three key rules:
  - a. You are not to confer with other members of the whole group unless you are given specific permission to do so. This prohibition applies to non-verbal as well as verbal communication.
  - b. Each quartet must agree upon a single choice for each round.
  - c. You are to ensure that the other members of the whole group do not know your quartet’s choice until you are instructed to reveal it.

### 4.3 Keeping score

For ten successive rounds you and your partner(s) will choose either an X or a Y. Each rounds payoff depends on the pattern of choices made in your cluster.

#### Pay off Schedule

4 X's: Lose 10.00 EUR each
3 X's: Win 10.00 EUR each
1 Y : Lose 30.00 EUR
2 X's: Win 20.00 EUR each
2 Y's: Lose 20.00 EUR each
1 X : Win 30.00 EUR
3 Y's: Lose 10.00 EUR each
4 Y's: Win 10.00 EUR each

Round	Team A	Team B	Team C	Team D
1				
2				
3				
4				
5	x 3	x 3	x 3	x 3
6				
7				
8	x 5	x 5	x 5	x 5
9				
10	X 10	x 10	x 10	x 10
Total Score				

The way the votes and points will be marked is as following :

- a. Facilitator will make few examples of how the voting and scoring are done
- b. Groups will decide on a vote and delegate the leader to inform the facilitator of the decision
- c. Leaders will have to inform the facilitator with the groups decision of the vote but will have the power of changing the groups decision
- d. Facilitator will collect the votes and mark it on the scoresheet only after having all 4 votes not revealing it in advance to the rest of the group
- e. Facilitator will only write down the score for every group

1. There are ten rounds to this exercise. During each round you and your partners will have two minutes to mark your choice for the round. Remember the rules. You may now take two minutes to mark your choice for round one.

a. (After a lapse of two minutes.) If you have not marked your choice, please raise your hand. (The facilitator should make sure that each quartet has completed the task before he proceeds, but he should keep the activity moving.)

b. The leader will inform the facilitator with the vote decision and only after receiving all 4 groups' decisions the score will be updated and revealed to the entire group.

c. Mark your scorecard on the Tally Sheet for round one according to the payoff schedule.

2. The facilitator continues this way for the rounds : 1-4, 6-9

3. Before round 5, 8 and 10 one representative of each group comes to negotiate with the representatives of other groups (the rest of the teams cannot interfere!). ( 2 min time) Rest of the process continues to be the same as per the previous voting rounds.

4. At the end of the voting rounds the facilitator will compute the total score for the groups and full group using them for the debriefing questions.



### Debriefing and evaluation

Please mention all the questions to debrief the activity - take into consideration the process of debriefing

### **Debriefing questions:**

1. How was communication in the team?
2. What was going well/bad?
3. How would you describe the cooperation with the representative / leader, the choices that he /she made
4. Did all of you feel as a part of the group ? ( describe if yes or no and why ?)
5. Does the “You” in “Win as Much as You Can” mean you as a quartet or you as a whole group?
6. How does the whole group’s net score compare to individual teams' score ?

### **Implementation**

Do you think this exercise can be replicated to every kind of group and community ?

Can you come up with some examples from your communities or countries ?



### Tips for facilitators

- ensure that everyone has the opportunity (but not the obligation) to speak up
- try to ask open-ended questions without a thesis
- if there is a conflict, try to name the people's needs and values; look for common things