

## Game 2 Instructions

For Game 2 – the Decider game: you will need one large sheet of paper measuring at least one metre tall and wide. Alternatively, just use any large piece of paper like flip chart paper or the back of some old wallpaper, or simply tape several smaller sheets together.

Draw 5 circles on the sheet of paper, one inside the other, and number them 1 to 5. Your largest circle (number 5) should almost touch the edges of the paper, and your smallest (number 1) should be about 25cm in diameter (about the width of an A4 sheet).

Your sheet of paper should look something like this:



### Playing Game 2: the Decider game

This game is an easy way to help your members decide together which actions your group, club or society could try to take next.

#### What to do:

1. Place your game sheet on a flat table or on the floor so that all the members of your group, club or society can see it.
2. Take the cards that you put onto the 'not doing it yet' sheet in the Taking Stock Game.
3. Scatter the printed cards, plus the blank cards, all around the edges of the outer circle.
4. Start by getting all participants to look at the pre-printed cards and write any additional ideas they have on the blank cards (one idea per card).
5. Next, ask the participants to walk round the table once, looking at each card as they go. Decide if it is an action they think your group should do. If so, they should move the card up one circle towards the centre. Each person can move as many cards as they like but must only move them up one circle. If more than one person chooses the same card, each of them should move it up one circle. For example, if three people have chosen the same card, each person will move it up one circle so now it will be in

circle 3. Once they have moved a card they cannot move it back again. Tip: It's important that everyone decides on their own, so don't let any of the participants try to influence the others. You will be left with some cards still outside the circle and others which have been moved into the circles.

6. Next, collect up all of the cards that are still around the outside edge and put them back on the 'not doing it yet' sheet of the Taking Stock Game. (These are the actions the group have decided not to take forward at this stage.)
7. Next, the participants should again move around the table. This time everyone gets the chance to turn over any action cards if they disagree with either the action or the position of the card on the game sheet. For example, if they don't agree that the card is so important after all, they can turn it over but must leave the card where it was on the paper.
8. Now together look at the turned-over cards one at a time and discuss why it is controversial. The person who turned it over may feel it should be nearer the centre as they feel it is a very important action, or they may feel that a particular action is not appropriate for the group. Discuss each of the turned-over cards and decide as a group whether you will move it or leave it where it is. When you have decided, turn the card face up again as it is now an agreed action.
9. The cards left facing up and nearest the central circle are the actions which your members believe are most important. Your group should take these actions next. Congratulations – you now all agree on your actions!
10. Make sure that someone keeps together the action cards which were in each circle so that everyone will be able to remember which actions they agreed were most important.
11. Now you are ready to work out how and when you can start the actions you have chosen. Game 3 – the Action Plan game will help you to do this. Don't forget, the 'Help, hints and tips' information next to each Easy Action on the website will help you to take the actions you have chosen.