

# Decision Making Skills



*Below are a few activities which develop decision making skills through non formal activities:*

## 1. Decision to survive

Age: 18+

Number of participants: 20-30

Skills: decision making

Instructions: Divide the large groups in 4-5 groups of 5-7 people. Give in every group one role to every person (priest, doctor, business woman, child, constructor, football star, musician, biologist, dancer, baker, painter, cook, prostitute etc.). You explain them that they got stuck in an isolated island and they have to decide who must die and can be eaten by the others. The participants must start discussion and explain why its role should survive. After discussion, they have to vote and eat. The game ends when only 2 people survive.

Evaluation: First, bring all the groups sit together in one circle.

There each group must present their lists regarding their decisions. After this start analyzing with everyone the roles and the positions they ended up in. Once this is done, discuss the methods in which each group took

decisions and the general reasons why certain individuals get eaten first, while the others later.



## 2. What shall I do?

Age: 18-30

Number of participants: 20-30

Skills: decision making, logical thinking, analyze and syntax

Instructions: Tell to the large group this story: a man carries with him a sheep, a wolf and some grass. He finds a river with a boat. The boat has space only for himself and only one more thing. He has to cross to the other part of the river deciding which one to take with him and in which order, so that the other he left behind don't eat each other. The wolf eats the sheep and the sheep eats the grass. Divide the large groups in 4-5 groups of 5-6 people. Let them analyze in what way they would proceede

Evaluation: Bring the large group back together in a circle and ask the following questions: How did you take decisions in your groups? Why have you decided to take a sheep / wolf / grass? How do you feel during the game?



### 3. Open the door

Age: 18+

Number of participants: 15+ participants

Skills: Decision making, group work

Materials needed:

Instructions: Divide the participants in 3 groups: wolfs, lamb and lamb's mother

Lambs are standing in the middle of the room in a circle.

The rest are in front of the lambs. One by one, they are knocking and trying to convince the lambs that they are their mothers. Lambs have to make decision: if they open the door or not. If the wolf comes into the room, he should choose two lambs who will be eaten. If the mother is allowed to enter, everybody is still alive. If they don't allow the mother to enter, they must choose two persons who will die.



Evaluation: Facilitators will ask participants from different roles to evaluate their position.

Was it easy to make decision to open the door or not? If yes - why? If not - Why? What was your feeling when you were not allowed to enter in the room?

### 4. Ship crashing

Age: 18-30

Number of participants: min 10-12, max 30 people

Skills: decision making, creativity

Materials needed:

Instructions: Participants are travelling in a boat. The ship is going to crash near Porto Katsiki beach in 5 minutes. In order to survive in the Island, each participant must choose 2 soft skills that he/she consider most important and write it down on stickers. When everybody reaches the island, the next step is to choose only 3 soft skills for the whole group. They will have 10 minutes to discuss and take a common decision.

Evaluation: Group reflection about the decision made.



## 5. Just do it!

Age: 18-30

Number of participants: at least 10, maximum 30

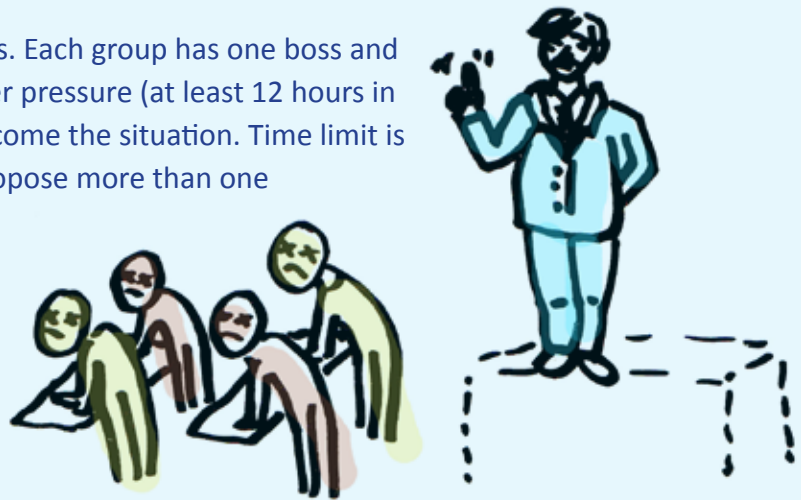
Skills: making decision, discussion, team work, negotiation

Materials needed:

Instructions: Divide the participants in groups. Each group has one boss and at least 4 employees. They have to work under pressure (at least 12 hours in a day with limited salary). They have to overcome the situation. Time limit is 10 minutes to make team decision and to propose more than one option/decision for the situation

Steps:

1. Divide the groups.
2. Decide one boss for each group.
3. Boss has to act as a bossy and pushing.
- 4 After, the employees should make a decision to change their work situation.



Evaluation: Groups will present their decision and describe the process of decision making. After this they will be asked how they felt in the various roles.

## 6. Escape

Age: 10+

Number of participants: 10-50

Skills: Decision making

Materials needed: Lists with 20 job profiles

Instructions: You live on an Island where you are in danger because of a volcano that can erupt. You have a boat and you can take five people with you. You have a list of 20 people and need to decide for yourself which people you take. You have 5 minutes to make a list of the 5 people you want to take. Then groups of 5 people are made and you need to agree within the group which persons the group wants to take.

Evaluation: compare all lists and explain how different they are. Reflect upon the process and the priorities for individuals and groups.

