

Ice-cream Game

This is a game that can be used to encourage decision-making and working together to benefit the group as a whole rather than individual members.

Materials:

- None (Ice-cream - optional!)

How:

Ask everyone in the room to pick their favourite flavour of ice-cream.

They then have to get into groups of people that all like the same flavour.

Now apologise to the group and explain that there's only enough money for one large scoop between two. Ask them to decide in pairs what their joint flavour would be, and to report back.

Now decisions get harder! Tell them that they can only buy one flavour for everyone, so they'll have to negotiate to get the best result for the group as a whole.

No one can be left out, and not have any ice-cream.

Allow them to discuss and come to a solution.

Discussion points:

- Was everyone happy with the flavour of ice-cream they had in the end?
- How were decisions made - by consensus or by a majority?
- Did anyone change their flavour more than once to make room for others? How did that make you feel?
- Was the end flavour anyone's favourite from the beginning? How did that make you feel?
- How could the decision have been made differently?
- Did you feel anyone person controlled the way decisions were made?
- Did you think it was fair or unfair?

Adaptations

This game can also be played with crisp flavours and the link teacher can remove a flavour at the end of each round, so that the groups have to choose another flavour until only two flavours are left.

The link teacher then tells the two remaining groups there can only be one flavour at the end and everyone has to agree on it. This opens up the discussion as to whether the link teacher was fair to choose one group's favourite flavour over another group's.