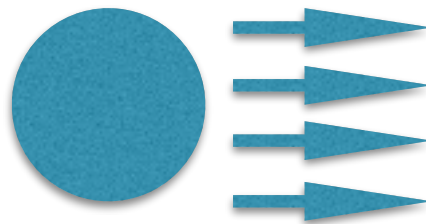
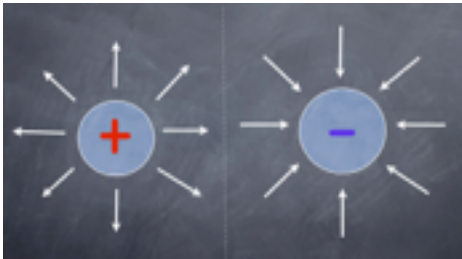




## GAMES THAT CHURCHES PLAY

Techniques To Create Community

1. **THE MUSIC BEAT GAME - STEP ONE**  
Have 6 or more people pound out a beat on their laps. Be confident and create your own beat. Don't follow others beats. Make sure yours is the best.
2. **THE BLACK AND RED GAME**
3. **THE MUSIC BEAT GAME - STEP TWO**  
Have the whole room begin pounding out a beat on their laps. This time see if you can incorporate someone else's beat into your beat.
4. **THE ARCHER GAME**  
Everyone stand up. Look around the room and identify something in the room you feel is important (from your personal perspective). Assume the position of an archer shooting an arrow at a target.  
Facilitator writes down all the items that have been targeted. Have each person place the items that are important to them in the order of 1-10. Mark down the amount of votes for each item on the board.  
Cut off the bottom half of the list. Repeat the process with the remaining items.



5. **BREAKING OUR BOUNDARY LIMITS**  
Stand up. Look straight ahead. Now turn your head as far as you can to the left. Mark that spot.  
Look straight again. Again, turn your head so that you see the spot you marked. Now turn your head to pick a spot two feet further than your original spot.  
**MORAL:** We set our own limits. The limits don't set us. We set God's limits by either praying but not really believing it can be done or by not even attempting to do it at all.

**VISION:** (create one phrase)

**MISSION:** (core purpose and focus that remains unchanged over time; 1) what's important 2) who is being served 3) communicate an intended direction)

**GOALS:** (observable and measurable end result to be achieved within a fixed timeframe)

- 1.
- 2.
- 3.

**OBJECTIVES:** (basic tools that underlie all planning and strategic activities, the basis for creating policy and evaluating performance.)

- 1a.
- 1b.
- 1c.
  
- 2a.
- 2b.
- 2c.
  
- 3a.
- 3b.
- 3c.

**ACTION PLAN:** (sequence of steps taken or performed for a strategy to succeed; 1) what will be done and by whom 2) time line 3) what specific funds available for specific activities)

# Prisoner's Dilemma (aka Reds & Blues)

A game which demonstrates whether people display win-win (co-operative) or win-lose orientation (selfish competitive) in a situation which offers the possibility of both

# Objectives

- To achieve more co-operative behaviour between team members who are pursuing shared goals

# What is it?

- Prisoner's Dilemma is a game which demonstrates whether people display win-win (co-operative) or win-lose orientation (selfish competitive) in a situation which offers the possibility of both.
- It contrasts their actual behavior with their expressed intentions, i.e. do people who say they support a win-win approach actually carry it out when the chips are down?
- If they do, the implication is that they will be equally concerned that the other party's needs are also met in any agreement.

# Why is it useful?

Often we're more concerned with winning than with achieving the optimum result. This activity:

- Explores the issues of risk and trust between team members and the effects of trust betrayal
- Demonstrates the effects of competition between teams
- Demonstrates the potential advantages of a collaborative approach to solving problems
- Demonstrates the necessity of establishing the purpose of any activity

# Resources Required

- Approximately 1 hour is required
- Maximum of 16 willing people (8 on each side)
- Enough open space for the two teams to meet separately without interrupting or disrupting each other
- In the center of the room place two chairs facing each other for team representatives

# Score Sheet

Round	Color Played		Score		Cumulative Score	
	A	B	A	B	A	B
1						
2						
3						
4						
<b>CONFERENCE (IF TEAMS BOTH AGREE)</b>						
5						
6						
7						
8						
<b>CONFERENCE (IF TEAMS BOTH AGREE)</b>						
9						
10						
<b>PLENARY REVIEW</b>						



# Game Setup (1)

1. Setup the room as described on the 'Resources Required' slide.
2. The **Facilitator** explains that the group is going to experience a simulation of an old technique used in interrogating prisoners (carefully avoiding discussing the objectives of the exercise) where the questioner separates prisoners suspected of working together and tells one that the other has confessed and that if they both confess they will get off easier.
3. The prisoners' dilemma is that they may confess when they should not and that they may fail to confess when they really should.

## Game Setup (2)

4. Two teams are formed, named A and B, and seated separately. They're instructed not to communicate with the other team in any way, verbally or non-verbally, except when told to do so by the **Facilitator**.
5. The objective is simple: "Your group is to get the highest positive score (by the end of the game, which consists of 10 short rounds)"

Group A	Group B	Score A	Score B
Red	Red	+3	+3
Red	Blue	-6	+6
Blue	Red	+6	-6
Blue	Blue	-3	-3

# Process

There are five stages

1. Four rounds played independently without a direct interaction with the other side, just transmission of each other's decisions. (The **Facilitator** instructs teams not to write down their decisions until told to do so, to make sure that the teams don't make hasty decisions, and announces each group's decision and scoring at the end of each round).
2. A pause where there is the possibility of talking to the other side if both sides want this.
3. Four more independent rounds.
4. Another pause with the possibility of interaction.
5. Two final rounds whose scores count double, i.e. Red/Red is +6/+6, Red/Blue is -12/+12, Blue/Red is +12/-12, Blue/Blue is -6/-6.

# Instructions for Participants

## Objective: To get the highest possible score for your team

1. There are two teams – A and B – who will play 10 rounds of competition
2. You will choose to play either **Red** or **Blue**
3. You will be scored as per the Score Table
4. The first 8 rounds are a maximum of 3 minutes each
5. You can have a conference, via representatives, with your opposing group after the fourth round (however, this can only take place at the request of both groups).
6. You can have another conference (for a maximum of 3 minutes) after the eighth round, if both groups choose this.
7. The ninth and tenth rounds score double and you will have 5 minutes in each round to make your decision.
  - If both groups play **Blue**, each scores '-6'
  - If one group plays **Blue**, the other **Red** then **Red** = -12 and **Blue** = +12
  - If both play **Red**, each scores '+6'

# Plenary Review

- The whole group meets to process the experience.
- The **Facilitator** announces the points total for each team, and the sum of the two outcomes is calculated and compared to the maximum possible outcome (72 points).
- The **Facilitator** leads a discussion on the effects of high and low trust on interpersonal relations, on win-lose situations, and on the relative merits of collaboration versus competition.

# Secret Sauce

- Carefully avoid discussing the objectives of the exercise until the end
- The procedure is somewhat complicated so it helps to tell **Participants** that it's the **Facilitator's** expectation that **Participants** will not fully understand the process until they've played a couple of rounds.
- Money can be collected from teams and used as a prize to heighten competitiveness, in which case the following addendum is made to the announcement of the objective: "The group with the higher positive score gets the money"
- It's very important to do the Plenary Review to ensure the group profits on the learnings
- The conferences produce some incredibly interesting learning points so try and push the teams towards having them