

WIN AS MUCH AS YOU CAN (Prisoner's dilemma)

AIM

Talk about cooperation and partnership, and be aware of prejudice and our own role in this

MATERIAL NEEDED Instruction sheets

TIME 120 minutes

HOW TO DO IT

1. Divide the group into teams. There should not be more than 6-8 people in each team. There should also be an even number of teams. Two teams will work together (blue and red team).

2. The instruction given to the group is:

"Your task is to win as many points as possible" and you hand out the sheet below to each participant. You can say everything is on the paper. There will be 10 rounds, the red group should pick A or B and the blue group should pick X or Y. In round 4, 9 and 10, you will have the possibility of meeting the other group.

3. You should have someone to take notes of what is happening in each group, if you want to have a better understanding of the group process.

4. As a process facilitator you monitor the time. They hand in the letter to you after every three minutes and you give the result to the other group. They count the scores themselves (the points are on the sheet). You show the place where they should do the negotiation. They select one person from each group and meet.

5. As a facilitator, you do not interfere in the process. Whatever happens is the only thing that could happen.

6. You will see what strategy they choose. Is it to compete, to cooperate and try to get as many points as possible as the whole group, blue and red working together, or what?

7. After a set period of time, ask participants to reflect and to write down:

- How do we see the other group?
- How do we think the other group sees us?
- How do we see ourselves?

Discuss in plenary. Can what was learnt from this be applied to real life and youth exchanges?

Instructions Game 1

For the ten rounds, the red group should choose A or B and the blue group should choose X or Y. The points the groups receive from one round to the next one depends on the combination of what the two groups choose based on the following:

AX – both groups win 3 points

AY – red group loses 6 points, blue group wins 6 points

BX – red group wins 6 points, blue group loses 6 points

BY – both groups loses 3 points

Round	Minutes	Choice		Total points	
		Red group	Blue group	Red group	Blue group
1	3				
2	3				
3	3				
4*	3 select negotiator 3 negociators meet				
5	3				
6	3				
7	3				
8	3				
9**	3 select negotiator 3 negociators meet				
10**	3 select negotiator 3 negociators meet				

* Round 4 – double the points.

** Round 9 and 10 – multiple the number by itself (but keep the minus sign).

Instructions Game 2

For the ten rounds, the yellow group should choose A or B and the green group should choose X or Y. The points the groups receive from one round to the next one depends on the combination of what the two groups choose based on the following:

AX – both groups win 3 points

AY – yellow group loses 6 points, green group wins 6 points

BX – yellow group wins 6 points, green group loses 6 points

BY – both groups loses 3 points

Round	Minutes	Choice		Total points	
		Yellow group	Green group	Yellow group	Green group
1	3				
2	3				
3	3				
4*	3 select negotiator 3 negociators meet				
5	3				
6	3				
7	3				
8	3				
9**	3 select negotiator 3 negociators meet				
10**	3 select negotiator 3 negociators meet				

* Round 4 – double the points.

** Round 9 and 10 – multiple the number by itself (but keep the minus sign).