

WHY PLAY THIS GAME?

Organisational and project success is largely dependent on how people connect with one another. This co-ordination game encourages communication, strengthens team spirit and unpacks the importance of working together in order to achieve objectives easily and quickly. The game further showcases the necessity of co-ordination when different people and departments are working towards a common goal.

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Time: This game should take approximately 20 minutes, depending on the level of engagement by participants. It is possible that players may want to engage in long discussions. It is at the discretion of the facilitator as to how long they let the discussions go on for, noting that it is important to make everyone feel like their perspective is valuable.



Number of players: This game is designed for 8 active players, with all other participants observing the proceedings (Note: The number of observers can be up to approximately 25 participants).



Your kit should contain the following materials:

- A fabric “maze” – see picture below;
- One big ball;
- Three smaller balls;
- One differently shaped ball.

ICLEI – Local Governments for Sustainability is a global network of more than 1,750 local and regional governments committed to sustainable urban development. Active in 100+ countries, we influence sustainability policy and drive local action for low emission, nature-based, equitable, resilient and circular development. Our Members and team of experts work together through peer exchange, partnerships and capacity building to create systemic change for urban sustainability.

At ICLEI Africa, we serve our African members, working with cities and regions in more than 25 countries across the continent. We offer a variety of urban sustainability solutions through our dynamic and passionate team of skilled professionals.

THE GAME

The game requires the facilitator to describe a scenario to the players, provided in the guidelines below, and with subsequent actions required by the game participants. Instructions for how to do this are in these guidelines.



Facilitation process:

1. Set the scene by selecting the 8 active players

For example: The active players should be given the maze sheet and should distribute themselves equally around the maze. The players should hold the fabric tight.

Note: Non-active players should form a circle around the active players in order to observe.

2. Set the scene by telling the players about the 'setting' of the game and their role in it.

For example: "As a group you make up a system. Each of you has a different role in facilitating components of the project. It is your objective to manoeuvre all the balls around the maze, starting in the centre and then working around the maze to the end. If the balls touch the lines you lose funding and time. The black lines of the maze represent the project lifetime. Each ball represents different elements.

The big ball = funding

The three small balls = activities

The differently shaped ball = partnerships

3. Place the balls in the centre of the maze and let them begin

Note: Observe how the round plays out and play the role of commentator, providing comments based on what is occurring.

For example:

"The funding touched the line and so 10% has been reduced due to unforeseen travel costs....."

"The project is off to a slow start as planning is taking all the time and no spend has moved..."

"The activities are moving much faster than project spend..."

"We have left the partnerships behind..."

4. Reflection

Note: Ask a few observers to make comments on what they observed. Provide some overarching comments.

NOTE: You may want to play numerous rounds with different scenarios or challenges along the way.

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