

# RED OR BLACK BRIEF FOR FACILITATORS

<b>Key Themes</b>	Teamwork, Communication, Decision Making
<b>Participants</b>	2 groups
<b>Timings</b>	Suggest 30 minutes + debrief time
<b>Materials Required</b>	Pack of playing cards (jokers removed)

## Overview

This is a good exercise that demonstrates how people work with each other and shows how trust can be built or destroyed.

## Running the activity

- Divide participants into two groups (or several sets of two groups if large numbers but you will need a pack of playing cards per set of two groups). Give one red and one black suit to each team.
- Give each group a pack of cards with the jokers removed. Inform everyone that the objective of this card game is to end up with a positive score after playing seven rounds (note zero does not count as a positive score)
- Each round consists of both teams selecting a red or black card and putting it face down on the table. Both cards are turned over and scores are awarded as follows

Your Team Selects	Other Team Selects	You Score	Other Teams Score
RED	RED	-1	-1
RED	BLACK	+2	-2
BLACK	RED	-2	+2
BLACK	BLACK	+1	+1

- There are seven rounds and the last two rounds score double. If both teams agree, they can talk to each other after round two and then again after round five. They should remain silent for the rest of the game.

## Suggested Review Questions

- What went well / what would you do differently?
- What was the objective of the game? Did you both reach the objective?
- Did you talk to each other after rounds two and five?
- Did you make any agreements? If so what did you agree?
- Were these agreements honoured?

## RED OR BLACK TEAM BRIEF

### Your Task

- The aim of this activity is to end up, after 7 rounds, with a positive score.
- Each team will place a card face down on the table. Both cards are turned over at the same time and scores are awarded as follows:-

Your Team Selects	Other Team Selects	You Score	Other Teams Score
RED	RED	-1	-1
RED	BLACK	+2	-2
BLACK	RED	-2	+2
BLACK	BLACK	+1	+1

- There are seven rounds and the last two rounds score double.
- If both teams agree, they can talk to each other after round two and then again after round five. They should remain silent for the rest of the game