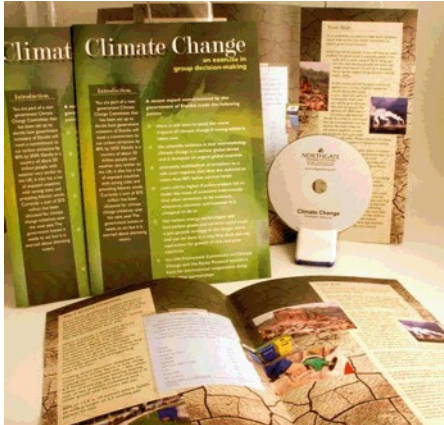


**Brand new decision making activity with a topical setting - climate change. How well will you satisfy all the interested parties? How well will you score?**



As a team of government advisers you decide on a number of ideas designed to raise public awareness of the evidence for climate change. Government initiatives are called for but governments also need votes. What is good for the planet may be a million miles away from what is good for the electorate!

Each idea has a series of pros and cons - and, of course, a cost. It's your task, as a team, to consider each option: its ability to do the job, the possible downsides, and the overall cost. Does it go far enough? How will the electorate react? If morale in the country drops too much the government will go at the next election!

For each initiative you have six options for the way forward. Your decision is entered into the one computer which generates a short report, a score, a budget balance and the next initiative. Beware of unexpected outcomes! As with decisions at work, some have unforeseen consequences for you to address.

At the end each team receives an overall score for their decision making skills. Great fun. Allow up to 40 minutes for the debrief!

### Participants will learn:

1. to adopt a decision making process
2. to keep all team members on board
3. to have clear objectives to guide decisions
4. to make informed, evidence-based decisions
5. to keep emotions out of the group decisions process
6. ways to reach consensus.

### Users' Comments

*"Delegate feedback was all positive. They liked the subject as it really is the topic of the moment. Interactive and a different subject that focused on the moral issues and the difficulty of pleasing everyone."*

*"Very user-friendly exercise and great vehicle for encountering the real dilemmas associated with decision-making. Opens up great discussion and interaction."*

*"Very useful group exercise to encourage effective communication, collaboration and consensus decision-making."*

## Trainers Role

1. Introduce the activity
2. Issue Team Briefs
3. Monitor teams as they make their choices and receive their feedback
4. After 60 minutes lead a discussion on what happened. What decision making process did teams adopt? How did they react to bad publicity? How did they work as a team?
5. Key lessons revolve around how business decisions are made, the political aspect of most decisions and how teams can improve their decision making processes
6. Relate the lessons to the workplace.

Full guidance is provided in the Trainer's Notes.

## Pack Contents

- Trainer's Notes
- Team Briefs
- Handout 1 (Individual and Team Decisions)
- Team Review Sheet
- CD-Rom



**Duration:** 1 hour + debrief.

**Numbers:** 3 to 24 (up to 4 teams of 3 to 6 in a team).

**Suitable for:** Staff of any level.

**PC required:** One computer (or laptop) and printer required.

**Licence Free:** When you buy this training material, there are no restrictions on the number of times you can use it.

**Cost to buy:** You can buy this business game (which includes a trainer's manual) and use it yourself for £395 + delivery and VAT (if applicable).

We will also run this game for you, please contact us for details.

### For further information please contact:

**Liz Garrard**  
**Training Co-ordinator**  
**Elite Training European Ltd**  
**3 Parkers Place**  
**Martlesham Heath**  
**Ipswich**  
**IP5 3UX**  
**Telephone +44 (0)1473 610320**

**Email:** [games@elitetraining.co.uk](mailto:games@elitetraining.co.uk)  
**Website:** [www.elitetraining.co.uk](http://www.elitetraining.co.uk)