



Teamwork



Decision making

## Title of the game

### Desert Island

Students work together to decide what items to bring to a desert island

Recommended age for this game:

11+

Duration:

30-40 min



Number of Students:

8+

Game Use:

In the classroom/  
Online



## Instructions:

As individuals, students brainstorm five items they would bring to a desert island. Give each student five sheets of paper and ask them to write or draw an item on each sheet. After five or so minutes, ask students to place their sheets of paper on the floor or a display board. Remove duplicates. If playing online, students can use an interactive whiteboard.

In groups, students must select only three to bring with them. Students can bring multiples of items. For instance, they can choose to bring two cooking pots or two knives but can only bring one other item.

Allow 10-15 minutes for decision-making before bringing all students back together. Each group will then reveal which items they choose and why.



## Materials:

- Paper and markers
- Whiteboard (optional)
- Digital whiteboard



## Tips for the game:

- Suggest decision-making strategies such as ranking, a veto system etc.
- Encourage students to evaluate each other's priorities equally.
- Encourage students to advocate for themselves and their choices.



## Reflective questions for students:

- What decision-making strategies did you use?
- What was the experience of compromising?
- Did a group leader emerge? How did that happen?
- Do you think you would survive better as an individual or as a team?