



NAME OF THE TOOL




Shipwreck Decision Making Games

DESCRIPTION OF THE TOOL

Managers need to be able to make decisions that affect their entire team and they often need to make these choices in a matter of minutes. A manager may seek advice and suggestions from people inside or outside of their team, but ultimately, it's up to the manager to make the decision. That's why decision-making games can be so useful in preparing managers to make these tough calls.

In this activity, participants must pretend that they've been shipwrecked and are stranded in a lifeboat. Each team has a box of matches, and several items that they've salvaged from the sinking ship. Members must agree which items are most important for their survival.

OBJECTIVES OF THE TOOL

-  to build problem-solving skills.
-  to encourage participant to listen and think about the way they make decisions.
-  to make participants think about the skills they are using in decision-making process.

CONNECTION THE TOOL WITH THE SKILL

This activity builds problem-solving skills as team members analyze information, negotiate and cooperate with one another. It also



encourages them to listen and to think about the way they make decisions.

By developing their problem-solving skills, you can improve their ability to get to the bottom of complex situations. And by refining their decision-making skills, you can help them work together maturely, use different thinking styles, and commit collectively to decisions.


🕒 **RESOURCES AND MATERIALS**

- 👥 Up to five people in each group.
- 👥 A large, private room.
- 👥 A "lost at sea" ranking chart for each team member (Annex 1).
- 👥 The experience can be made more fun by having some lost-at-sea props in the room.

🕒 **IMPLEMENTATION OF THE TOOL**

- 👥 Divide participants into their teams and provide everyone with a ranking sheet.
- 👥 Ask team members to take 10 minutes on their own to rank the items in order of importance. They should do this in the second column of their sheet.
- 👥 Give the teams a further 10 minutes to confer and decide on their group rankings. Once agreed, they should list them in the third column of their sheets.
- 👥 Ask each group to compare their individual rankings with their collective ones and consider why any scores differ. Did anyone change their mind about their own rankings during the team discussions? How much were people influenced by the group conversation?



 Now read out the "correct" order, collated by the experts at the US Coast Guard (from most to least important):

- Shaving mirror. (One of your most powerful tools, because you can use it to signal your location by reflecting the sun.)
- Can of petrol. (Again, potentially vital for signalling as petrol floats on water and can be lit by your matches.)
- Water container. (Essential for collecting water to restore your lost fluids.)
- Emergency rations. (Valuable for basic food intake.)
- Plastic sheet. (Could be used for shelter, or to collect rainwater.)
- Chocolate bars. (A handy food supply.)
- Fishing rod. (Potentially useful, but there is no guarantee that you're able to catch fish. Could also feasibly double as a tent pole.)
- Rope. (Handy for tying equipment together, but not necessarily vital for survival.)
- Floating seat or cushion. (Useful as a life preserver.)
- Shark repellent. (Potentially important when in the water.)
- Bottle of rum. (Could be useful as an antiseptic for treating injuries, but will only dehydrate you if you drink it.)
- Radio. (Chances are that you're out of range of any signal, anyway.)
- Sea chart. (Worthless without navigational equipment.)
- Mosquito net. (Assuming that you've been shipwrecked in the Atlantic, where there are no mosquitoes, this is pretty much useless.)
- Sextant. (Impractical without relevant tables or a chronometer.)

After everyone has finished the exercise, invite your teams to evaluate the process to draw out their experiences. For example, ask them what the main differences between individual, team and official rankings were, and why. This will provoke discussion about how teams arrive at decisions,

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which will make people think about the skills they must use in future team scenarios, such as listening, negotiating and decision-making skills, as well as creativity skills for thinking "outside the box."

WHAT YOU LEARN

Through the exercise participants learn to consider how others around them solve problems and make decisions. The game forces everyone in the team to work together. It fosters trust and friendship among the team, which will most likely be working together most of the time. Games and tasks like this for teams to complete, it better helps them perform and succeed at their job.

REFERENCE

 <https://www.mindtools.com/pages/article/team-building-problem-solving.htm>

 <https://bizfluent.com/list-6520008-management-decision-making-games.html>

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© Annex 1 - Lost at Sea Ranking Chart

Item	Column 1	Column 2	Column 3		
	Your Individual Ranking	Your Group Ranking	Coast Guard Ranking	Difference Between Column 1 & 3	Difference Between Column 2 & 3
A mosquito net					
A can of petrol					
A water container					
A shaving mirror					
A sextant					
Emergency rations					
A sea chart					
A floating seat or cushion					
A rope					
Some chocolate bars					
A waterproof sheet					
A fishing rod					
Shark repellent					
A bottle of rum					
A VHF radio					
			Totals	Your Score	Team Score

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