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Purpose:

To give the facilitator and students a chance to experience how the World Peace Game works.

Key Mechanics For Facilitator:

1. Giving students roles.
2. Asking poignant questions as a method of facilitating.
3. Staying removed and letting students fail in order to learn.

Key Mechanics For Students:

1. Negotiations.
2. Dealing with multifaceted conflicts.
3. Coming to consensus through discussion and negotiation.

Description of Game:

Quick overview:

The game is about negotiation and group problem solving. Teams of students each take on the role of a color; Red, Blue, Yellow, or Green. The goal is to complete objectives by filling in sections of a flag with your specific color. To fill in a section it must be voted on and approved by a majority of the class. In order to get your vote passed you must make deals with the other colors.

Game Board:

A flag with 17 numbered segments ([Here](#)). This can be projected onto a dry erase board.

A flag with 13 numbered segments([Here](#)). This can be projected onto a dry erase board.

A flag with 9 numbered segments ([Here](#)).

Note: After play testing we should redesign this with 13 segments.

Timer application:

An application for the iPad (iOS) that shows the time of each round. This can be projected along with the map.

Roles:

Facilitator Role:

As the facilitator your job is to get the game started, to assign roles, and to ask poignant questions when needed. Other than these three areas you really need to take a hands off approach. The whole idea of this game is to let your students learn from the potential of failure.

Getting Started

1. Print out this document. For the Color Leader Roles and the Color Guard Role, cut along the dotted lines. For the Objectives fold along the dotted line so that one side is Rules and the other is Objective.
2. Get a clock with seconds so that you can keep time. Have a bell, alarm, or some other noise besides your voice that will signify the start and end of rounds.
3. Print out or project the flag.

Assigning Student Roles

As the facilitator your most important duty is picking the team leaders and the Color Guard. During gameplay you really want to take a hands off approach. You should defer all questions to the the Color Guard.

1) You must pick 4 team leaders for the colors; Red, Blue, Green, and Yellow. Leaders will then draft their own teams.

Here are some helpful suggestions from John on picking your leaders for the colors:

- a. Pick a student based on the idea that this role will be beneficial for the growth of the individual.
- b. Sometimes students aren't quite ready to be leaders but your intuition says it's there or that they are headed that way. The game can be used to help solidify this.
- c. If the age of your students varies greatly, sometimes, pick younger kids as

leaders so they don't get overshadowed by the older kids.

2) You must pick the Color Guard. The Color Guard is unaffiliated with any of the teams, and has the power to make decisions and approve rules.

In terms of picking the color guard, John looks for a student that is fair and unbiased. In his book he describes the student as someone that he could envision being on the Supreme Court in 50 years (**find quote from book**).

Asking Poignant Questions

As the facilitator you will be able to see the game from a view that the students will not. This means that you will often spot mistakes that your students are making. It is of the utmost importance that you do not try to fix these mistakes. Let them happen.

However, every once and awhile you will see a mistake coming along that will completely ruin the game. This happens most often when the Color Guard makes a ruling before reflecting on the outcomes of their decision. When these "game ending" mistakes come about it is still important that you take a hands off approach. Instead of keeping the mistake from happening outright try and prompt your students with poignant questions so that they can discover and fix the mistake.

For example you might ask the Color Guard the following questions:

- Did you hear arguments from all sides before making a decision?
- Were you able to understand everyone's argument? If not maybe you should take a minute to ask for clarification?
- Is this decision fair to all team?
- Do you think this decision is fair for Yellow (or any other color)?

Yellow Color Leader Role:

As yellow color leader you are trying to build and manage the best team possible. You are free to pick your friends but that might not make the best team. The best teams come to agreement quickly with their plan of action and then are able negotiate with the other colors.

Red Color Leader Role:

As red color leader you are trying to build and manage the best team possible. You are free to pick your friends but that might not make the best team. The best teams come to agreement quickly with their plan of action and then are able negotiate with the other colors.

Blue Color Leader Role:

As blue color leader you are trying to build and manage the best team possible. You are free to pick your friends but that might not make the best team. The best teams come to agreement quickly with their plan of action and then are able negotiate with the other colors.

Green Color Leader Role:

As green color leader you are trying to build and manage the best team possible. You are free to pick your friends but that might not make the best team. The best teams come to agreement quickly with their plan of action and then are able negotiate with the other colors.

Color Guard Role:

You are the most powerful person in the game. It is up to you to decide what can and cannot be done and what rules can be made. When your classmates have questions you will need to answer them.

Before making a decision ask yourself:

If I allow this will it be unfair to any team?

If teams are disagreeing on something; have I listened to both sides?

Gameplay:

How to Play:

1. The Facilitator picks the Colors (leaders)
2. The Facilitator picks the Color Guard.
3. The Facilitator hands the Color Leaders and Color Guard their respective objective and role cards.
4. The Colors draft team members.
 - a. Red begins, picks 1 person.
 - b. Blue picks 1 person.
 - c. Yellow picks 1 person.
 - d. Green picks 1 person.
 - e. Green picks 1 person.
 - f. Yellow picks 1 person.
 - g. Blue picks 1 person
 - h. Red picks 1 person.
 - i. Repeat until all students have been selected.
5. The Facilitator reads the rules (below) and the round structure to the group.
6. Color leaders share objectives with team members.
7. Set and tell the class the time limit. We suggest 45 minutes to an hour.

Rules (also printed on back side of objectives):

- You cannot show other teams your list of objectives.
- When voting, the Color Guard will ask everyone in favor of the Declaration to raise their hand. The Color Guard will then count the votes. A simple majority will pass the declaration.
- If there is a tie in votes the outcome will be decided by a coin toss in which whomever's declaration phase it is must win two out of three tosses.
- You cannot erase or fill over a section once it has been colored.
- The game ends when the time limit runs out or when the flag is completely filled.
- If you are not back to your seats within 10 seconds after the end of the negotiation period, you will lose your next declaration phase.

Round Structure

The game starts with a three minute negotiation period. The first minute of this is meant for team members to discuss internal strategy. The next two minutes are meant for negotiation between colors. It is up to the players to manage this time.

After the negotiation period a color will make their declaration on what part of the flag they are filling out. This declaration will be voted on (see bottom of page), and this will be followed by another three minute negotiation period.

Round Structure:

- a. Three Minutes Of Negotiation Time
- b. Red's Declaration
- c. Vote
- d. Three Minutes Of Negotiation Time
- e. Yellow's Declaration
- f. Vote
- g. Three Minutes Of Negotiation Time
- h. Blue's Declaration
- i. Vote
- j. Three Minutes Of Negotiation Time
- k. Green's Declaration
- l. Vote
- m. Repeat

Note: As facilitator you should decide whether everyone in the class votes or just the color leader. Take into consideration the length of the game (it takes longer if everyone votes), team dynamics (sometimes its better if everyone votes because it illustrates disagreements with leadership), and fairness (if one team has more players it would not be fair if everyone voted).

Red Objectives:

1. If there are any blank areas on the flag at the end of the game then you lose.
 2. Try to fill out more areas than any other team.
 3. Get Q.
 4. Get two adjoining pieces.
 5. Get H.
 6. During the declaration phase you must say: "I am Mr/s.
_____ of the Red Team and _____ will
be filled in by _____."
-

Rules

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- If there is a tie in votes the outcome will be decided by a coin toss in which whomever's declaration phase it is must win two out of three tosses.
- You cannot erase or fill over a section once it has been colored.
- The game ends when the time limit runs out or when the flag is completely filled.
- If you are not back to your seats within 10 seconds after the end of the negotiation period, you will lose your next declaration phase.

Yellow Objectives:

1. If there are any blank areas on the flag at the end of the game then you lose.
 2. Try to fill out more areas than any other team.
 3. Get two corner pieces.
 4. Get Q.
 5. Get K.
 6. During the declaration phase you must say: "I am Mr/s.
_____ of the Yellow Team and _____
will be filled in by _____."
-

Rules

- You cannot show other teams your list of objectives.
- When voting, the Color Guard will ask everyone in favor of the Declaration to raise their hand. The Color Guard will then count the votes. A simple majority will pass the declaration.
- If there is a tie in votes the outcome will be decided by a coin toss in which whomever's declaration phase it is must win two out of three tosses.
- You cannot erase or fill over a section once it has been colored.
- The game ends when the time limit runs out or when the flag is completely filled.
- If you are not back to your seats within 10 seconds after the end of the negotiation period, you will lose your next declaration phase.

Blue Objective:

1. If there are any blank areas on the flag at the end of the game then you lose.
 2. Try to fill out more areas than any other team.
 3. Get two corner pieces.
 4. Get Q.
 5. Get N.
 6. During the declaration phase you must say: "I am Mr/s. _____ of the Blue Team and _____ will be filled in by _____."
-

Rules

- You cannot show other teams your list of objectives.
- When voting, the Color Guard will ask everyone in favor of the Declaration to raise their hand. The Color Guard will then count the votes. A simple majority will pass the declaration.
- If there is a tie in votes the outcome will be decided by a coin toss in which whomever's declaration phase it is must win two out of three tosses.
- You cannot erase or fill over a section once it has been colored.
- The game ends when the time limit runs out or when the flag is completely filled.
- If you are not back to your seats within 10 seconds after the end of the negotiation period, you will lose your next declaration phase.

Green Objectives:

1. If there are any blank areas on the flag at the end of the game then you lose.
 2. Try to fill our more areas than any other team.
 3. Get Q.
 4. Get two adjoining pieces.
 5. Get I.
 6. During the declaration phase you must say: "I am Mr/s. _____ of the Green Team and _____ will be filled in by _____."
-

Rules

- You cannot show other teams your list of objectives.
- When voting, the Color Guard will ask everyone in favor of the Declaration to raise their hand. The Color Guard will then count the votes. A simple majority will pass the declaration.
- If there is a tie in votes the outcome will be decided by a coin toss in which whomever's declaration phase it is must win two out of three tosses.
- You cannot erase or fill over a section once it has been colored.
- The game ends when the time limit runs out or when the flag is completely filled.
- If you are not back to your seats within 10 seconds after the end of the negotiation period, you will lose your next declaration phase.

