

# Pass the Fiver



## **Why play this game?**

This game encourages the practice of quick thinking when faced with a dilemma, and facilitates the articulation of reasoning and justification.

## **How does it work?**

1. Arrange the participants in a semi circle.
2. Explain that each participant will be given a scenario, they should state what they would do in the given situation and then justify their decision.
3. Hand the £5 to the first participant and give them a scenario (examples below).
4. When the first participant has finished they should then pass the £5 to the next participant who is given another scenario.
5. This is repeated until all participants have been given a scenario.

## **What do we need?**

A £5 note. Using a 'prop' (in this instance, the £5 note) helps focus the mind on the subject and brings alive the scenario.

## **Examples**

- The person in front of you at the supermarket checkout unknowingly drops a £5
- You discover the £5 in your wallet is counterfeit
- A colleague on their first day of working with you asks to borrow £5

### **Let's mix it up!**

Split the group into pairs, give 1 participant in each pair a scenario, ask them to state their decision and justify then the other person (in the pair) must give an opposing opinion and validation. Continue until all pairs have been given a scenario.