

### **Games Coordinator - Before the event**

- Print off enough posters to give one to each group (they can be 2 pages or double sided. They can also be printed in black and white or colour)
- Print off enough Easy card sets to give a set to each group (they **must** be in colour and **not** double sided)
- Print off enough Harder card sets to give a set to each group (they **must** be in colour and **not** double sided)
- Cut each Easy card set so that each thing is on its own bit of paper. Secure the stack together with a paper clip or something similar.
- Cut each Harder card set so that each person is on its own bit of paper. Secure the stack together with a paper clip or something similar.
- Note: each stack should have exactly 1 of each thing. Order in stack doesn't matter.
  - E.g. in each Easy stack you should have 18 bits of paper with a different thing on each bit of paper, and in the Harder stack you should have 18 bits of paper with a different person on each bit of paper
  - The easiest way to cut them is to do one set at a time. Each set has 3 A4 sheets of paper, so line up the 3 sheets and make the cuts, then paper clip and do the next one. Otherwise it can get confusing which bits of paper belong to what stack
- Make sure you have the following for students to use:
  - Butcher s paper, or other large pieces of paper
  - markers or other pens
  - small quantity of Blutac or tape in case people want to stick the cards to their forehead when they play the game (so it's like Celebrity Heads)

### **Game Coordinator - On the day setup**

- There's nothing to set up on the day except the projector, and making sure you have all the supplies you need (butchers paper, markers, easy card sets, harder card sets and the posters)
- Highly recommend you do a briefing with tutors before the game starts so they know how the game works and what they need to do to help students and test the trees

### **Game Coordinator - Running the game**

- Go through the slides with the students
- Get the students to get into groups of 3-5
- Each group should receive the following supplies (it's up to you if you'd prefer tutors hand these out or students send someone to the front to get them):
  - Butchers paper
  - Markers
  - Poster
  - Easy card set
  - Small amount of Blutac or tape
- Students then make a decision tree for the easy card set
- Once they are happy, they can call over a tutor, who will help them test it
- Once they've shown a tutor their tree, they can get a fresh bit of butchers paper and the harder card set and try to make a tree for that set
- As an extension, you can get them to make their own cards, maybe of their favourite foods or characters they like, and then make a tree for that

### **Tutors - Helping the students and playing their game**

- If students don't understand what to do, go through student instruction sheet with them
- Help them look through the cards they have and get them to work out what would be a good question to ask to divide the cards in half (prompt them to look at the information headings on the cards to see what could be used)
- Remind them:
  - Ask good questions that will split the group in half
  - Make your tree as flat and even as possible
- There is no "right" or "wrong" tree, just ways to make a better tree so that you get to the final answer faster
- When a group asks you to play their game:
  - Pick a card at random from their pack (don't look at it!)
  - If you want to, stick it to your forehead like in Celebrity Heads!
  - Ask your group the first question on their decision tree
  - They will give you a YES/NO answer.
  - Follow their decision tree asking more questions to work out which character you are on the card you picked from their pack
  - Count how many questions they had to ask to work it out - the lower the better!