



IOL (UK) Limited & Northgate Training
EXERCISES, GAMES & SIMULATIONS FOR MANAGEMENT DEVELOPMENT



Climate Change

Participants will learn:

- to adopt a decision-making process
- to keep all team members on board
- to have clear objectives to guide decisions
- to make informed, evidence-based decisions
- to keep emotions out of the group decisions process
- ways to reach consensus

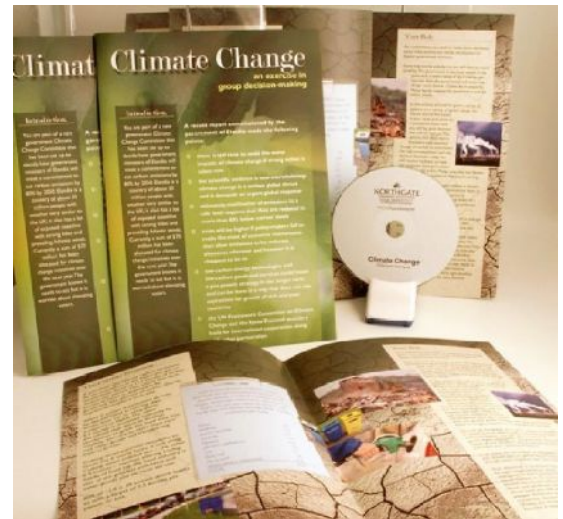
NUMBERS: 3 – 24 Participants in up to four teams, ideally with between 3 and 6 in each team

TARGET AUDIENCE: Staff at any level

TIMING: 1 hour + Debrief

Note: One PC or Laptop and printer required

COST: £395 (+VAT and delivery)



A brand new activity and a topical scenario. As government advisers on climate change you decide on the best initiatives. How well will you satisfy all the interested parties? How well will you score?

As a team of government advisers you decide on a number of ideas designed to raise public awareness of the evidence for climate change. Government initiatives are called for but governments also need votes. What is good for the planet may be a million miles away from what is good for the electorate!

Each idea has a series of pros and cons - and, of course, a cost. It's your task, as a team, to consider each option: its ability to do the job, the possible downsides, and the overall cost. Does it go far enough? How will the electorate react? If morale in the country drops too much the government will go at the next election!

For each initiative you have six options for the way forward. Your decision is entered into the one computer which generates a short report, a score, a budget balance and the next initiative. Beware of unexpected outcomes! As with decisions at work, some have unforeseen consequences for you to address. At the end each team receives an overall score for their decision-making skills. Great fun. Allow up to 40 minutes for the debrief!

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Trainer's Role

- 1 Introduce the activity.
- 2 Issue Team Briefs.
- 3 Monitor teams as they make their choices and receive their feedback.
- 4 After 60 minutes lead a discussion on what happened. What decision making process did teams adopt? How did they react to bad publicity? How did they work as a team?
- 5 Key lessons revolve around how business decisions are made, the political aspect of most decisions and how teams can improve their decision making processes.
- 6 Relate the lessons to the workplace.

Full Trainer's Notes explain all and give discussion notes.

Pack Contents

- Trainer's Notes
- Team Briefs
- Handout 1 (Individual and Team Decisions)
- Team Review Sheet.
- CD-ROM

TO ORDER "Climate Change" please contact:

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