

Making a Decision

What is the purpose of this activity?

There are many times when a group needs to know how the other members are thinking. Thumbs Up, Multi-voting, and Spend-A-Buck are all methods to insure that everyone's opinion is heard and counts.

How do I do this activity?

Tell participants that **Thumbs UP** is an easy and quick way of checking for agreement or understanding. Any time the facilitator or group members want to know how members are thinking they may ask for a thumbs up, down or sideways. Explain to participants that in order to make sure that everyone in the group agrees or understands you will be asking for thumbs up. When you ask for this everyone who agrees will hold his or her hand up with the thumb pointing up, if you can live with it but aren't thrilled put your thumb sideways and if you can not live with it or do not understand put your thumb down. Keep discussing and searching for the common ground until all thumbs are up or sideways.

Spend-A-Buck is another way to make a decision where all members are represented. Each member has four quarters to spend on the choices. They may spend their money any way they wish as long as they have more than one choice. The group then counts the money to reach a decision. If there are a lot of choices and you want to give group members more choices you may give them ten dimes. If you do this tell them that they have to spread their dimes out among at least 3 choices.

Multi-voting is similar to Spend-A-Buck. Instead of money groups use markers or stickers. This allows groups to determine the amount of votes each person has and how they are divided up. For instance, if the group has 24 choices, each person may get 6 votes and they must spread them between 2 choices.

Hints:

For a quick check just say everyone who agrees thumbs up. If it is a large group ask participants to let you know if they see any thumbs down or sideways.

It a good idea to practice these in the whole group then encourage small groups to use them as they do their work

What are some variations of this activity?



Thumbs up can be done as a stand up or sit down or hand up if you want it to be more physical or more obvious.

When would I use this activity?

- Entering Procedure
- Opener
- Icebreaker
- Team Builder
- Energizer
- Content
- Assessment/Evaluation
- Management
- Closing Activity

Time for set-up: none

Preparation: none

Performance: 5 minutes each time done

Cleanup: none

Group size: any size

Material: Thumbs up-none
Multi-voting-small stickers or markers, Spend-A-Buck -play quarters or tokens

Room Set-up: any

Notes/Questions to ponder: