Moon Ball Game

Slightly modified from the Systems Thinking Playbook by Linda Booth Sweeney and Dennis Meadows (ISBN: 0-9666127-7-9)

PURPOSE OF GAME

Develop team learning skills, practice systems thinking

WHAT YOU NEED

Ideally between 10 and 15 people, one beach ball, a big piece of paper (flip chart better) and markers

GOAL

Players must hit the ball as many times as possible and keep the ball in the air for as long as possible

WHAT TO DO

1. Players have three tries
2. In each trial players are given up to 2 minute for planning before playing
3. The score is the total number of "legal" hits during each trial and is recorded on a piece of paper

RULES

Players cannot hit the ball again until all others have hit the ball once; they can only use their hands to hit the ball; the trial ends when the ball hits the ground or other surface.

DEBRIEF

As a facilitator you'll guide the group through the discussion:

- <u>What Happened?</u>
  Ask participants to describe what happened.

- <u>Graph the variables</u>
  Ask participants to plot the score for trial 1,2, and 3 on a graph where the X is Number of Tries and the Y is Performance or Team Learning

- <u>Trace cause and effect</u>
  What affected team learning? Was it the time spent planning or the pressure to get better or both? And what other things might have had an impact? Write down the name of variables as they come from the group and ask how the variables are related. Draw arrows of influence between the variables. If you are familiar with causal loop diagramming, here is the place where to use that, but that skill is not required.