

WHICH WAY SHOULD WE GO?

*You've just spent the last hour working your way through some heavy content - rules, specifications, law, tricky theory. You have really tried to make the content as interesting as you can – but now you need an energiser that will also help learners to apply / remember the learning. This is where the **Which way should we go?** game comes in.*

You do:

Begin by creating a set of signposts (or download the full set of 16 *Which way should we go?* signposts from our website www.gray-matters.com .) Add the following words to the signs:

- NO WAY
- ANOTHER WAY
- WRONG WAY
- RIGHT WAY
- MY WAY
- WAY OUT



Now draft a statement or title for the activity relevant for the learning eg:

- Protecting the customer's rights
- Protecting the seller's rights
- Setting learning outcomes for elearning
- Setting goals
- Making a chocolate cake.

Divide learners into small teams and hand each team a signpost. Give them 5 minutes to discuss the topic from the perspective of the signpost and invite them to share their ideas. For example, if your topic was making a chocolate cake these are some of the responses you might get:

- **No way** would you: add liquorice; cook it in a saucepan; add vinegar.
- The **right way** is to: measure ingredients carefully; mix thoroughly.
- The **wrong way** is to: put all the ingredients into the bowl at the same time; bake it at 100 degrees.
- **Another way** is to: cook it in the microwave; make a chocolate freezer cake.
- **My way** is to: mix dark chocolate pieces into the final mixture; add a dollop of brandy; serve it with freshly whipped cream.
- The **way out** of a flopped cake is to: cut it up into small pieces and turn it into a trifle; add chunks to ice cream for a yummy dessert.

Isn't this a lovely activity? Try it – and do post your experiences with it onto our Gray Training Facebook page.

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