



Influence

Stage

3

45 mins



Skills builder

# Decisions, decisions



## What you'll get out of it

- Know who makes decisions.
- Use your voice.
- Listen to others.
- Share your ideas.

## What you'll need

- Packs of sticky notes or cards in two colours
- Large sheets of paper
- Pens
- A whistle

## Aim of activity

Decisions are made all the time by lots of different people. Find out who makes which decisions and who to ask to make things happen!



WE DISCOVER, WE GROW

Girlguiding



# Influence

## Before you start

On a large sheet of paper, write the three places below:

- Home
- School
- Local area

Make sure they're evenly spread out, then make a copy. Stick both sheets of paper on the wall at one end of the space. On the floor under each one, place two different coloured packs of sticky notes and a pen.

## What to do

**1** Get into two lines (teams A and B) at the opposite side of the space to the sticky notes. Make sure each team is facing one of the sheets of paper stuck on the wall. Your leader will tell you all which colour sticky note to use.

**2** When your leader blows her whistle, one girl from each team race to grab a sticky note. Read the sheet stuck on the wall and write one person you know in one of the places. For example, at home it could be your brother, grandma or even your dog! Stick your note on the wall underneath the place, then come back and tag the next girl to go. After two minutes, count how many sticky notes your team got.

**3** Line up again and repeat the game. This time, write a change you want to happen in each of these places on the other coloured sticky note. For example, for 'home' you could write 'go to bed later', or for 'local area' you could write 'more bins to put rubbish in'. Which team got the most this time?

**4** A decision maker is somebody who can make changes happen. You're going to figure out which people are decision makers and try to influence them. Team A – everyone take a 'person' sticky note from your sheet of paper, it doesn't matter which place it's under. Now you're going to pretend to be that person.

**5** Team B – everyone take a 'change' sticky note. Now find a partner from team A. You're going to try to persuade your partner to make the change you've picked up.

**6** In your pairs, shake hands and introduce yourselves. Team A – remember to stay in character! Team B, you only have one minute to talk to your partner about what you'd like to change and why. Tell them why they should care and why it's a good idea.

**7** After one minute, everyone put your sticky notes back on the walls. Now try the game again, but this time team B should be the decision makers.

**8** Gather together as one group. Was everyone you spoke to able to make a change? If not, why not?

**9** Finally, put the decision maker sticky notes on a large sheet of paper and add any others you can think of. Add how you think you can contact them. This will be your 'decision maker directory'. Use it to get in touch with decision makers for any action you need to take in the future.