Curiosity Bricks

Game manual
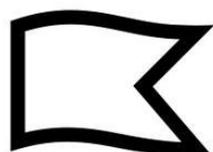
Game Description

What is it about:

Players try to collaborate and estimate the number of red bricks in previously prepared models. The trick is to not get stuck on the basic trainer suggestion about the method of estimation and figure out, you can disassemble the bricks to get the proper result.

Learning goals:

Anchoring (cognitive bias), lateral thinking, curiosity, creativity, cooperation, communication, decision making

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Number of players:

2

Time for the game (without debriefing):

~ 10 minutes

List of components:

- 6 models (50 - 100 lego bricks, minimum 3 colors - including red)
- Timer
- Paper and pens
- Stickers to identify models)

Game Manual

Objective

In this game, (2) players have to cooperate in order to find the total amount of red pieces in all the models. If they guess the correct number, they win. If they don't guess the correct number after four tries, they lose.

Setup: Before starting a game the facilitator needs to secretly assemble six lego models and count how many red dots are in each.

In order to make it easy to identify each model, the facilitator should put a coded sticker (ex: E) in each model and write down, in a paper hidden from the players, how many red dots are in each (model E - 2 red dots). The models should be placed in front of the players, also giving them a piece of paper and a pen.

Lego models should be assembled in a way that some models have only visible red dots, some have both visible and hidden ones and others only have hidden ones The maximum amount of red dots in a single model is 8.
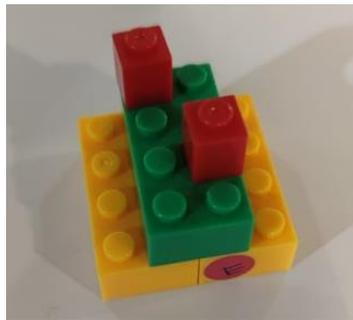
Example 1: This piece has a total of 2 red dots.
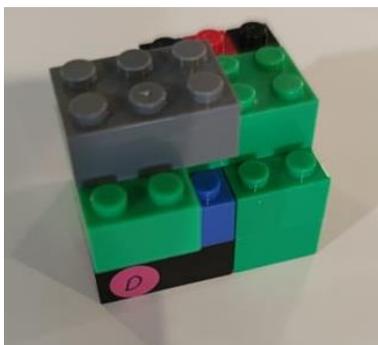
Example 2: Assembled model

Disassembled model - there are a total of 3 red dots in it.

Game

The facilitator gives the following instruction to the players "You're cooperating in order to find out the total amount of red dots - in ALL six models", and give them an example with visible red dots.

As soon as they are ready, tell them to start and put the timer in front of them. Remember, we aren't measuring completion time, it's only a measure to add pressure.

Players write on paper and discuss strategy and have as much time as they want, we only need to know what their guess is.

Game end

The game ends in one of two ways:
- The players find the correct number of dots (they win).
- The players don't guess the correct number after four tries (they lose).

You may also decide to end the game as soon as players find the trick.

Debriefing

- Players have a tendency to not disassemble the models even though they were never told they couldn't do it. The facilitator should highlight that sometimes people make assumptions that are not correct and talk about unwritten rules that people assume as true.
- When there is a time pressure, even if in this case the time is not considered, players tend to explore only the models with visible red pieces. The facilitator should highlight that efficiency and productivity might be an enemy to curiosity.
- Players need to cooperate and communicate efficiently in order to achieve the goal of the game.