

PLANET ZOP CONSENSUS WORKSHOP 2011 FACILITATOR NOTES

[[GOAL [This should NOT be read out loud]

This exercise will enable student groups to discover how they work together; and to use consensus to make difficult decisions. Teens must come to consensus on who they will populate a new planet with and will use discussion and on-the-spot consensus strategies.]]

SET-UP

Foundations should be broken into three groups (6-7 participants), with LC (Leadership Council) leaders distributed among the groups and leading the activity with support from staff and alumni observers.

SUPPLIES FOR EACH GROUP

- One set of Character Cards
- One Planet Zop (Sara will provide these)
- Decision making grids and stickers for each participant (enough so that each participant has at least 5 small stickers that will fit on their grid)
- Alien Antennae for leaders of workshop (and maybe a few extra for those who want to wear them!)
- **(All of these supplies can be placed in one large envelope for each group)**

TIME REQUIRED [50 MINUTES]

INTRODUCTION [5-10 MINUTES]

Welcome to our workshop on consensus. Consensus is the process we use as a board to make important decisions, like choosing our mission statement or deciding where to allocate our money.

What do people know about consensus?

Take 2-3 responses and then say:

**Consensus means that everyone is heard and everyone can move forward.
Consensus is never majority rule voting.**

THE CHALLENGE

LC to put on alien antennae or other distinguishing costume item, put out Planet Zop and Character Cards in the middle of the circle, and read the following scenario:

“We are from the Planet Zop. Our planet has no life form on it yet, except for us, and we would like to populate it with good people from your planet to make it a good world. These fifteen people have been recommended, but our spacecraft can only hold five people from your planet. Please make a decision as a group as to the five people we can take.

Oh my, look at that time! We must depart from your solar system in 25 minutes exactly or else the mass disintegration program affecting all life in this solar system will boot up.

Your group must reach a decision as to which five people should enter the spacecraft and start a new world on Planet Zop. You have approximately 25 minutes to reach this decision.

We suggest that individuals get clear on their top choices first (as quickly as possible, 2-3 minutes), using grids and stickers, before group discussion begins.

GROUP USES CONSENSUS TO PICK PEOPLE FOR PLANET ZOP [25 minutes]

Give five-minute warning at 20 minutes.

At 25 minutes, ask group to share their choices.

During process, all staff to watch for things that you notice about the group that you may reflect back to the group after consensus is reached.

DEBRIEF AND WRAP-UP [10-15 minutes]

Possible Debrief Questions:

- How were decisions made?
- What helped or hindered the process?
- What did you notice about how people listened to each other [or didn't]?
- How was conflict managed?
- What role did you play in the group?
- Did everyone in the group feel heard?
- How would you do the activity differently if you were asked to do it again?
- What did you learn about using consensus?

WRAP-UP

After debrief, have everyone refer to the Consensus handout in their binder.

Have people read aloud the basic points. [If short on time, refer people to this handout in their binder, but do not read the whole thing aloud].

Thank you for participating in tonight's dramatic consensus activity. We will face some challenging real-world decisions this year—good luck!