

EduTrend Contents

G4C · PROBLEM-SOLVING AND CONFLICT RESOLUTION GAMES · MIDDLE SCHOOL

Win-Win Workshop

Separate what people say they want from why they want it, and find solutions that meet both sides' interests

Ages 11–13	Level: Intermediate	45 minutes	Groups of 3 · up to 30	Activity 03

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 student worksheets · assessment checklist

ACTIVITY 03 · AT A GLANCE

Win-Win Workshop

Groups receive invented disputes, such as two friends wanting different weekend plans. For each, they write each person's position (what they say they want) and interests (why they want it). They then brainstorm at least five options, test each against both sides' interests, and choose one that meets as many as possible. Groups present their best win-win solution.

Learning outcomes

By the end of the session students can:

- distinguish positions and interests;
- brainstorm multiple options;
- test options against interests;
- present a win-win solution.

KEY WORDS

position · interest · option · win-win · brainstorm · criteria

CURRICULUM LINKS

PSHE: relationships. Citizenship: negotiation. English: persuasive speaking.

1	2	3	4	5	6
SETTLE	**EXPLAIN**	**PLAY**	**NOTICE**	**TALK**	**CLOSE**
Calm start	One game, clear rules	Invented characters	Clues and feelings	Different views are fine	Calm and positive

Materials (per group)

- Invented dispute cards
- Position-interest templates
- Worksheets 1, 2 and 3

Before the session

- Write four invented disputes.
- Prepare templates.
- Model one analysis.
- Plan groups.

SAFETY

Disputes are invented; keep discussion respectful.

ACTIVITY 03 · SESSION PLAN

Step by step

Encourage many options before judging any.

Time	What happens	Say or ask
0–8 min Settle	Model positions and interests.	*"Why does she want that?"*
8–25 min Analyse	Groups analyse disputes.	*"What is the interest behind it?"*
25–38 min Create	Brainstorm and test options.	*"Does it meet both interests?"*
38–45 min Close	Present solutions.	*"Is it really win-win?"*

CHALLENGE CARD (print or copy onto the board)

Find a solution to an invented dispute that meets the real interests of both sides.

ACTIVITY 03 · FACILITATOR NOTES

The problem-solving game know-how in brief

A position is what someone says they want; an interest is the reason behind it. Focusing on interests often reveals new solutions.

Generating many options before judging them helps find creative agreements.

Common ideas to listen for

- "Compromise means both lose." Win-win can meet both interests.
- "Positions can't change." Interests show flexibility.
- "One side must be wrong." Both may have valid interests.

Adapting the activity

Support

Provide a list of possible interests.

Stretch

Add a third party with different interests.

WORKSHEET 1

Positions and interests

Name: _____ Class: _____ Date: _____

For each dispute.

Positions and interests

Person	Position	Interest

WORKSHEET 2

Options

Test each.

Options

Option	Meets A?	Meets B?

WORKSHEET 3

Our win-win

Explain.

Our solution works because...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight students; copy as needed.

Student	Distinguishes interests	Generates options	Justifies solution

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Win-Win Workshop is a sample activity from the EduTrend Contents G4C Problem-Solving and Conflict Resolution Games programme (middle school, level: intermediate). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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