Win as Much as You Can: An Intergroup Competition²

Goals: To dramatize the merits of both competitive and collaborative models within the context of intragroup and intergroup relations. To illustrate the impact of win-lose situations.

Group Size: Unlimited numbers of eight-person clusters. Each octet is subdivided into four dyads (two-person partnerships).

Time Required: Approximately one hour.

Materials: Copies of the “Win as Much as You Can Tally Sheet“ for each partnership. Pencils.

Physical Setting: Dyads comprising each octet are seated far enough away from each other for strategy to be discussed confidentially, yet close enough for the cluster to interact.

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² This structured experience is based on the classic “Prisoner’s Dilemma” problem as adapted by W. Gellerman.

Reference: Unknown