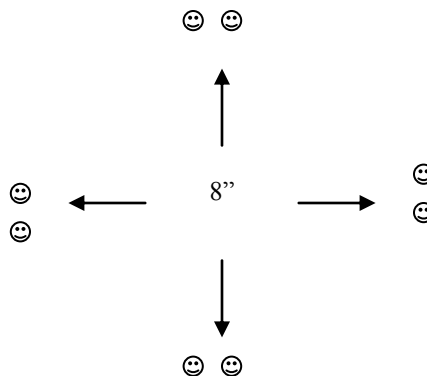




Win as Much as You Can: An Intergroup Competition²

- 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.



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

Reference: Unknown