

BOX GAME

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(Revised: 14 December 2013 by Nicola Neumann-Mangoldt)

FORMAT:

Whole group game
Duration: 60 minutes.

PURPOSE:

To experience how to develop a simple, elegant model for Rapid Learning. To learn the value of making mistakes and getting feedback. To experience Winning Happening as one of the three games.

SETUP:

- Labyrinths are taped onto the floor using 2 cm wide masking tape. Be careful with wooden floors as tape will almost surely leave a mark that cannot be removed. Works best on carpeted floors.
- Plan to have 5-8 persons per group, two groups per Labyrinth Of Boxes (example, 30 people need 3 Labyrinths).
- Pre-select two Box Managers per Labyrinth, and train them to do their job.
- You will need one copy of the Box Map for each Box Manager.
- Box Managers stand on chairs and coach their group from the opposite side of the Labyrinth.
- Box Managers should protect their Box Map so people cannot see the path.

INTRO / BACKGROUND:

INSTRUCTIONS / PROCEDURE:

- Have people count off as they enter the space beginning at "1" and going up to two times the number of Labyrinths that there are. (For example, with 3 Labyrinths, have people count off from "1" to "6.")
- Indicate where each group stands, one group at the end of each Labyrinth.
- Each group has a Box Manager. "I am the Box Manager for that group." Etc.

- The Chief Box Manager stands on his or her chair and shouts these exact instructions to everyone: Welcome to the BOX TEAM!!!
- The name of this process is The BOX GAME.
- What is the name of this process? (The BOX GAME)
- The purpose of the Box Game is to develop a simple elegant model for Rapid Learning and to learn the value of making mistakes.
- What is the purpose of the Box Game? (To develop a simple elegant model for Rapid Learning and to learn the value of making mistakes.)
- What we have here, taped to the floor, is a Labyrinth of boxes.
- What you get to do in this game is choose which box you are in.

- The way you choose a box is you commit to it.
- The way you commit to a box is by putting both feet in the box, like this (demonstrate two feet in one box). Not like this (demonstrate one foot in each of two boxes). And not like this (demonstrate one foot partly in both boxes).
- The BOX GAME is about Rapid Learning.
- The problem with choosing and committing to a specific box is that you are taking a risk. The risk is that you might be wrong. You might make a mistake.
- How many of you have ever made a mistake?
- How many of you have ever made a mistake and then said to yourself, "I will never do that again!?"
- How many of you made the same mistake again?
- We all have parts. A part of us is afraid of making mistakes. Another part is NOT afraid of making mistakes. How many of you know this about yourselves?
- This part of us that is afraid of making a mistake is not capable of commitment, responsibility, or creative leadership.
- This part of us that is afraid of making a mistake is also not capable of Rapid Learning, because making mistakes is part of learning.
- If the part of us that is afraid of making mistakes has "Majority Vote" and gets to make our choices, then we can only make choices that are certain to be "correct." Such choices are not very creative.
- It can be helpful for leaders to make creative choices.
- Creative choices always include the risk of being wrong.
- Playing the BOX GAME helps you change your experience of making mistakes and getting feedback.
- The objective of the BOX GAME is for all members of the BOX TEAM to travel the pathway through the Labyrinth within a given time limit.
- What is the objective of the BOX GAME? (For all members of the BOX TEAM to travel the pathway through the Labyrinth within a given time limit.)
- You are divided into two groups around each Labyrinth so that the most number of people have the maximum exposure to learning.
- To get the most from the BOX GAME, play as if your life depended on it.
- The BOX GAME has two Phases.

Phase One:

- I am the Box Manager for that group. He / She is the Box Manager for this group.
- Every box makes a sound.
- When you choose a box and commit to it with both feet, you will get FEEDBACK from your Box Manager!
- The appropriate box's sound is "GO!" The inappropriate box's sound is "BEEP!"
- What sound does the appropriate box make? (GO!)
- What sound does the inappropriate box make? (BEEP!)
- When you receive a "BEEP!", exit the Labyrinth.
- What do you do when you receive a "BEEP!"? (Exit the Labyrinth.)
- The path is connected through adjacent boxes. Diagonal boxes are okay. (Demonstrate what is okay and what is not okay.)
- EVERY BOX IS AN OPTION.
- Remain off the Labyrinth until it is your turn.
- Keep the Labyrinth clear of physical objects. Do not use any Hansel and Grettle tricks! (Demonstrate with coins.)

- Do not touch the boxes.
- No note taking.

Phase Two:

- When someone discovers the correct path through the Labyrinth, the Box Manager will say, "Congratulations, you have discovered the path!"
- Once the path has been discovered, Team members travel in trios until all team members have successfully traveled the path.
- Once the path has been discovered, how many Team members travel the path at one time? (Three.)
- If even one member of a trio gets "BEEPED!" then all members of that trio must exit the Labyrinth and start again.
- Before the Box Game begins you will have three minutes to strategize.
- Once the playing begins, you must remain non-verbal until all Team members have successfully traveled the path. You may grunt, groan, squeal, clap, cheer, etc. But no language.

Path Specifications:

- The path enters and exits the Labyrinth.
- The path begins on the side that your group is standing.

Time Specifications:

- You will have 20 minutes to complete the BOX GAME.
- Any questions?
- The 3 minutes to strategize begins now.
- 2 minutes remaining.
- 1 minute remaining.
- 15 seconds.
- Please stop. No talking.
- Box Managers, are you ready? (Yes!)
- Everyone, please begin.
- 10 minutes remaining.
- 5 minutes remaining.
- 1 minute remaining.
- Please stop.
- We will take a 5 minute pause, then please have a seat in the big circle.
- OPTIONAL: Take 5 minutes and write down the qualities of who you were being during the Box Game. (e.g. Not trying when you don't know where to go. Feeling good or bad. Telling others what to do. Waiting for someone to tell you what to do. Trying to figure it out alone.) Debrief: This behavior is a pattern of your own Box.

DEBRIEF:

- What was it like to receive a "Go!"? What was it like to receive a "Beep!"? (No difference – both were useful neutral information.)
- Let us draw a simple elegant Map to describe this method of Rapid Learning.
- What was it like to discover that the next Box was outside the labyrinth?
- How many saw that the path was the same for each group?
- How many made use of other group's mistakes? Mistakes as intellectual property.

- How many Teams were there? (“Welcome to the *Box Team!* You are *divided into groups* around each Labyrinth so that the most number of people have the maximum exposure to learning.”)
- How many of you made up the rule that there was more than one Team?
- How many people found yourselves competing against the other groups?
- Remember the objective of the game? "For all members of the *Box Team* to travel the pathway through the Labyrinth within a given time limit."
- What did you do after your group discovered the path? (Cheered for ourselves.)
- What else could you have done?
- Where else in your life are you competing unnecessarily?
- Do the Map of 3 Games:
 - 1) I Win / You Lose – competition based on scarcity and survival
 - 2) I Win / You Win – cooperation, or I Low / You Lose – compromise. But “It is okay with me if you win as long as I win a little bit more” is I win / You Lose
 - 3) Winning Happening - creative collaboration as a Principle, no I or You.
- The win-lose game creates Gremlin food, unconsciously, “I win you lose! Haha I got you! I feel glad when you feel pain (losing).” The pain of the losers feeds the Gremlins of the winners.