Domino Fuse

Timing: 20 Minutes

Materials:

- Two sets of standard dominos (one for each team)
- Tape measure
- Stop watch

Procedure:

1. Split delegates into 2 'competing' teams.
2. Send one team (Team A) into a different room (or at least outside the main room).
   - Outline the activity by explaining that they will be asked to design, construct and demonstrate a domino 'fuse' for maximum performance. (Maximum performance is defined below)
   - The fuse must consist solely of dominoes which must topple in a continuous sequence when initiated from one end.
   - The fuse must be at least 1m in length and include at least one curve or split.
   - Extra points will be provided for every 10cm in excess of 1m, and for extra curves, splits or ramps.
3. Give the team a set of dominos and ask them to spend the next 10 minutes planning how they will achieve this.
4. Go back to Team B (in the main room), and give them the same brief, BUT do not give them any planning time. Instead, tell them that they have 10 minutes starting from now.
5. After 10 minutes, 'score' this team's activity, and explain the reason for the score.
6. Then, invite Team A back in to the room. Do not tell them Team B's score, but ask them to perform the same task in 5 minutes.
7. Score' this team's activity, and explain the reason for the score.
8. Allow them one more attempt, writing both times on the flipchart.
9. Reveal and then discuss potential reasons behind the differences e.g:
   - Why did one team do better than other (Team A should have done better than Team B)?
   - What benefits did planning have on the outcome?
   - Then ask team A, what were the main things that they thought about?
   - Ask all what were the things that are set in stone?
   - What was within and outside of their control? How did they handle this?
   - How did Team B 'compensate' for lack of planning? (trial and error 'on the job')