## The Chocolate Game

Participants: 15
Supplies Needed: I need a table that can seat the total number of participants (anticipating approx. 15), a whiteboard with pens, a hat, scarf, gloves and a LARGE bar of chocolate.

You will need: A wrapped bar of chocolate A plate A knife and fork Some dressing-up items (at least a hat, scarf and gloves) Two dice

How to play:

1. Put the bar of chocolate on the plate with the knives and forks nearby and sit the children around it in a circle.
2. Throw the pile of dressing up clothes into the circle.
3. You must roll a 6 to cut the chocolate
4. When you roll a 6...
a. You have $\mathbf{3 0}$ seconds to:
i. Put on the oven mitt's
ii. Put on the hat and scarf
iii. Cut the chocolate
b. If someone rolls a 6 during your turn, you must immediately hand over the mitt's, hat, scarf, and chocolate
5. Only touch the chocolate with the fork and knife
6. The pieces you cut can be no bigger than a single chocolate square
7. You can eat only ONE piece of chocolate per turn

Learning objective:
When you play the game you can play with two approaches. One is that you need to eat more chocolate than anyone else. This usually results in nobody eating as much chocolate as they want to and everyone is unhappy. The second is that as a team you are all trying to get chocolate for everyone. This means that you may get less but everyone is happy because they get some and you have all worked together. Typically, everybody approaches the game with the first mind set.

The goal is to point out at the end of the activity that (within the rules of the game) you can play with the second mindset and have a much better experience. In organizations as large as the library we can often feel at odd with other employees and at times it can seem like we have conflicting goals. When we step back and look at the big picture it is clear that our goals are the same and that we can be more effective working together, this also happens to be a far more enjoyable work experience.

