



Juice or cake?

Title of activity	Juice or cake?
Theme	Conflict management.
Learning goals	<ul style="list-style-type: none"> to encourage participants to think about their approach to conflicts; to get participants to reflect on how they deal with conflicts; to challenge the participants to work on win-win solutions to conflicts; to practice approaches that lead to win-win solutions.
Target audience	Group size 5-30 persons (no specific age or skills required).
Type of activity	Role-play / Exercise.
Keywords	Conflict management, win-win solutions, cooperation
Step-by-step	<ol style="list-style-type: none"> 1. Introduce the purpose and goals of the exercise as well as the fact that the exercise relies on role-play to be conducted in pairs. 2. Ask the participants to form pairs, ideally with those they do not know well. Explain that one of each pair will role-play the representative of a juice factory and the other will role-play the representative of a cookie factory. Together they will must find a jointly acceptable solution to their common problem, which will be explained in the next step of the instructions. Ask the participants to sit down together. If it helps them to remember the story, they should take notes during the storytelling. 3. Ask two pairs (i.e. four people) to act as general observers. 4. Tell the story featured below.


“Imagine a cold and crisp early morning in a remote village. The village is very small, consisting only of a few houses and two big factories. One of the factories produces orange juice and the other orange cakes. Every morning at 6 a.m. a big truck filled with oranges stops at the crossroads between the two factories, and a shipment that consists of 6 tonnes of oranges is off-loaded. On this particular morning, however, something has happened and the shipment is only half as big as usual. Only 3 tonnes of oranges have been delivered.

When the workers from both factories come out to pick up the oranges they need for the day, they find that there are only enough oranges for one of the factories.”

5. Now ask the pairs to find a place where they can work quietly together and to find a joint solution to the problem outlined in the story. Give each pair at least 15 minutes to work on their solution. Each group should write down their solution on a piece of paper, discuss and note down several reasons why this is a good joint solution.

Debriefing

1. Firstly, all participants are asked to share their experience of the exercise.
2. Ask the observers to share their observations on how the teams worked together and communicated.
3. Then ask each pair to present their joint solution. Each pair should describe why they think their solution is a mutually acceptable. The facilitator should note down all the different solutions proposed on a flipchart.
4. Evaluate the exercise briefly by asking for a range of impressions about what has been learnt, and how it can be used in the everyday youth-work contexts that the participants are involved in; Continue with a session developing the different approaches to resolving conflicts.

Venue	Meeting room.
Materials required	Flipchart and markers for the facilitator.
Duration	1.5 hours.
References	<p>Tool kit - Youth transforming conflict Published by the Council of Europe and the European Commission.</p> <p>http://pjp-eu.coe.int/en/web/youth-partnership/t-kits</p>
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