Activity

All Adrift!

This is an exercise in consensus decision making. It has two objectives:

- To investigate whether teams do better than individuals in making decisions. In other words will the decision made, as individuals be superior to the decisions made as a team.

- To give a real experience to hang the teamwork theory on. Participants can relate the key points to what actually happened in their group.

Here’s how the exercise works:

1. Issue a copy of the Team Brief to everyone, so that it can be studied individually. In it there is a description of a certain situation for individuals to think about.

2. Issue a copy of the Ranking Form to each person. Individuals record their decisions in the appropriate space marked Individual Ranking. Allow approximately 10 minutes for this.

3. Divide the participants into teams and give a further period of approximately 15 minutes to discuss the same problem and agree on a Team Ranking. It is important that everyone in the team agrees with this Team Ranking – which is recorded in column No 2.

4. Both individual and team rankings are then scored using the How to Score chart either by you, the Trainer, or if time is short, by providing copies of the chart for teams to do their own scoring. Scores and rankings are then compared and discussed and conclusions drawn about who has made the best decisions – the teams or individuals.
5. Discuss the results making the following points:

- That participants have just had an experience of working in a team
- That the results showed either that the highest individual score was higher than the highest team score or that the highest team score was higher than any individual score
- That participants should have learned something from the way their team operated and they should now have some ideas on how their team could have improved its performance and what it did well

Whichever result was achieved all that can be said is that *that was the result on this occasion*. This type of exercise is often used to illustrate that a team is better than any single individual and that therefore teams are superior to individuals when it comes to making decisions.

However, recent research has shown that this is not necessarily the case:

- That often the best individual score higher than the team scores
- That there are certain times when teamwork is useful or necessary
- But there are some kinds of problems that may best be solved by individuals
- Within teamwork there are some parts of a project that are best delegated to an individual especially if that person has a particular skill which the task requires.
## All Adrift!

The “expert ranking”, as provided by the **Royal National Lifeboat Institution (RNLI)**, is as follows:

1. Water - (fresh) will sustain life  
2. Bucket - for use as a sea anchor/drogue against capsize and drift  
3. Rope - to adjust #2 for best results  
4. Plastic Sheet - for protection  
5. Blanket - for warmth and to be used under #4  
6. First Aid Kit - in case of injury  
7. Oars - to control landing or position alongside rescuing vessel  
8. Camera with Flash - for sending distress signals (esp. at night)  
9. Fishing Tackle - to sustain crew  
10. Knife - to gut fish, open tins etc.  
11. Tinned Food - to sustain crew  
12. Chart & Compass - to assess position and drift  
13. Radio/Cassette Player - to listen to reports of search, weather and help morale  
14. Brandy - to treat and cleanse wounds (*not* for drinking)

### NOTES

- Tinned foods - this is of low priority as the body can function without food for quite a long period  
- Fishing Tackle - this will help keep interest up eating raw fish will not cause problems  
- Chart & Compass - these cannot be put to good use as they are not in sight of land. The only information which can be gleaned from the chart would be current speed and direction.
Activity

**All Adrift!**

How to score

<table>
<thead>
<tr>
<th>ITEM</th>
<th>1&lt;sup&gt;st&lt;/sup&gt;</th>
<th>2&lt;sup&gt;nd&lt;/sup&gt;</th>
<th>3&lt;sup&gt;rd&lt;/sup&gt;</th>
<th>4&lt;sup&gt;th&lt;/sup&gt;</th>
<th>5&lt;sup&gt;th&lt;/sup&gt;</th>
<th>6&lt;sup&gt;th&lt;/sup&gt;</th>
<th>7&lt;sup&gt;th&lt;/sup&gt;</th>
<th>8&lt;sup&gt;th&lt;/sup&gt;</th>
<th>9&lt;sup&gt;th&lt;/sup&gt;</th>
<th>10&lt;sup&gt;th&lt;/sup&gt;</th>
</tr>
</thead>
<tbody>
<tr>
<td>Water</td>
<td>14</td>
<td>12</td>
<td>10</td>
<td>8</td>
<td>6</td>
<td>4</td>
<td>3</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Bucket</td>
<td>12</td>
<td>13</td>
<td>11</td>
<td>9</td>
<td>7</td>
<td>5</td>
<td>3</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Rope</td>
<td>10</td>
<td>11</td>
<td>12</td>
<td>10</td>
<td>8</td>
<td>6</td>
<td>4</td>
<td>2</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Plastic Sheet</td>
<td>8</td>
<td>9</td>
<td>10</td>
<td>11</td>
<td>9</td>
<td>7</td>
<td>5</td>
<td>3</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>Blanket</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>10</td>
<td>8</td>
<td>6</td>
<td>4</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>First Aid Kit</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>7</td>
<td>5</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>Oars</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>6</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Camera with Flash</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>Fishing Tackle</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>4</td>
</tr>
<tr>
<td>Knife</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Tinned Food</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Chart &amp; Compass</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Radio/Cassette</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Brandy</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

Maximum Score Possible = 95

- 80 and over  Excellent!
- 51 to 79     Good
- 40 to 50     Disappointing
- under 40     Try Again
You and three friends are crewing a small yacht on a sailing holiday. Following an accident in the galley, the boat catches fire and you have to abandon ship. You all quickly don life jackets and try to send out an SOS message, giving your position about 150 miles off the west coast of France. Unfortunately, you are not sure if the message will get through as fire has already reached some of the equipment.

The weather is fine and clear with an easterly wind blowing at about 10 knots. The fire spreads quickly and you launch a small open dinghy big enough to take you all. There is little time to deliberate on what to take – but you grab the nearest items to hand. Here is a list of the items.

- Fishing Tackle (line & hook)
- Oars for the Dinghy
- Plastic Sheeting (large)
- Plastic Bucket
- Gallon of Water
- Knife
- Chart & Compass
- Rope
- Radio/Cassette Player
- First Aid Kit
- Bottle of Brandy
- Tinned Food
- Camera with Flash
- Blanket

Your task is to choose ten key items and rank them in what you consider to be the correct order of importance, starting with the most important.
Team Ranking Form

Activity

*All Adrift*

Record *your own* ranking in column № 1

<table>
<thead>
<tr>
<th></th>
<th>№ 1</th>
<th>№ 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>