

Create a story about making an important decision and the consequences of following different options.



2/5



4/5



4/5



30 min



Activity Overview

Purpose

Adolescents will practice decision making skills through thinking of a problem scenario and three decision options.

Objectives

Adolescents will be able to:

- ▶ Find creative solutions to problems.
- ▶ Practice effective decision making.

Competency domains

Critical thinking and decision making.

Works well for

Adolescents who are learning how to solve problems.

Phase

Connecting.

Before

Practice with storyboarding can be helpful.

After

Participants should continue to think through decisions and their possible outcomes. This process can be used when developing projects.

Preparation

None needed.



1

Begin the activity by brainstorming the following questions:

||| Facilitator says:

“What are some important decisions that young people in this community need to make for themselves?” Let adolescents share a few examples. Encourage them to give examples of decisions made by adolescent girls, boys or both.

||| Facilitator says:

“Let’s imagine a young person about to make one of those decisions.” (Choose one of the types of decisions the adolescents shared).

2

||| Facilitator says:

“Is our character a boy or a girl? Where is our character at the moment when he/she’s about to make the decision? What is she/he thinking about? Who is around her/him and what is happening?”

Facilitator note: If adolescents are having trouble thinking of a scenario, use a scenario from the ‘improvise’ section.

3

||| Facilitator says:

“Now let’s think about different ways he/she can make this decision. Working in groups, your task is to draw different storyboards that tell the stories about different ways he/she can make this decision, and what might happen next. Don’t worry about choosing the ‘best’ decision as you draw your story – the goal of this activity is for us to think about different decisions and different outcomes.”

4

Divide the participants into small groups. Each group should work together to draw the story of how the character makes the decision, and what happens next. Give time for them to complete their drawings.

Sharing and Take Away:

Each group shares their drawings in a gallery walk.

Ask:

- ▶ Which of these decisions had the best outcome? Which had the worst? Can we rank them in order of best and worst decisions?

Facilitator note: Let adolescents disagree about which decision was the best one. Use any disagreement as an opportunity for adolescents to discuss and compare their different opinions and ideas.

- ▶ What makes a decision a ‘good decision’?
- ▶ What strategies did your characters use to try to make their decisions? What strategies worked best?
- ▶ Which of strategies could you use that might help you to make good decisions?

Do & Don't

- ✓ Allow adolescents to draw storyboards about 'good' or 'bad' decisions.
- ✗ Push adolescents to talk about decisions they have made, unless they raise examples from their own lives themselves.

Adaptation

Participants can write words on their storyboards to help explain their stories.

Environment

Indoor or outdoor space.

Supplies

- ▶ Paper and markers for each participant.

Improvise

Use the following scenarios to create different decisions:

- ▶ A girl wants to attend adolescent circles, but her family would rather she stay home.
- ▶ A boy gets in an argument with a friend of his over money.
- ▶ A girl wants to make new friends in her community but doesn't know where to begin.

Continue

Encourage adolescents to think about different options they have when they are faced with challenges or problems in the future.

