

## CHeATeRS ANoNYMoUs

Bring to your meeting a variety of **familiar games**, such as Monopoly, Uno, Yahtzee, Parcheesi, Life, etc. Bring one per every four group members. Divide into groups of four and let each group choose a game. Then give these instructions: We have one new rule for our games today: *Cheating is not only allowed, it's expected.* But as in a regular game, if you're *caught* cheating, you're out of the game.

Play the games for 15-20 minutes. Whoever is ahead (and still in the game) at that point is the winner for each game. Discuss:

- How did you feel, cheating?
- What did you gain from cheating?
- Was it easy or difficult to cheat? Explain.
- How many of us got *caught* cheating? How did we feel when we got caught?
- Who among us chose *not* to cheat? Why? How did you feel *not* cheating? What did you gain from not cheating?
- How many of us who won think we won because we cheated?

## THE GoSSIP TRaP

Recruit 8 volunteers and ask them to stand in a line in the center of the group. Hand the first person in line a **pencil** and a **pad of paper**. Offer these instructions to the volunteers:

- The first person in the line writes on the pad a simple sentence describing something positive and true about the eighth and final person in the line. The sentence should be no more than 10 words long, for example: *Kai works out three days a week at home.*
- The first person then passes the pad to the second person in the line, who changes *just one word* in the sentence on the pad.
- Play continues down the line, with volunteers 3 through 7 each changing *just one word* in the sentence.
- When the pad gets to the final person in line, he or she reads it aloud. At this point, volunteer 8 steps to the front of the line and confronts the first volunteer on the final form of what is written on the pad, saying, for example, "I heard you said this. What's going on?"
- The final volunteer moves down the line of volunteers, finding out how, where and why the story changed, setting the record straight and "clearing his or her name."

## MaNY FACeS OF DeCEPTIoN

Divide into groups of three or four members. Then give these instructions: It's easy to identify some obvious ways of cheating, stealing and lying. But there are many subtler ways in which people lie, cheat or steal as well. With your group, brainstorm some of life's less obvious ways to deceive. Then prepare two or more quick roleplays that illustrate those ways.

Give groups about 10 minutes to discuss and prepare their roleplays. If necessary, offer these examples to groups:

- An athlete using steroids.
- A food manufacturer using inferior or spoiled ingredients.
- A restaurant serving smaller portions than pictured on the menu.

When groups are ready, invite each group to present its roleplays. After *each* roleplay, discuss:

- Who was deceiving and how in this roleplay?
- Do you agree that this was deception? Why or why not?
- What was the result of lying, cheating or stealing in this roleplay? What further results could have been shown?
- What would have been the result if no one had deceived another?