**The Boat Game**

A yellow paper boat on blue surface

Description automatically generated

**Number of participants:** size from 3–15  
**Duration:**1–2 hours  
**Prepare:**sticky notes, whiteboard, markers, risk matrix on the wall

**Purpose of the game:**To explain the necessity and process of risk management, evaluation and dealing with risks.

**Rules / steps**

**Introduction story to be told by facilitator:**

*Imagine you are on a boat. The boat is going across the Atlantic, it is one of the fancy boats where people are having fun and can enjoy various entertainment activities (cinema, pool, theater, dining, etc.). You go on the trip with your partner or your friends.*

1. Write on the sticky notes as many as possible situations by asking the participants “What can go wrong?”. Don't limit yourself to thinking just about the catastrophe scenarios but try to encourage yourself to think about common threats. (5 min proved to be enough — everybody should have around 5 situation)
2. Ask everybody to come to the wall and evaluate the probability (Probable, Possible, Improbable) and impact (Low, Medium, High, Extreme) and place the sticky note on the wall according to the evaluation.  
   (If two people have same risk but different evaluation of probability and impact, they must argue and agree on it together)
3. After all risks are on the wall, ask the people to pick 1-3 they would like to continue with. (Ideally one from the area with Extreme, Medium and Low impact and different range of probability)
4. Write the first risk on the whiteboard and split the area of the paper into two columns. The first column is “The prevention” and second is “The worst-case scenario”.
5. Ask people what they would do in order to prevent the risk and write the options into the column “The Prevention”.
6. Ask people what they would do if the situation (risk) will happen and again write it on the whiteboard into column “The worst-case scenario”.
7. Now ask people to estimate in currency (does not have to pre-sized) how much it will cost when the risk becomes true (for example if the risk is that food will be poisoned and someone got sick from it).
8. Now ask them to estimate all prevention strategies whether they will cost more or less than impact of the risk.
9. Ask the team to pick only the strategies which are worth doing as a prevention.
10. Do the same with Worst case scenario strategies.
11. And the last step is to identify who is responsible for leading the prevention of the risk.
12. If the team would like to continue with the other 2 risks they picked, you can repeat steps 5.–11.

**Wrap up with the team:** Now it's much simpler to explain to your team the risk management process, the strategies and the idea that everybody should be part of identifying the risk.

Feel free to adjust the rules of the game according to your team. You can play it with another scenario, like plane trip, planning your vacation, etc.

**Materials to download:**

[Risk matrix](https://drive.google.com/open?id=1tPItjZk5ui6JB9BaT-gtJlCqk4syjhbf)

[Risk/Issue log](https://drive.google.com/open?id=1KygD6lUPl60xgN5uDrMF8az8Q_CovaMl)