



# Estimation

More Game Resources: [CQII.org](https://www.cqii.org)

Fun Scale ● ● ● ● ○

Ease of Play Online ● ● ● ● ○

Connection to QI ● ● ● ● ○

**Type of Game:** A guessing game to learn about the increased accuracy of teams compared to individuals

**How Long:** 15-25 minutes

## Learning Objectives

- Understand that teams are usually much more precise than individuals when conducting estimates
- Demonstrate the power of problem-solving in teams versus individually
- Engage participants in decision-making processes
- Learn to compromise and come to a consensus within groups

## Suggested Audiences

Staff, QI team members, people with HIV, and anyone else who work together and make decisions together

## History and More Information

CQII has incorporated this game in its advanced QI training program: Training of Consumers on Quality (TCQPlus).

## Materials

- For this game, you will need:
- A clear container, such as a mason jar, filled with small items, such as M&Ms, marbles, etc. (for facilitator only)
  - Estimation Game Handout ([targethiv.org/virtual-game-guide](https://targethiv.org/virtual-game-guide))
  - Paper and pen for each participant
  - CQII instructional slides and additional resources ([targethiv.org/virtual-game-guide](https://targethiv.org/virtual-game-guide))
  - Zoom account (or other video conferencing platform) with breakout room access
  - Access to a computer and/or handheld mobile device, and internet connection

## Preparation

- To prepare for this session:
- Familiarize yourself with the game’s structure
  - Prepare the game:
    - Read through the game instructions and key teaching points in its entirety
    - Practice the game itself
    - Practice presenting the key teaching points

## Playing the Game

### *Welcome and Introductions*

To begin the game, welcome participants and thank them for their participation. If necessary, ask individuals to introduce themselves to the group.

### *Agenda*

Provide a brief description of the game's primary components:

1. Setting the stage for the interactive exercise
2. Playing the Estimation game
3. Debrief and discussion on what lessons are learned and how they apply to HIV care
4. Feedback and close

### *The Game*

**Step 1:** Provide a brief introduction of the game to participants, including the instructions and rules to play; share the Estimation game Handout with all participants

**Step 2:** Display the container of items to participants; ensure that all participants have enough time to get a good look. Explain that each participant must first estimate the number of items individually and write down their initial estimate on the provided Estimation Game Handout.

- As an option, ask participants to estimate all items in the container or specific items in the container (e.g., red items, green items)

**Step 3:** Assign all participants into pairs. Ask the pairs to discuss their estimations and find consensus on how many items they believe are in the jar/jug. Place the pairs into Zoom breakout rooms and give them 3-5 minutes. Document the consensus on the Estimation Game Handout. Bring pairs together again.

**Step 4:** Assign all participants then into groups of four. Place these groups in Zoom breakout rooms for 3-5 minutes to come to an agreement about the number of items in the jar. Write down the estimates again on the Estimation Game Handout.

**Step 5:** This process repeats, with the size of the group doubling each time, until the entire audience is one large group, discussing together their estimate of the number of items. The entire group must come to a consensus. Typically, as a group gets larger, the estimations get more accurate.

**Step 6:** Reveal the exact number amount of the item and thank everyone for their participation

## Debrief and Discussion

- Ask the participants, what did they observe? Any trends? Thoughtful comments?
- Ask for their conclusions about this process/game
- How does this game apply to HIV care and/or your HIV program?

## Feedback and Close

- Ask your audience for feedback on whether this session met its objectives; take note of their responses and keep it for your use in the future
- Schedule an informal follow-up session with any audience member who wants clarification or more information on the game or the concepts you discussed
- Thank your audience and congratulate them on their hard work and success