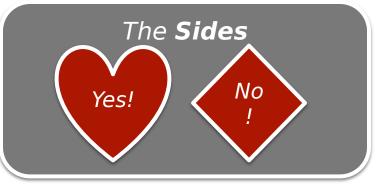


# of a Whistle-blower



#### Game order

- Teams: Pick a boss 1.
- Teams: Select voting strategy
- 3. Bosses: Fire workers
- Vote
- Bosses: Fired if low support
- Bosses: Fire workers
- Identify winning side
- Select whistle-blower

### The Whistle-blower

- Must not be a boss
- Must still be employed
- Must be on losing side
- Only one per round: Player with highest card gets first dibs

**Bosses**: Keep at least half your team ... mass firings raise suspicion!

### Scoring

- Keep your job: +20
- Your side wins: +10
- whistle-blower: Up to 60 points



# Strategy Hints

- **V**Bosses
  - ♦ Help your **side**: Fire or threaten dissenters
  - ◆ Don't get **fired**: Represent your team, so you don't lose support
  - Create chaos and drama

- **♥**Workers
  - ♦ Help your **side**: Vote for your side
  - ◆ Don't get **fired**: Go along to get along
  - ♦ Blow the whistle: Go along ... for a while
  - Build a coalition: Vote against your boss to prevent firings
  - Create chaos and drama



## Reflective Free-write

- ♥Reflect on the game using a 10-minute free-write. Example focus questions:
  - ◆ Describe a strategy for playing the game, and describe how it might be used in real life.
  - ◆ Does bad management lead to bad decisions?
  - Why do bad bosses prefer intimidation to out-right firing?
  - ◆ Explain why whistle-blowers are often viewed as troublemakers.



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