

Sheet 3.1: Resolve IT: Emergency scenarios – instructions

Play Resolve IT and explore how a combination of technology is required to respond to an IT-based requirement.

Players are presented with a scenario and challenged to collect the hardware and software required to respond to it appropriately.

What you need to play

- The **Resolve IT board A***
- Two or three players
- One counter per player
- Dice
- A set of **Resolve IT: Emergency scenarios – scenario sheets**
- A set of **people cards****
- A set of **assets cards**
- A set of **question cards**
- A set of **chance cards**
- **Sheet 3.2: Resolve IT: Emergency scenarios – learner handout**

*Four hard copies of the board are provided within the IT resource box. Additional copies of the board can be downloaded from the website and printed onto either A3 or A4 paper – the A4 version arranges the board over three separate A4 pages which will need to be cut and stuck together to form a complete board.

**Please use different coloured paper when printing out each set of cards, to help learners easily distinguish between the different sets when playing the game.

Setting up

1. Divide the learners into groups of two or three players and give each group a copy of **Sheet 3.2: Resolve IT: Emergency scenarios – learner handout**. Explain that they have until a certain time limit (45 minutes works well for groups of three) to try to resolve their scenarios by collecting the people and assets needed. If the learners have played before, or are confident with the subject matter, you might like to invite them to take up the added challenge of playing with chance cards throughout (see the learner handout for more details).
2. Give each player a random card from the asset set and also a **'999 Operator'** and a **'Call Taker'** card from the people set.
3. Shuffle the rest of the people and asset cards separately, and put them in piles by the side of the board. Shuffle the question cards and place them in the centre of the board. A set of extension question cards is also included, which you may choose to use in place of the standard set of question cards.

If you are playing with the chance cards, place these by the 'Go' triangle on the board. See the Added challenge section of the learner handout for more information.

4. Give each player a different scenario sheet and ask them to read their scenario aloud to the other players. They might like to note down their initial thoughts on what people and assets they will need to resolve their scenario.
5. Each player then picks a counter and places it on the 'Go' triangle on the board. Roll the dice to decide which player goes first.