

Ingredients Games

These games analyse concepts into their constituent parts or contributing factors. You can provide the ingredients, or have players decide on their own.

In or Out

Players decide what ingredients are needed for a concept to be realised – “Which of these do you need to be happy?”

Each group has a set of cards with words, preferably illustrated, to show the candidate ingredients – family, friends, love, purpose, Xbox, etc. for the example of happiness.

They place those they think are **in** – the ones needed for happiness – on a large sheet of paper, table top or inside a circle of string. They could create their own cards for missing ingredients. As always, it’s important that each group’s decisions can be seen by the others.

You can use this structure to sort which cards are examples of something – good arguments, for example. Players tend to put borderline cases on the edge and paradigm cases in the middle.

Sufficient conditions This is a good activity for looking at what is “**enough**” for something – the smallest set of ingredients where you can’t take anything else away and still have, for example, happiness.