

SCIP 2.0 Leadership Game – Facilitator Guide

1. Purpose & Overview

Purpose of the SCIP Game:

Motivate SCIP Team members to continually ask themselves three questions about the improvement initiatives they are considering including in their SCIP:

- Is the initiative aligned with the outcome we seek to improve?
- Is there evidence that the initiative will meaningfully improve that outcome?
- Is the initiative an efficient use of our resources given other potential priorities?

2. Materials Needed

- PowerPoint presentation (menus, reveals, twist, reflection)
- Team scoring sheets (one per round per team)
- Round handouts (school scenario + menu of interventions with descriptions)
- Facilitator scoring key and rationale guide
- Pens for each team
- Low-cost prizes (e.g., flashlights, magnifying glasses, compasses)

3. Room Setup

Seat participants in teams of 4–6 around tables. Each team should have scoring sheets, handouts, and pens. The facilitator controls pacing and reveals scores using the slides. Ensure space for discussion at each table.

4. Game Flow (Approx. 1 hour)

Opening (5 minutes)

- Welcome participants.
- Explain the purpose of the game.
- Review the rules and how scoring works.

Round 1 – Prince Elementary (15 minutes)

1. Distribute Round 1 handouts.
2. Teams review the scenario and menu.
3. Teams choose interventions and record them on their scoring sheet (scribe role).
4. Facilitator reveals percentage gains.
5. Teams total their gains and report scores.
6. Check the winning team's sheet (like bingo) before confirming.
7. Invite quick reflections from 1–2 volunteers.

Round 2 – Dylan Middle School (15 minutes)

1. Repeat steps from Round 1.
2. IMPORTANT: The Technology Training intervention (Cost 10, Gain 0) does NOT appear on the handout. Reveal it only as a slide midway through Round 2 as a surprise central office mandate.
3. Teams must add this mandatory intervention to their list.
4. Continue as in Round 1.

Round 3 – Lizzo High School (15 minutes)

1. Repeat steps from Round 1.
2. Teams focus on raising graduation rates.
3. Reveal gains, total scores, and confirm winner.

Closing Reflection (10 minutes)

Show the Reflection slide and invite teams to discuss:

1. How good are your improvement teams at identifying and choosing interventions likely to improve the outcomes they seek to improve?
2. What could you do to strengthen the capacity of your improvement teams to select the right interventions in the future?

Give teams 3–4 minutes, then invite 2–3 volunteers to share with the full group. Conclude by reinforcing the link to SCIP 2.0.

5. Scoring Rules

- Teams must spend exactly 100 points.
- Interventions may not be repeated.
- Round 2 Twist: Technology Training (Cost 10, Gain 0) is mandatory and revealed only on the slide.
- Facilitator checks the winning team's sheet before declaring victory.

6. Debrief Guidance

- Highlight differences between evidence-aligned strategies and those that are popular but ineffective.
- Emphasize trade-offs: cost vs. difficulty vs. impact.
- Connect learning back to how real schools select and implement strategies.
- Reinforce that improvement requires disciplined, evidence-based choices.

7. Prizes

Provide small, low-cost items that symbolize strategic thinking and clarity, such as flashlights, magnifying glasses, or compasses. Link the prize metaphor to the theme: using evidence as a light to guide decisions.