

Jenga Food Bank Version

Purpose of the activity: To educate participants on the issues each department of the Food Bank faces and to engage people in creative problem solving.

Instructions

Step 1: Build the tower with four blocks per layer that alternate directions on each layer. When building this tower the color of the pieces does not matter. You can place them wherever you would like.

Step 2: You will play by reading cards that have real or hypothetical scenarios that the Food Bank has faced or could face. Each scenario will correlate with a specific amount of colored pieces to be removed. They are color coded to different areas of the Food Bank. These colors and their respective areas are listed below.

Colors:

Distribution (warehouse, delivery, etc.)- Purple

Development/Acquisition (Sourcing of food, volunteers, and funds)- Green

Communications- Blue

Volunteers- Yellow

Business Operations (accounting, finances, etc.)- Red

Step 3: Begin the game by pulling a card. Read it aloud and pull the corresponding amount of pieces from the tower. Read the explanation of the scenario on the back and discuss the further implications of the scenarios as well as what ways you could solve these issues.

Step 4: Continue reading the cards and pulling pieces until the tower falls.
Important note, when removing pieces you cannot pull pieces from the top 3 layers of the tower. You must only use one hand to remove them as well. Once it falls you can rebuild the tower and play again. Have Fun!