



ADDITIONAL INFORMATION ON CARDS REPLIES

Decision-Making and Problem-Solving

01| A fishbone diagram, also known as Ishikawa / Fishikawa diagram is a tool used to visualize all the potential causes of a problem in order to discover the root causes. The fishbone diagram helps one group these causes and provides a structure in which to display them. When applied correctly, it ensures that you address the actual cause of the problem and don't just implement a superficial solution.

02| Making decisions is a part of problem solving. Problem solving is a complex process, and judgement calls - or decisions - will have to be made on the way.

03| Personalisation and blame mean occasions when you conclude - arbitrarily - that what happened was your fault even when you were not responsible. Personalisation doesn't help to get over with problems that we face.

04| Critical thinking has a positive effect on problem solving. Problem solving gives a chance to experience the importance of critical thinking.

05| Decision-making is a process which makes us to take an action.

06| Albert Einstein (1879-1955) was a German-born theoretical physicist, widely acknowledged to be one of the greatest physicists of all time. Einstein is known widely for developing the theory of relativity, but he also made important contributions to the development of the theory of quantum mechanics. He was facing with various types of problems to solve in science.

07| Improving the decision-making skills can help to be a good problem-solver but it's not an IDEAL model of problem-solving technique.

The IDEAL model for problem-solving was introduced by Bransford and Stein (1984). The problem-solving model is a simple cycle used to solve problems and challenges. The aim of the problem-solving model is to provide a simple clear strategy for tackling problem-solving situations.

[I]-Identify the problem [D]-Define the problem [E]-Examine alternatives [A]-Act on a plan [L]-Look at the consequences

08| There are many useful tools to make good decisions and to solve problems effectively. Using diagrams are very helpful, it helps us to make the issue simpler and resolvable. Criticising can be helpful sometimes but can be the opposite too. It can reduce people's motivation. For this reason, it's not as efficient as the other techniques.

09| Decision-making skills can be the difference in making a choice that improves the organisation. We must incorporate a wide variety of skills to make the right decisions. These skills are problem-solving, leadership, reasoning, intuition, teamwork, emotional intelligence, creativity, time management, organisation.

10| Other options in the question are decision-making characteristics.

It is important to differentiate between problem solving, or problem analysis, and decision-making. Problem solving is the process of investigating the given information and finding all possible solutions through invention or discovery. Traditionally, it is argued that problem solving is a step towards decision making, so that the information gathered in that process may be used towards decision-making.

11| Decision-making is the process resulting in the selection of a belief or a course of action among several possible alternative options.

12| It's an open question. Your opponents will decide if your answer satisfies enough to win this card. It's time to impress them!





Model answer: Call someone you know/go to your neighbour who has a car. Explain nicely the importance of the situation and ask (s)he to take you to the place.

Problems can be easily solved with effective communicating. And you can always make a favour afterwards!

13| Cognitive behavioural therapy (CBT) is a short-term, goal-oriented psychotherapy treatment that takes a hands-on, practical approach to problem-solving. Its goal is to change patterns of thinking or behaviour that are behind people's difficulties, and so change the way they feel. CBT is effective on different mental health conditions. In addition to depression or anxiety disorders, CBT can also help people with: bipolar disorder, borderline personality disorder, eating disorders - such as anorexia and bulimia, obsessive compulsive disorder (OCD), panic disorder, phobias, post-traumatic stress disorder (PTSD), psychosis, schizophrenia, sleep problems - such as insomnia, problems related to alcohol misuse.

14| Edvard Munch is a restless innovator whose personal tragedies, sicknesses and failures fed his creative work. "My fear of life is necessary to me, as is my illness," he once wrote. "Without anxiety and illness, I am a ship without a rudder.... My sufferings are part of myself and my art. They are indistinguishable from me, and their destruction would destroy my art."

His art inspired by his mental health problems. His solution for his problems was art.

15| 'All or nothing thinking, over-generalising, mental filter, jumping to conclusions, emotional reasoning, personalization, magnification, disqualifying the positive etc.

16| The three most important criteria for good decision making: values, experience and common sense.

It's an open question. Your opponents will decide if your answer satisfies enough to win this card. It's time to impress them!

17| We're facing small and big decisions to make in our lifetime. Life is a series of choices. By making the best decisions, we stand poised to live the happiest life possible.

18| Our characteristics shape our identity. Characteristics such as self-control, patience, determination, self-confidence, optimism are important in decision making and problem solving.

19| Social media are interactive digitally mediated technologies that facilitate the creation or sharing/exchange of information, ideas, career interests, and other forms of expression via virtual communities and networks. It is very powerful. There is a wide range of positive and negative impacts of social media use.

20| It's an open question. Your opponents will decide if your answer satisfies enough to win this card. It's time to impress them!

21| This is a "forbidden word" game card! You will need to find the given word by using definitions that evoke the word, without using banned and/or similar words.

22| Examples: Conclusion, choice, selection, resolve, verdict, order, option

23| Gathering relevant information, identifying the alternatives, weighing the evidence, choosing among alternatives, developing solutions, reviewing the decision, considering the consequences.

24| "The Martian" is a very good decision-making and problem-solving movie example.

Summary: An astronaut becomes stranded on Mars after his team assume him dead and must rely on his ingenuity to find a way to signal to Earth that he is alive.

25| This is a "forbidden word" game card! You will need to find the given word by using definitions that evoke the word, without using banned and/or similar words.





26| Bonus card. "Good decisions come from experience. Experience comes from making bad decisions." -Mark Twain

27| Bonus card. "In any moment of decision, the best thing you can do is the right thing. The worst thing you can do is nothing." -Theodore Roosevelt

28| Bonus card. "Always make decisions that prioritise your inner peace." -Izey Victoria Odiase

29| Alert card. "Good people sometimes make bad decisions. They mess up, and they let others down. But that doesn't make them bad people. We all make mistakes." - Unknown

30| Alert card. "Our best problem-solving resource is peace. Solutions arise easily and naturally out of a peaceful state." -Melody Beattie

