



# Marshmallow game

## Background

In this game, Marshmallow is used as a metaphor, to help demonstrate the 'hidden assumptions of a project.' The assumption is that marshmallows are light and fluffy and easily supported by the spaghetti. However, when you actually try to build the structure, the marshmallows don't seem so light!

The learning in the marshmallow challenge is that we need to:

- Identify the assumptions in our project
- the real patient needs
- the cost of the product
- the duration of the service - and test them early and often.
- Collaboration
- Working as a team

## Equipment

- Twenty sticks of spaghetti
- One yard of masking tape
- One yard of string
- One marshmallow

## Challenge

Build the tallest free-standing structure possible!



## Instructions

1. Build the Tallest Freestanding Structure
2. The Entire Marshmallow Must be on Top (it mustn't be broken!)
3. Use as Much or as Little of the Kit
4. You can break up the Spaghetti string or tape as needed
5. The Challenge Lasts 10 minutes

## Learning

The key learning outcome for teams following this activity is that:

- The best improvement work is completed through **teamwork** and **Collaboration** by listening, valuing each other's ideas and cooperating.
- Working together as a team can build **Innovation**.
- **Creativity** is important when considering change/ improvement.
- The ability to influence others and allocate tasks through **leadership**.
- PDSA cycles and small test of change. **Learning** from each small test

This is the mechanism that leads to effective innovation. For further information please visit [http://marshmallowchallenge.com/TED\\_Talk.html](http://marshmallowchallenge.com/TED_Talk.html)