

Six groups are needed for the activity

- Defining city problems and their roots all together (10-15 mins)

Example: "Traveling by city buses is boring. The causes are that the route is always the same and there are no amusements"

- Building decision trees with possible solutions and the resources needed for them (10 mins)

Example: "For the amusement during bus trips we could:

1. *Incorporate music. We would need sound system (mainly speakers). Local artists could use it to start their careers.*
 - **Con:** *there may be arguments about the music genre to be played.*
2. *Paint the busses colourfully and nicely. We would only need some paint and it could be used by the local artist community to practice and express themselves.*
 - *Surely, some people can disapprove the idea.*

Consequence Diagram/ Decision Trees

