# ‘Threat or Promise?’ Game- Facilitator Guide

**Purpose**

Help participants recognise emotional and behavioural patterns common in scams through discussion and a simple card-based game.

**Part 1: Introduction**

Introduce the activity: “Scams can be sophisticated, but they often follow a pattern. If we take the time to look, we can often spot the signs before it’s too late.”

**Ask the group:**

* What do you think makes a scam believable?
* What tricks do scammers use that might catch people out?

**Introduce the key scam pattern:** “Scams often include three elements. No one sign guarantees it’s a scam, but together, they form a pattern:”

1. **Promise or Threat** – Something highly desirable (a prize, deal) or alarming (penalty, warning).
2. **Emotional Trigger** – Feelings like excitement, anxiety, urgency, or confusion.
3. **Action Request** – You're asked to do something: click, reply, pay, or give details.

Wrap up: “In this activity, we’ll look at some scam examples and practice spotting these patterns.”

**Part 2: Play the Game – “Threat or Promise”**

**Materials Needed:**

* “Savvy about Scams” cards
* THREAT and PROMISE cards
* Emotion cards (fear, urgency, etc.)
* 4 short scam case studies
* A table or flat surface

**Instructions:**

1. **Set up:**
	* Place **THREAT** and **PROMISE** cards at the top right hand side of the table.
	* Lay **emotion cards** underneath.
2. **Explain:** “I’ll read a short scam story. We’ll decide what kind of scam it is, how it makes the person feel, and what action they’re being pushed to take.”
3. **For each story:**
	* Read it aloud.
	* Ask:
		+ Was it a **threat or a promise**?
			- Place the relevant card in the centre.
		+ What **emotions** does it trigger?
			- Place emotion cards below.
		+ What **action** is being requested?
			- Discuss and add missed ideas (e.g. click a link, send money).
		+ Why does the scammer want that action?
			- Add insights (e.g. install spyware, steal login info).
	* **Summarise**:

“This scam used a [threat/promise], triggered [emotions], and aimed to get the person to [action], likely to [scammer’s goal].”

1. **Clear the cards** and move to the next story (do up to 4).