

## Coca – Zebra Exercise

'Coca – Zebra' was given to me during a experiential learning project I undertook for the then Wang Computers, based in Stirling.

**Cautionary Note:** Coca - Zebra is best introduced when a group or team are working well together perhaps at the midway point in a programme of several days. 'Coca – Zebra can present challenges which require a group or team to overcome setbacks, look for the simple solution. In my experience it is unlikely to be solved without all concerned being fully committed to the activity. Simple solutions often work best.

**Notes for facilitators:** The activities is best used after the. Allow 45 minutes minimum, perhaps 90 minutes. Be prepared for the group being unable to find a solution due to performance fatigue.

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**Activity Brief:** The Objective is for everyone in the group to have the correct solution and to be able to explain WHY the solution is correct.

**Procedure:**

(1) The task can be organized by the group in any way whatsoever, using any of the material resources in the room.

(2) Each Participant is allowed ONE incorrect solution.

1. There are five houses.
2. The Englishmen lives in a red house.
3. The Spaniard owns the dog.
4. Coffee is drunk in the green house.
5. The Ukrainian drinks tea.
6. The Green house is immediately to the right of the ivory house.
7. The pork eater owns snails.
8. Steak is eaten in the Yellow house.
9. Milk is drunk in the middle house.
10. The Norwegian lives in the first house.
11. The man who eats mutton lives in the house in the house next to the man with the fox.
12. Steak is eaten in the house next to the house next to the house where the horse is kept.
13. The man who eats fish, drinks orange juice.
14. The Japanese eats vegetables.
15. The Norwegian lives next to the blue house.

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**Who drinks Coca-Cola and who owns the Zebra?**