

Decision Making Grid



The Decision Making Grid (DMG) is a tool to help students make wise decisions in a range of contexts. The tool is used to help students make financial decisions – ‘the best choices at the least cost’.

Setting up the DMG:

- Students record the products they are comparing across the top of the DMG.
- Students come up with the criteria to judge these against (with the help of their teacher if required)

Criteria might include:

- Popularity
- Suitability – is the product suitable for their need?
- Durability
- Value for money
- Price

Teachers can use the DMG with students in other decision-making activities. Some examples are:

- Choosing a school trip related to a unit of work being undertaken
- Choosing a theme for a class event
- Choosing the most suitable after-school activities
- Choosing a holiday destination

Each criterion is applied to the products and services (one criterion at a time).

The scoring range is 1-5. A score of 1 means ‘not good at all’. A score of 5 means ‘excellent’.



Note:

Scoring is done ‘across the rows’, not ‘down the columns’.

See the template and example on the following pages.



Decision Making Grid



CHOICES

CRITERIA

Totals					



Scoring:

1 = NO, not good at all 5= Yes, excellent



Decision Making Grid



CHOICES

CRITERIA

	Playdough	Guess Who?	Table tennis	LEGO®	Battleships
Suitable for inside play?	5	5	4	5	5
Popularity	3	3	5	4	
Can lots of people play?	3	2	2		
Challenging	2	3	3		
Durability	2	3			
Price	4				
Totals	23				



Scoring:

1 = NO, not good at all 5= Yes, excellent