

Consent – Mystery Box

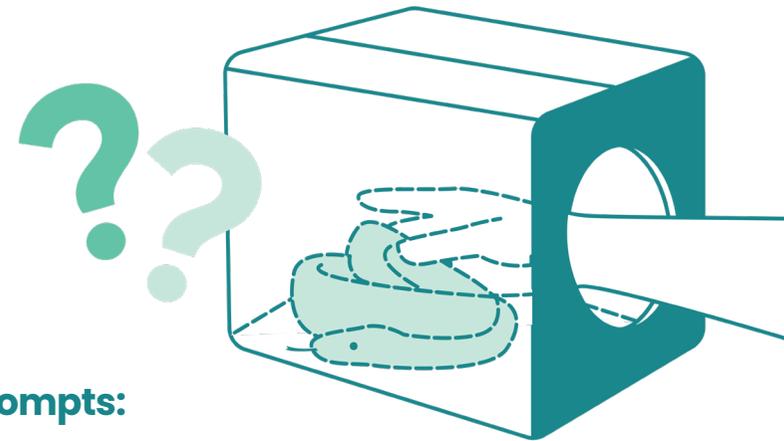
Aim: To explain the concept of informed consent.

Resources:

- ☐ A cardboard box with holes cut into the sides
- ☐ 'Good' and 'bad' mystery items. Use images of items (try cutting out the images provided) or use physical/sensory objects (e.g. a pot of beans, slime, rubber snake or chocolate coins)

How to:

1. Put a mystery item in the box without anyone seeing.
2. Ask if anyone would like to put their hand in the box! Emphasise that we don't know anything about what is in there (it could be a good or bad thing) and they can only use their hands.
3. Discuss their choice – why did they say yes or no?
4. Reveal the item – is it good or bad? Why might this be a risk or reward in research?



Prompts:

If participants are concerned that something in the box will hurt them – encourage them to ask questions to help them to decide if they should put their hand in the box? (e.g. will it hurt me? Is it a nice thing or a bad thing? What's in the box?)

Extending the activity:

1. After practicing with general objects, use images/items that represent risk and reward in your research.
2. End the activity by emphasising that before saying yes to doing research, it's important we have information about it. When we do research there can be good things and bad things to think about. We need to know the good and bad parts of taking part in research before we make a choice.



Use this clock to discuss that research will take time



Use this bear to talk about things that might make us feel hurt or sad



Use this money to talk about incentives for research*



Use this snake to talk about things that might feel scary or unexpected

Or maybe you love snakes! In which case, talk about how some things can be a risk or reward to different people

Use this image to talk about having your voice heard



*Remember that incentives can be complex for those in receipt of benefits.