

FACILITATOR'S GUIDE Lead Facilitator: Vicki T. Sapp, PhD Cultural Competency – Cross Cultural Communication Workshop Date: Wednesday, August 2, 2017 * Time: 8:15am – 10am * Location(s): MSB 2045 & 4th Floor Lounge

SUPPLIES NEEDED:

 $\sqrt{16}$ deck of cards - 1 deck for each table, $\sqrt{16}$ Instructions for Five Tricks, $\sqrt{32}$ pieces of Scratch paper - 2 $\frac{1}{2}$ Sheets of paper for each table $\sqrt{16}$ Timer, $\sqrt{16}$ Large open space room, $\sqrt{16}$ Round tables with 7 chairs at each table

ACTIVITY SET-UP:

- Pre-print the instructions for Five Tricks
- Pre-arrange each deck of cards to have Ace 7 of all suits
- Use *timer* to stay on task and allow sufficient time to debrief the activity

FACILITATION LOGISTICS:

- 8:15 a.m. 8:30 a.m. Introductions & PPT
- 8:30 a.m. 8:45 a.m. Travel time to 4th floor lounge
- 8:45 a.m. 9:00 a.m. Introductions of activity and practice at home table
- 9:00 a.m. 9:30 a.m. Let the games begin Start Activity
- 9:30 a.m. 9:50 a.m. Debrief the activity
- 9:50 a.m. 10:00 a.m. Wrap-up and Feedback

FACILITATION INSTRUCTIONS:

- Inform participants that they will have 10 minutes to study the rules for and practice playing "Five Tricks"
- Inform participants that the rules will be taken away and <u>no verbal</u> communication will be allowed
- They will be able to gesture or draw pictures (NOT WORDS!), but they may not speck or write or use sign language
- After 10 minutes inform the participants that the TOURNAMENT will begin
- Allow participants to play at their home table (in silence).
- <u>Scoring</u> (Begins at the start of the Tournament)
 - *Game Winner:* The player taking the most tricks in the Game (One "hand"). If a game is not complete when the round ends, the player winning the most tricks so far in the game wins that game
 - *Round Winner:* The player winning the most games in the Round. (Ordinarily, several games will be played during a Round.)
- <u>**Rotate Tables**</u> (Players move like this at the end of each Round)
 - The two players who won the most games during a Round moves to the next table on the right



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- \circ The two players who won the fewer games during a Round move to the next table on the left
- The other players remain at the table
- Ties are resolved by alphabetical order

DEBRIEFING ACTIVITY:

- Have participants return to their home tables
- Ask participants the following:
 - How was your experience with this activity?
 - For those who stayed at their home table the entire activity, what was your experience like?
 - For those who *lost* at your home table, share with us what that felt like for you and what was your experience like with losing?
 - Did they lose at the new table, what was the experience like?
 - Did they win at the new table, what was the experience like?
 - For those who *won* at your home table, share with us what that felt like for you and what was your experience like with winning?
 - Did you <u>win</u> at the new table, what was the experience like for you?
 - Did you <u>lose</u> at the new table, what was the experience like for you?
 - $\circ\;$ Was there anyone who just did not participate and/or understand the activity?
 - What was that experience like for you?
 - What is it like to hear your peer's experiences?
 - What is it like to share your own experience?
 - How do you believe this activity translates into what you will encounter in this new environment of Medical School?
 - How do you believe you could use the concepts from this activity to assist you with your cross-cultural communication skills?

FACILITATOR'S CONCLUDING REMARKS:

- This exercise is focused on participant's understanding that everyone has a VOICE, PASSION and OPINION about different ways of communicating verbally and non-verbally. More importantly, culture plays an important role in how successful or the lack of success we have with navigating spaces.
- We are all unique and come from various backgrounds.... It is important to acknowledge that there is a PRO and CON to every issue and our backgrounds



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and experiences influence our sense of belonging in any context on campus and beyond.