SUPPLIES NEEDED:
√ 16 deck of cards - 1 deck for each table, √ Instructions for Five Tricks, √ 32 pieces of Scratch paper - 2 ½ Sheets of paper for each table √ Timer, √ Large open space room, √ 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 no verbal communication will be allowed
• They will be able to gesture or draw pictures (NOT WORDS!), but they may not speak or write or use sign language
• After 10 minutes inform the participants that the TOURNAMENT will begin
  o Allow participants to play at their home table (in silence).
• Scoring (Begins at the start of the Tournament)
  o 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
  o Round Winner: The player winning the most games in the Round. (Ordinarily, several games will be played during a Round.)
• Rotate Tables (Players move like this at the end of each Round)
  o The two players who won the most games during a Round moves to the next table on the right
**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

- 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 win at the new table, what was the experience like for you?
    - Did you lose at the new table, what was the experience like for you?
  - 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
and experiences influence our sense of belonging in any context on campus and beyond.