

Quad-Team Flip & Find

Source: Flip & Find @ FUNdoing.com Quad-Team version developed by *Chris Cavert, Ed.D.*

Activity Objective: Four small teams work together to flip over the four playing cards suits in order from Ace to King.

Facilitated Objective: Teams collaborate in ways to help solve the task – help each other be more successful.

Needs & Props: You'll want a clear area to run for each set up, 1 - 50-foot activity rope, and a standard deck of 52 playing cards (no Jokers) – the bigger the cards the better.

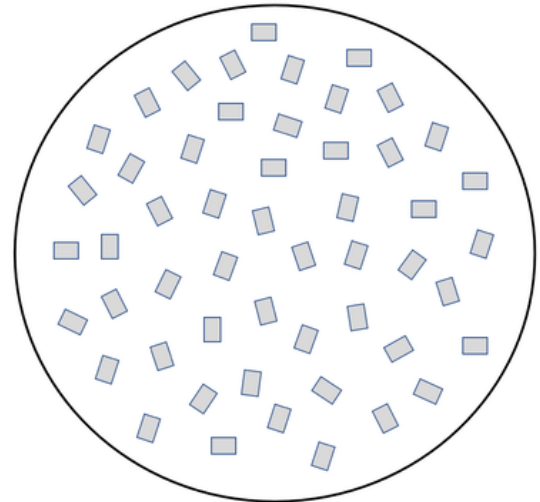
STACK THE DECK CARDS non-laminated (used in the workshop):

https://www.trainingwheelsgear.com/products/stack-the-deck-cards?_pos=1&_sid=2ae7b7a8d&_ss=r&variant=5011621183529

Numbers: 8 to 16 participants for each set up. Multiple groups can play at the same time with their own set up.

Set-Up:

- Create a large circle with the activity rope after tying the ends together.
- Shuffle and then scatter all the playing cards around the inside of the circle (as shown above).



Procedure:

- Divide the group (participants) into four teams - it's okay if the teams are not equal (e.g., with 15 participants, there will be three teams of four and one team of three). There should be at least two players on a team.
- Each team is assigned a different suit from the deck (Clubs, Spades, Hearts, Diamonds) – the group can self-assign or the facilitator can assign suits.
- **Objective:** Turn over all suits in ascending order by rank - Ace to King as fast as possible.
- When the group (the four teams) is ready to begin, they can each send one person from their team into the circle (**Rule 1:** Up to four people can be in the circle at one time).
- Each person that enters the circle can flip over one and only one card (**Rule 2:** If the card they flipped IS the next card in their sequence it is kept rank-side up. If the card IS NOT the next in the sequence it is turned back down - or rank-side down. After this action, the player leaves the circle and the next player can enter.
- Cards may not be moved to a different spot in the circle (**Rule 3:**).
- When any of the Rules are broken, all action stops, and the activity is reset - cards are shuffled and re-scattered in the circle - for another attempt.
- During play, team players can stand anywhere outside the circle before it is their turn to enter.

- Players have no restrictions on what they can communicate to other players (hopefully staying within positive lines of communication).
- After a designated amount of time to plan (e.g., 5 minutes), the group can begin.

Quick Example: The first card every team is looking for is their Ace. A player can only leave a card rank-side up if it is their suit. When a team player finds their Ace, it is left 'Ace-up' and now the next player starts looking for the two of their suit. (NOTE: We don't explicitly say – the hope is they figure this out – flipped cards can be seen by every team. So looking out for cards of their suit flipped over by other teams is an advantage.) Then, when a team's two is found, they're after the three and so on until their King is found and flipped. The ultimate question then applies: When you're done, are you done? (We hope they figure this out as well - when a team is done flipping, they can continue to play/flip to reveal cards needed by other teams. All Rules still apply after a team completes their suit.)

Facilitator Notes:

I like this version as a 'completion' activity versus a timed activity (and, it can be done as a timed, process improvement activity as well). I think taking away the pressure of time will increase cooperative interactions.

Forming teams and assigning suites is an easier way to present this one. During my first real attempt I did not form teams and it was very confusing for the group. Essentially, they were not at a stage in their development where they planned together. They pretty much just jumped right in without a plan. (If you are working with an outcome related to "prior planning prevents poor performance" then don't form teams or assign suits.)

Possible Reflection Questions:

- Did any of you, at some point, believe you were competing with other teams to be the first to turn over all their cards? How did competing influence your behavior?
- When you came to realize you were not competing, what behaviors changed or appeared? How did this influence your participation?
- Identify the 'helping' behaviors that took place during the activity?
- What is your opinion about 'helping?' What are some of the pros and cons of helping?
- What were the successes you experienced as a group during the task?
- What are some of the ways you contributed to the successful completion of the task?
- What are some of the things you could have done as a 'group' to be even more successful?