

Sedarahc

Instructions:

1. Make sure to get the game from the LAO office!
2. Divide the room into two teams and have each team choose a guesser (this should change per round)
3. To play the game, the guesser faces his teammates and holds a stack of cards.
4. The group can decide whether to play the blue cards (easier) or the green cards (harder). A member of the opposite team holds the hourglass timer.
5. When the timer is started, the guesser holds up a card so he cannot see the word/phrase, but his teammates can.
6. All of the other team members act out the subject of the card (without any spoken clues, sound effects or props-just like charades) to try to get the guesser to say the word or phrase on the card. Some words and phrases require teamwork, which must be worked out silently.
 - a. The object is to see how many cards the guesser can guess in the one minute time frame; each successful guess counts as a point.
 - b. If the guesser seems to be stumped, anyone on the team may call "pass"; the guesser then turns over a new card.
7. The game proceeds until each member of each team has had a turn to be the guesser, and the team with the most successful guesses wins.

Possible questions to discuss with the group as a whole after playing the game:

- What were some of the insights that you found from this type of collaboration with your team? What surprised you?
- How do we respond in a stressful situation? Time-crunch situation?
- What are the natural instincts--to compete, or to collaborate?
- It's not necessarily good or bad, but having the self-awareness can make you more effective as a team member
- How do the non-verbal aspects of communication sometimes help or hinder the team?
- What did you notice about some of the times when people were trying to play the same role versus playing different roles in the scene?
- Depending on the clue, it can be more effective with either of these options. Interesting to see what the team recognizes about themselves and their own dynamic
- In this game, the point is to act together as quickly as possible. What are some situations where acting quickly is preferable to planning together or following a formal process?
- How did you feel about your inhibitions (could you put them aside for the good of the team?)
- Did one person emerge as the most likely to call "pass" for the group? Was it because they were impatient, or instinctively knew that the group wouldn't be able to guess that card?

Possible conclusions to discuss after answering the questions:

- The guesser has a harder time guessing if the team members are acting the words out independently without looking at other team members.
- When the team works together, the whole picture comes together for the guesser. If the actors have the attitude that "I've got this-I'm the one who's going to get the guesser to guess what we're trying to portray," they are less likely to work together and less likely to win.
- You have to work together to win.
- Everyone's input is valuable-one person may be able to communicate the concept on the card effectively, where others may not.
- The actors have a clear picture of what they're trying to portray; the guesser does not-the way he interprets the actors' miming may be totally different from what they had in mind.
- Often a natural leader will emerge within the acting group-someone who can organize the others to accomplish the task without words or instructions. Everyone can be a leader, even if they aren't designated as such. Lead where you stand.
- Sometimes stress can be productive-it can accelerate action where stagnation is occurring.
- When the actors were willing to set aside their inhibitions, the team was more effective. Sometimes we have to come out of our shells to get things done.
- Body language can be important; verbal or written communication isn't the only way we can be understood.