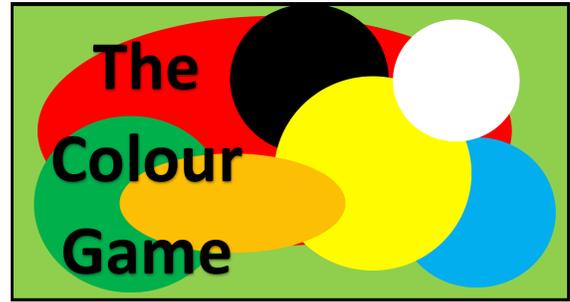


Colour Games Instructions

(from David Chambers)

The Big Picture:

- Players cannot write anything down.
- Players can read people their clues but not show their clues.
- Players don't have to hide their clues but cannot put them out on display.
- Objective: The group must figure out what they are expected to do. 😊



Explanation of Colour Games:

I typically form groups of 5 or 6 for each set of Colour Game clues. However, up to 8 players works as well - we are looking for as much engagement as possible. Larger groups can present their own challenges and usually a different focus on the debrief, but definitely doable when you divide groups larger than 8 into smaller groups - each with their own set of clues. (There would be some great opportunity for collaboration.)

I prep the activity by talking about their group activities up to that point - they have required brainstorming, selecting the best ideas, planning, then implementing the plan. In these problem-solving situations there were no wrong 'answers,' simply multiple ways to a solution for the problem.

In the Colour Games, there is only one correct answer and thus an unlimited number of wrong answers. We talk a bit about how they can communicate when they think someone's suggestion is wrong and how to maintain their enthusiasm/engagement even after the answer they've worked hard to achieve is incorrect. It is a definite skill to develop - to stay engaged, enthusiastic and still keep going even after they 'fail'.

For the Introduction Colour Game, the overall goal might just be to stay engaged, supportive and enthusiastic. This first attempt might just be some practice in these behaviors. The group might not even need to discover the correct answer to this Introduction before moving on to the next Colour Game - let them decide.

As the Games get more challenging, we introduce the idea that some people will find the activity frustrating. If you are getting frustrated, how do you act? Will other people know you are frustrated? What impact does it have? If people are getting frustrated around you, how do you react? Pay attention to this dynamic as the Games progresses.

If a group is getting really frustrated, you can give them a hint or provide a few 'Help' cards they can use for your assistance. This might *help* to maintain their enthusiasm, though I rarely will do that.

When they are ready to give their solution, I tell them I will say nothing (indicating any right or wrong answers along the way - no hints), until they are done and then I will tell them if they are: correct, close or not even close.

If there is a really 'outgoing' individual in the group that is doing all the solving/organizing it might be a good idea to stop the process and discuss the dynamics they are observing. How do they want to proceed? Does everyone have an opportunity to share ideas? If not, how can they create this environment - if this is desired? The activity is about participation and engagement, how can they be more inclusive? What are the advantages and disadvantages of an 'outgoing' leader? What other sorts of leadership are possible?

Here are the Colour Game challenges listed in order of difficulty:

- Introduction Colour Game
- Colour Game 1
- Colour Game 2
- Colour Game 3
- The Ultimate Colour Game

To be transparent, the first two Games are difficult in different ways, so it is debatable which one is harder. You should start with the first or second puzzle. If you believe they are ready for more of a challenge right away, start with Colour Game 2 or 3.

My classes develop techniques as they work through the puzzles so the times indicated in the table below might not be accurate, especially if you do not start with the easiest ones.

True story: My brother borrowed the Color Game for teambuilding workshops within the government and many of the groups refused to believe that the puzzles were successfully completed by high school students. In many cases they resorted to cheating rather than sticking with the struggle. 😊

Puzzle Preparations:

Print and cut out the clues for each individual puzzle - be sure to count the number of clues for each one. Write the number of clues and the name of each puzzle on the outside of a small envelope. Store the answer sheet, along with the clues for the particular puzzle, in this envelope for 'ready-to-play-anytime' access.

When you are ready to play a Colour Game, pull out the answer sheet and give the clues in the envelope a good shuffle. Then, divide the number of clues (this is why we write the number on the envelope) by the number of players in your group - give each player that many clues (plus or minus).

Tell them, "You must now figure out what you are expected to do." (Ultimately, giving you the correct answer to the Game.)

Puzzle	Time	notes
Intro Colour Game	15-20 min	More communication involved, less thinking
Colour Game 1	20-25 min	A little thinking required...not too tough
Colour Game 2	30-40 min	Definitely more thinking involved
Colour Game 3	40-50 min	An extra dimension is thrown in to increase complexity
Ultimate Colour Game	Who knows	There is a blank table that can be given to help them out if they are struggling a lot...this one is difficult.