52-by-4

Movement – Low

Group Size – Small Groups of 4 or 5

Activity Time – 15 minutes

Reviewing/Processing Time – 8 minutes

Area – Flat open area is best (indoor floor is ideal)

Props – One TeamSheet, one deck of standard playing cards, one stopwatch, and one pen for each group. (Be sure to have extra stopwatches and pens on you as you wander around through the groups.)

Prep: We like to take the Jokers from all the decks before we start. Also, be sure that all the stopwatches are working properly – avoid checking right before the activity!! Also, take it from us, be sure the pens are working properly as well – save lots of time running around handing out pens.

Action: Small groups will be organizing playing cards into the shape of a square.

Representative Time: When you have all the representatives together hand out the TeamSheet first and explain the general idea. Groups are after the best time for the task. Note that the cards must end up from low to high, each side the same suit and in order around the square as indicated (see diagram on TeamSheet). Once there is a general idea, hand out the stopwatches and give a brief demonstration – have everyone try. When there is understanding, hand out the cards and pens and send them back to their groups.

Remind the representatives that they can raise a hand any time if they have questions.

Facilitator Notes: The main confusion for the activity is usually the order of suits around the square. Keep an eye out for red, black, red, black sides, then the order around – Hearts, Spades, Diamonds, and Clubs. We like to try to observe each group for a little while just to be available for questions.

When the activity is over, many groups want to know what other group times were. Handle this in the best way for the group. If the competitive spirit causes interaction discomfort, play the comparison down and emphasize that each group had their own way to find success. Many groups are supportive of each other and are interested in knowing how fast the task can be done. There have been times when a group will even be encouraged to show their “fastest” system to the others – talk about pressure!!

52-by-4

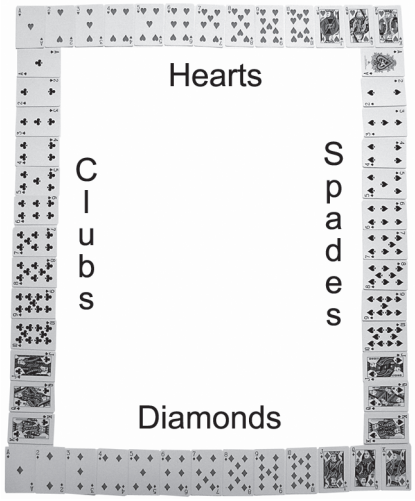
Equipment: One TeamSheet, one deck of standard playing cards without the Jokers - 52 cards, one timing device (stopwatch), and one pen. (Do you have everything? Does it work?)

Directions: Assign a group timer for the attempt – the timer is allowed to participate in placing the cards. You can have as many attempts as you like as time allows. Before each attempt, shuffle the cards well so there is no awareness of the identity of any card. Place the cards on the floor, **face down**, and spread them out a bit - each card must be touching at least one other card. You are ready for an attempt.

Objective: Your task is to place the cards on the floor in order by the face value and suit of each card, as fast as possible.

Rules:

1. After preparing the cards face down, they cannot be touched before the time starts.
2. Use the word "Go" to begin each attempt. When "Go" is called the timer starts the stopwatch. Once the stopwatch has started the cards can be touched – turned over and looked at.
3. Cards must be placed in order from Ace to King. Each suit is put in order together in a line on the floor.
4. Each line (suit in order) will make up one side of a square. The final square on the floor should have the sides in this order: Hearts, Spades, Diamonds, Clubs. (See the diagram.)
5. In the final square, cards may not be touching each other.



6. When the last card is placed in order, the timer can stop the time. If any adjustments are made after the time has stopped or any order turns out to be incorrect, the attempt is voided (does not count). Mark time in the boxes below.
7. You can make as many attempts as possible in the time allowed for this activity. Always start each attempt the same way. Set goals for each attempt to increase the challenge – be sure everyone agrees on the goal before the attempt.

Attempt	1	2	3	4	5	6	7
Goal							
Time							

52-by-4 Reviewing/Processing Questions

Directions: Choose a volunteer willing to read the questions and write some responses. Discuss as many of these questions as you can with your group in the time allowed. Jot down key responses in the margins. Be honest with yourself and others. Honesty will bring out understanding. Understanding will lead to learning.

Looking back on the activity, consider the idea of planning.

1. When did you plan? (before the activity, during, both?)
2. Why was it necessary? Or not necessary?
3. How did you share ideas during planning?
4. How did you decide which idea to use?
5. Was there ever any confusion about the plan? What happened?
6. Were you able to stick to your original plan? If not, why?
7. How would you change your planning time in the future?

Consider the concept of Leadership.

1. Was there leadership during the attempts?
2. What did it look like? (What were leaders doing?)
3. What did it sound like? (How were leaders communicating?)
4. Was leadership important? Why? (or Why not?)
5. What do you consider important about leadership?
6. What are the qualities you look for in a leader? (What type of leadership would you follow?)

If you have time…

1. If you were to lead the next activity, what would be the one thing you would want to make sure you did?