

Activity Decoding Worksheet: NEIU PEMT 372

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Things to consider before you run this activity:

Activity Name(s): Flip & Find

Type: Challenge Problem Solving

Source(s): POSSIBLESbag activity manual

Age Range/Fit: 10 years and older

Facilitated Objective(s): Collaboration, planning, appropriate verbal communication

Equipment Needs:

- 4 webbing lengths
- Deck of cards

Space Needs:

Enough space to be able to divide each group, and set up the webbing lengths, and the vertical line of cards.

Time Needs:

12 – 15 minutes

Group Size(s):

Four groups; each group containing 3 – 6

Prep/Set-Up Needs:

4 teams - 3-6 each group sitting side by side

Stay behind each webbing, laid in front

20 feet away from the line, place vertical line of cards face down in random order

Gender and/or Cultural Considerations:

Other Considerations:

Possible Discussion Topics:

- What key words were helpful to help the group accomplish the task?
- Was it difficult or easy to communicate between your groups?
- What challenges were introduced when attempting the task?
- Was there communication in the group? If so what type of communication?
- Was there a strategic plan?

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Activity Description/Script: (What are you going to be saying in order for your group to understand what they are going to do? Considerations: Boundaries; Group formation(s); Introduction considerations; Activity objective(s); How long do they have?; Positive Directions; If you need to stop the group, what are you going to say?; Safety Concerns; Any restrictions?)

The setup:

- Set 4 webbing lines about 5 feet away from one another
- Approximately 20 feet away from each webbing line, place vertical line of 13 cards of the same suit facing down.
- The cards are placed face down, in random order, with 12 inches apart from each other.
- All groups will need to follow the set up.
- Students will be sitting down behind the webbing lines when ready.

Dividing the students into groups:

- Gather all the students in a group circle. This way you can divide the groups
- Tell students to count off 1- 4 around the group. Each student will be assign a number
- Once everyone is assign a number all 1's should be together, all 2's, all 3's, and all 4's
- Once assign the groups provide the instruction

The activity:

- The object of the activity is to flip the cards over in order from A's to king.
- One at a time a member from each group will need to run towards the cards and may only flip one card.
- If the card is an Ace it is left faced up, if NOT it is flipped back over
- After flipping a card the runner is to go back with their group members
- The next person goes and flips a card – it stays up if it's the next in order of flips it back over if it's not the next in order.
- Finishing the task is when all cards are flipped over in the correct order.
- The participant going for the card is not allowed to show their group members the card.
- Anything else goes!

Time the activity from the "GO" until the last group completes the objective. Then ask the large group as a whole how they could improve their overall time. Hopefully, small groups will share ideas for success.