

## Communication exposure



### Goal of the exposure:

Within the safe confines of the game, evoke feelings that are experienced as when someone enters a strange environment and no longer understands it all so well.

### What do you need to play this exposure?

- 3 decks of cards
- 3 sets of game rules
- Paper and pen

### How to play the exposure?

This exposure is best played with a maximum of 12 participants.

We divide the teachers into groups (3 groups of 4 players). Each group is dealt a deck and plays the same game. The game is explained group by group and played for 5 minutes. After this, there is a change in the composition of the group. During the game, however, no speech is allowed, only non-verbal communication is allowed.

### First round:

Table 1: player 1, 2, 3 and 4

Table 2: player 5, 6, 7 and 8

Table 3: player 9, 10, 11 and 12

Each table had it's own set of game rules. Players read this but don't speak anymore. When everybody has read the rules, the rules are taken back by the game leader.

The game is played for 5 minutes. The players can't speak anymore, only draw or write.

### Second round:

Table 1: player 1, 2, 4 and 5

Table 2: player 6, 7, 8 and 9

Table 3: player 3, 10, 11 and 12

Again, they play the game for 5 minutes without speaking. Drawing and/or writing is allowed.

### Third round:

Table 1: 2, 4, 8 and 11

Table 2: 1, 6, 7 and 12

Table 3: 3, 5, 9 and 10

Same rules as during the previous rounds.

### Personal reflection after the exposure:

- What happened?
- What problems did you encounter during the game and how did you solve them?
- How did you do that? What did you rely on to make choices?
- How did you feel about that?
- Did you work good in group? How was your input? Did you observe the others well and what did you discover?
- On what values did you pay attention to in this situation? In other words: What made it important to you / what made the difference for you?
- What did you get out of this game?
- How do you look to yourself in this situation?
- What has this exposure taught you whether or not in hospitality?

## Game rules table 1

The game is played with only 20 cards: the ace, 2,3,4 and 5 in any color.

The ace is the lowest card.

The two players sitting opposite each other play together.

The dealer shuffles the cards and deals them one at a time. Every player gets 5 cards.

The player to the left of the dealer comes out (plays a card).

The other players take turns playing a card.

The four cards that are then placed on the table are called a trick.

When all four cards have been played, the highest card won the battle. The player of this card takes the trick and put the cards in a pile with the pictures down.

The winner of a trick comes out for the next trick. This is repeated until all cards are used up.

With each trick, the first player may choose any color

All players must play a card of the same color as the first card.

If you don't have a card in the first color, play another one in another color. The highest card in the color of the first card wins the battle.

In this game, spades are trumps. If you can't follow the color of the first card, you can play a spade card. This is called introspection. Even with a low spade card you win the trick.

Another player can however, also ruff (because he/she cannot follow the color of the first card).

In this case, the highest spades card wins the trick.

The game ends when all five cards have been played.

The duo that has won the most tricks wins the game.

## Game rules table 2

The game is played with only 20 cards: the ace, 2,3,4 and 5 in any color.

The ace is the lowest card.

The two players sitting opposite each other play together.

The dealer shuffles the cards and deals them one at a time. Every player gets 5 cards.

The player to the left of the dealer comes out (plays a card).

The other players take turns playing a card.

The four cards that are then placed on the table are called a trick.

When all four cards have been played, the highest card won the battle. The player of this card takes the trick and put the cards in a pile with the pictures down.

The winner of a trick comes out for the next trick. This is repeated until all cards are used up.

With each trick, the first player may choose any color

All players must play a card of the same color as the first card.

If you don't have a card in the first color, play another one in another color. The highest card in the color of the first card wins the battle.

In this game, there are no trumps.

The game ends when all five cards have been played.

The duo that has won the most tricks wins the game.

### Game rules table 3

The game is played with only 20 cards: the ace, 2,3,4 and 5 in any color.

The ace is the highest card.

The two players sitting opposite each other play together.

The dealer shuffles the cards and deals them one at a time. Every player gets 5 cards.

The player to the left of the dealer comes out (plays a card).

The other players take turns playing a card.

The four cards that are then placed on the table are called a trick.

When all four cards have been played, the highest card won the battle. The player of this card takes the trick and put the cards in a pile with the pictures down.

The winner of a trick comes out for the next trick. This is repeated until all cards are used up.

With each trick, the first player may choose any color

All players must play a card of the same color as the first card.

If you don't have a card in the first color, play another one in another color. The highest card in the color of the first card wins the battle.

In this game, spades are trumps. If you can't follow the color of the first card, you can play a spade card. This is called introspection. Even with a low spade card you win the trick.

Another player can however, also ruff (because he/she cannot follow the color of the first card).

In this case, the highest spades card wins the trick.

The game ends when all five cards have been played.

The duo that has won the most tricks wins the game.