



Card Punch

Problem Solving

Objectives

- To understand how presenting both ideas and giving feedback are critical when problem solving.
- Learning to work together to reach a goal.

Supplies: deck of cards; stopwatch; webbing, rope, string or yarn – 2 pieces about 20' – 30' in length

Instructions:

- Set up the playing area. Establish a starting line, all participants must be behind the 'starting line' until instructed to move into the playing area. Place two circles of webbing about 25-30 from one another. Within each circle, randomly place one suit of cards, such as the Diamonds or the Spades. Each circle will have 13 cards, randomly spaced, face up.
- With all participants behind the starting line, divide the group into two teams. Each team is then assigned to one of the two circles.
- When the word "GO" is given, each team will go to their circle and are to touch each of the thirteen cards in order, from Ace to King.
 - The objective is to touch all cards, in order, as quickly as possible and return to the starting area.
 - Only one player at a time can be in 'the circle of cards'.
 - The equipment within the circle cannot be adjusted or moved.
 - If more than one player is inside the circle, the group must start over with the Ace.
 - If cards are touched out of order, the group must start over with the Ace.
 - Teams can plan their strategy, but once a player steps across the starting line, the timer starts.
 - The timer 'stops' when all players of a team have returned to the starting area.

Facilitator Notes



Notes for Facilitator:

- After first round, record time for each team and challenge them to improve their time.
- Designate monitors at each circle to ensure that cards are touched in the proper order, Ace to King. If this occurs, the group must start over with Ace. Also, if more than one person is inside the circle at any time, the group must start over with Ace.
- Monitors can also serve to observe interactions among group members.

Reflection:

- Did the group use time to plan, before crossing the starting line?
- What skills did it take to be successful as a group?
- Did everyone listen to each other's ideas?
- What roles did people play?
- What did each group member learn about him/herself as an individual?