**Name**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ **Form**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Write in pencil**

**Teacher**: Mr Reddy/Ms Kubba **Date**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Clever Communication

# Warm-up

**Answer these questions in full sentences.**

**When working in a group, doing ALL the work for your teammates is unhelpful because...**

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**When working in a group, finding out what your teammates think is important because...**

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**When working in a group, giving everyone the chance to have their say is important because...**

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# Silent Communication Activity

**The Aim**

Every member of the team has to end up with a set of four cards that are related to each other. Teammates cannot talk or point to the cards they want; they can only give cards away.  
**The purpose is to learn to respond to the needs of your teammates.**

**Instructions**

1. In silence, share out the 20 cards RANDOMLY amongst the team, roughly five cards each.
2. Look at your cards and those of your teammates. You’ll notice that some of them belong together.
3. Without talking or even pointing, start giving cards to your teammates so that each person has a complete ‘set’ of cards.
4. The task is only successfully completed when everyone on the team has completed their set.

**Rules**

1. NO ONE CAN TALK OR GIVE NON-VERBAL SIGNALS to other members of the team at any time.
2. The cards in front of each person should be VISIBLE TO EVERYONE.
3. Team members can only GIVE cards; they CANNOT TAKE cards from someone else.
4. Each team member must have AT LEAST TWO CARDS IN FRONT OF THEM at all times.

**When you have finished, answer these questions.**

**Did you find this easy? Why? Did you find it hard? Why?**

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**What did we learn from this activity?**

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**What questions would you have liked to ask your teammates?**

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# Design Activity One

**The Aim**

The team has to recreate the row of counters (created by the facilitator) by asking as few questions as possible.  
**The purpose is to learn how important good questions are.**

**Instructions**

1. Give the Facilitator 6 counters: 2 red, 2 blue and 2 yellow.
2. The rest of the team keeps another 6 counters between them: again 2 red, 2 blue and 2 yellow.
3. The facilitator creates a design in secret (they may want to start with an easy design using two colours).
4. The team asks the Facilitator questions about his/her design.
5. The team tries to copy the Facilitator’s design.
6. The task is only successfully completed when the team has exactly matched the Facilitator’s design.

**Rules**

The team can ask questions about:

* 1. the number of counters,
  2. the number of counters of each colour,
  3. the colours of touching counters,
  4. the symmetry properties of the design,
  5. the colours, or numbers, of counters to the left or right of a counter.

You **can** ask questions like: "Is the counter to the left of the red counter green?".

You **cannot** ask about the position and colour of a particular counter, for example:

"Is the first counter red?", "Is the second counter yellow?"

**Guidelines for the Facilitator**

* You do not have to use all the counters.
* The counters should form a LINE.
* You ONLY say "Yes" or "No", or give a number as an answer.
* You must only answer questions that follow the rules above.
* You only answer a question if the team has discussed and agreed it.

**When you have finished, answer these questions.**

**Did you take it in turns to ask questions?** Yes No

**Did your questions follow the rules?** Yes No

**How many questions did your team ask?** \_\_\_\_\_\_\_\_\_ questions

**Did you find this activity easy? Why? Did you find it hard? Why?**

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**What questions gave you the best results?**

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# Design Activity Two

**The Aim**

Each team member has to recreate the pattern of counters created by the designer by listening carefully to the designer's description. The team can ask questions.  
**The purpose is to learn how important listening is and and how important clear instructions are.**

**Instructions**

1. Give each person 6 counters: 2 red, 2 blue and 2 yellow.
2. Choose one person to be the Designer.
3. The Designer creates a simple design.
4. The Designer describes what they’ve made and the team listens hard to what they’re saying.
5. The team tries to copy the Designer’s design as they listen to the Designer’s description.
6. Once one of the team has got the correct design, they can help the Designer explain the design to the others.

**Rules**

1. The team is not allowed to see the Designer’s design.
2. The team can ask questions to the Designer.

**Guidelines for the Facilitator**

* Keep the design simple and make sure the counters are touching each other.
* Use phrases like “to the left of...”, “I’m putting a blue counter”, “the red counter is next to...”

**When you have finished, answer these questions.**

**What words did the Designer use that were helpful?**

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**Give an example of a good description from the Designer.**

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**Give an example of a good question from the team.**

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