

Objective: Measure how well people communicate with one another.

Set-up

- A. Identify Sender and Receiver.
- B. Sender and Receiver move to sit side-by-side.
- C. Use folders to hide dominoes so partners cannot see each other's dominoes.
 - a. When the clock starts, the Sender explains to the Receiver how to copy the pattern.
 - b. The Receiver may ask questions and give feedback.
 - c. Receiver and Sender may talk together, but may not talk with anyone else.
 - d. Observer may not talk or help the other participants in any way.

Rules (There is no limit to your strategy other than the following rules.)

1. The time limit for each round is 2 minutes.
2. All four dominoes must be used and dots must be visible (face up).
3. Observers may not talk or give signals during the game.
4. Do not look at each other's dominoes until you are ready to score.
5. If the participants finish before the time is up, they keep score and continue with a new pattern.
 - a. The same Sender creates a new pattern behind the screen.
 - b. The pattern and shape must be different.

The new pattern must change the position of all four dominoes.

6. After each round, change roles. The sender becomes the receiver.

Score

Score 1 point for each domino that the receiver has in the same position as the sender.

Looking over the shoulder of the sender or the receiver the dominoes must be in the same position and pattern. For example, the domino on the left for the sender must be on the left for the receiver.

- Maximum score is 4 points for each matching pattern.
- If a rule is broken, the score does not count.

Win You win if the score improves each round you play.

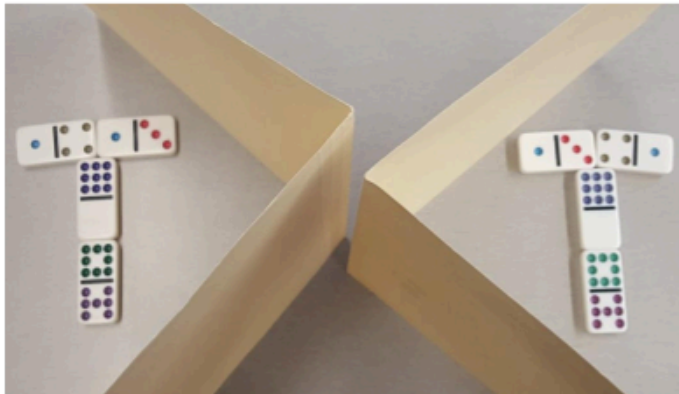
Scoring Domino Dialog

You play a series of rounds.
Each round is 2 minutes.

Goal: Communicate effectively.

Share information. Ask questions.
Learn from each other. Give feedback.

Don't look at your partner's dominoes.
Keep your dominoes behind a folder.

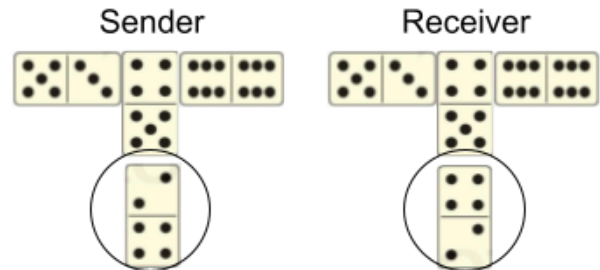


What is the score in this picture?

During a round, you can make another pattern after you score the previous pattern.

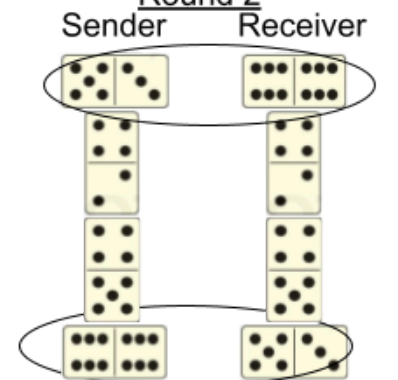
After each round, you have time to plan how to communicate more effectively.

Round 1



Both players earn 3 points because 3 dominoes are the same position.

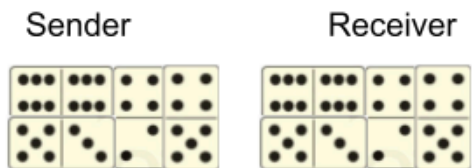
Round 2



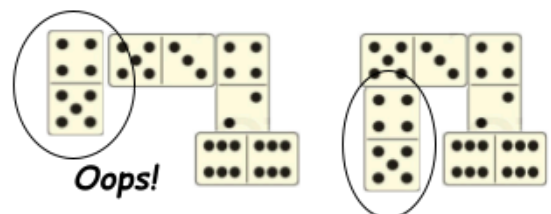
2 points. Do you see why?

Round 3

Partners made two patterns with a total of 7 points.



Nice!



Oops!