

THEME

Connectedness

SUB THEMES

Relating to & Communicating
with Others

Overview

Being in a comfortable and empowering environment means people don't feel disadvantaged or intimidated. Participants build empathy by being in positions of advantage and disadvantage, and by observing and comparing people's reaction.

In this learning activity Participants consider the effect hierarchy has on behaviour.

A discussion could be facilitated about how to create a comfortable and empowering environment when in a leadership role.

Korero Tahi – Talking Together

Knowledge

Knowledge of self, development of self, understanding others, communication with others, relating to and with others.

Resources

- A deck of cards
- Debrief questions



Pokerface

DESCRIPTION

Pokerface is a playing card activity to deal with inclusion and diversity.

Group size	Ten or more is ideal
Time frame	10-15 minutes
Equipment	A deck of cards
Activity type	Communication
Note	This game can be played silently or with talking – it's great with both



DIRECTIONS

- Inform each player that at no time during this game is anyone allowed to look at the face value of their own card, or inform anyone else of their card's value.
- Hand out one playing card to each Participant.
- As you explain the rules, ask the Participants to hold their card face down.
- This activity involves the players mingling around the room, holding their card on their forehead, and treating others based on the face value of their cards.
- Kings have the most value, Aces have the least.
- Most players want to hang out with the high value cards i.e. 10's and up, and stay away from the low value cards.
- After some mingling tell the players to stop and stand still. They don't look at their card yet!
- Ask if they felt they were treated well (empowered) or treated poorly (excluded).
- Now ask the players to form a circle in order of how they feel they were treated.
- When everyone has a place in the circle, ask the players to look around the room at the order of cards on each player's forehead and then look at their own card.

DEBRIEF

Debriefing questions could include:

- How did it feel to have a high value card?
- How did it feel to have a low value card?
- What behaviours did you observe in others who had high value or low value cards?
- What are some examples of hierarchy in sport and recreation where people can feel disadvantaged?
- If you are in a leadership role what can you do to create an environment where people don't feel disadvantaged?

