

Domino Dialog

Purpose

To develop collaborative communication using simple, easily available tools - dominos! Players are pitted against their greatest foe, their own ego, communicative inhibitions, and other blockers to simple communication.

Requirements

- **Time:** 35-45 minutes per match
- **Number of Players:** 2 or more
- **Age range:** at least 6 years - adults have fun playing this game too!
- **Space:** Table
- **Equipment:** 4 pairs of dominos for each team, file folders, score sheets, pencil
- **Prerequisites:** None

How to Play

1. Write names of team members at the top of the score sheet.
2. Identify sender and receivers and have them sit side-by-side.
3. Check that you have 8 dominos that make 4 pairs of dominos.
 - a. In each pair of dominos, both dominos must match perfectly.
 - b. Give the sender one domino from each pair of dominos.
 - c. Give the receiver the other domino from each pair.
4. Use folders to hide dominos so partners cannot see each other's dominos.
5. Senders will create a design with their 4 dominos without the receiver seeing it.
6. When the clock starts, the sender tells the receiver how to arrange theirs to match.
 - a. The receiver and sender can talk together to match dominos.
 - b. No one else may communicate with them - no words or signals.
7. When the receiver is ready to score, they will compare dominos.
8. If there is more time, senders can create a new pattern and play again.
9. When 2 minutes are up, record scores and plan how to improve the next score.
10. Rotate partners as shown on the scoresheet and play again.
11. Three games form a complete match.

Rules

1. All four dominos must be used and dots must be visible (face up).
2. Observers may not talk or give signals during the game.
3. Players may not look at each other's dominos until they are ready to score.
4. If players finish before time is up, they score the first pattern and the same sender creates a new configuration behind the folder.
5. When you make a new pattern, all dominos must change position and order.

Domino Dialog

Scoring

- Score one point for each domino that the receiver has in the same position as the sender. All points belong to both partners.
- Maximum score is 4 points for each matching pattern.
- If a rule is broken, the score does not count.

Debrief Questions

The purpose of debriefing is to develop strategies that will improve your performance and to recognize how these lessons apply to everyday life. To facilitate a successful debrief, facilitators must observe participants and ask engaging questions that spark important conversations. If we don't debrief, we don't learn!

What happened?		
What did you see/hear? What was the score?	What worked? What didn't work?	How did people feel? What issue(s) came up?
So what?		
What did we learn?	How does this experience relate to other experiences?	Why are we doing this? How is it relevant to us?
Now what?		
How could we improve our score in this activity?	How can we work together better?	How could we apply lessons learned elsewhere?

Digging Deeper

- Did anyone feel reluctant to share strategies?
 - o Why? Are you still in a win-lose mindset?
 - o If we are trying to improve collective achievement, who are you benefitting when you withhold strategies from other teams?

Domino Dialog

Score Sheet - Team of 3 players

Score Sheet for an EnTeam. Match with Three Playing Date _____ Location _____

Activity _____ Group _____ Facilitator _____

Names→	A	B	C	Total Team Score Add the scores across after each game.
Game 1			Solo or Observer	
Game 2		Solo or Observer		
Game 3	Solo or Observer			
Individual Scores Add down the columns				Match Score

Scoresheet - Team of 4 players

Domino Dialog

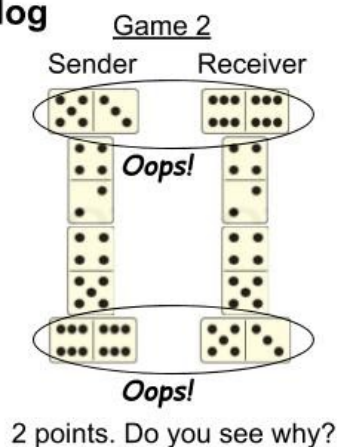
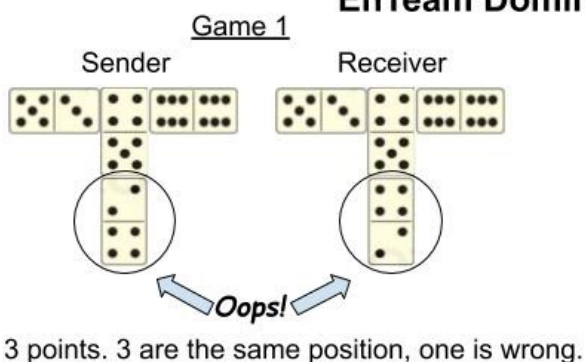
Names →	A	B	C	D	Total Team Scores Add scores across
Game 1					Add four scores from game 1
Game 2					Add four scores from game 2
Game 3					Add four scores from game 3
Individual Scores (Add down the columns)					Match Score

© EnTeam, 2018 All rights reserved.

Our theories determine what we measure.

Domino Dialog

EnTeam Domino Dialog

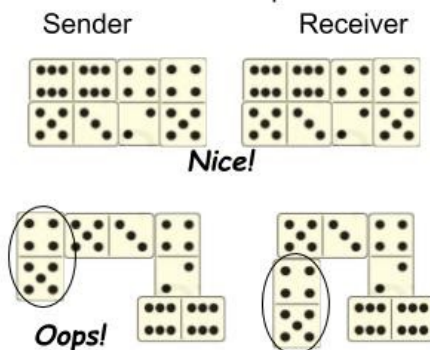


3-person Score Sheet

Names→	A	B	C	Total Team Score
	Andy	Bella	Charles	Add the scores across after each game.
Game 1	3	3	Observer X	6
Game 2	2	Observer X	2	4
Game 3	Observer X	7	7	14
Individual Scores Add down the columns	5	10	9	24 Match Score

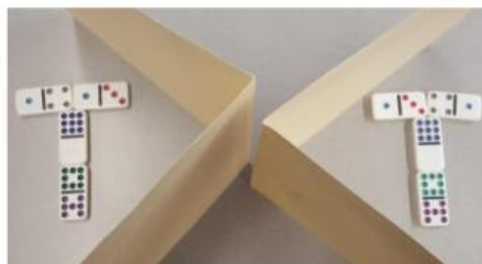
Game 3

Partners made two patterns with a total of 7 points.



4-person Score Sheet

Names→	A	B	C	D	Total Team Scores
	Amy	Bill	Carlos	Dana	Add the scores across
Game 1	3	3			Add the scores from page 1
			3	3	
Game 2	2		2		Add the scores from page 2
		3		3	
Game 3	7		7		Add the scores from page 3
		8	8		
Individual Scores (Add down the columns)	12	14	13	13	52 Match Score



Actual setup. What is the score?

Domino Dialog

Domino Cutouts

