

Domino Dialog

Online Version

Purpose

To strengthen collaborative communication and active listening skills. Players are pitted against the clock and their greatest foes, their own ego, communicative inhibitions, and other blockers to simple communication.

Requirements

1. **Time:** 35-45 minutes per match
2. **Number of Players:** 2 or more
3. **Age range:** Old enough to explain what you see -- and ask what others see
4. **Space:** Online
5. **Equipment:** cutout of printed dominoes, video setup with internet access and webcam, 2nd electronic device with camera, EnTeam score sheet (optional)
6. **Prerequisites:** None

How to Play with 2 players on a team

1. Form teams with 2 players per team.
 - o Each player needs matching dominoes, an internet device and camera.
2. Pick one player to be Sender and the other to be the Receiver.
 - o Sender creates a design using all 4 dominos.
 - o Receiver cannot see Sender's dominoes.
3. When the clock starts, the Sender tells the Receiver how to match their design.
 - o Receiver and Sender can talk together to match dominos.
 - o No one else may communicate with them.
4. When they are ready to score, they take a picture of their pattern.
5. If there is more time, the Sender can create a new pattern and play again.
6. When 2 minutes are up, players score their patterns and debrief together.
7. Switch roles and try improving the score in the next round.
8. Players win if they improve each time they play.

How to Play with 3 or more players on a team

1. Form teams with 3 or more players.
 - o Each player needs: matching dominoes, an internet device and camera.
2. Pick one player to be the first Sender. The others are Receivers.
 - o Sender creates a design using all 4 dominos.
 - o Receivers cannot see Sender's dominoes.
3. When the clock starts, Sender tells Receivers how to match the design.
 - o Receivers and Sender can talk together to match dominos.
 - o No one else may communicate with them.

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4. When they are ready to score*, they take pictures of their dominoes.
5. If there is more time, Sender can create a new pattern and play again.
6. When 3 minutes are up, the teams report their scores and debrief together.
7. Select new Sender and play again.
8. Players win if they improve each time they play.

How to Play with Score Sheets -- 3 or 4 players per team

1. Form teams with 3 or 4 players per team.
 - Write names at the top of the score sheet.
2. Player A is the Sender to B in game 1. In teams of 4, D is the Sender to C.
 - In teams of 3, C is scorekeeper -- but may **not** advise the players.
 - Senders create a design using all 4 dominos.
3. When the clock starts, Senders tells Receivers how to match the design.
 - Receivers and Sender can talk together to match dominos.
 - No one else may communicate with them.
4. When they are ready to score*, they compare pictures of their dominoes.
5. If there is more time, Sender can create a new pattern and play again.
6. When 3 minutes are up, the teams report their scores and debrief together.
7. Change roles as shown on the scoresheet.
8. Players win if they improve their score each time they play.

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. Do not look at each other's dominos until you are ready to score.
4. If players finish before time is up, they score the first pattern and the same sender creates a new pattern. If they create a new pattern, all dominos must change their configuration.
5. Each pattern of dominoes must have a different shape and configuration.

Scoring

- Score one point for each domino that the Receiver has in the same position and configuration as the Sender.
- All points belong to the partners because they are working together.
- If a rule is broken, the score for that pattern is zero.
- If the score improves each time they play, they win together. If the score does not improve they lose together.

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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?

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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

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Scoresheet - Team of 4 players

Names →					Total Team Scores Add scores across
	A	B	C	D	
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

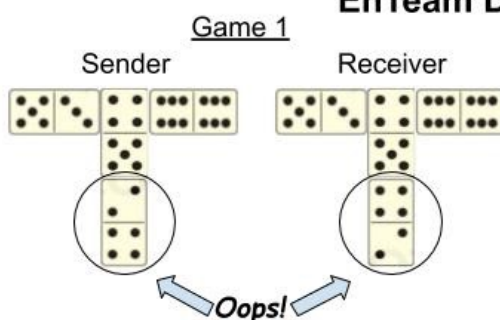
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Our theories determine what we measure.

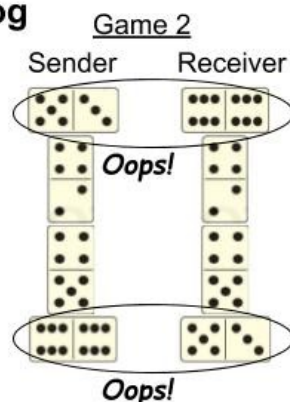
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3 points. 3 are the same position, one is wrong.



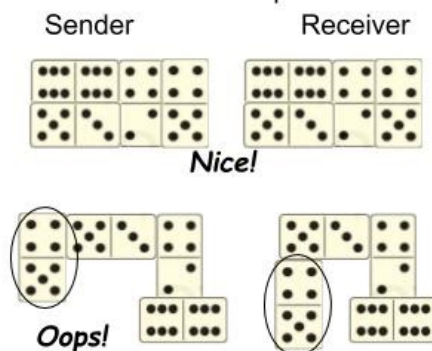
2 points. Do you see why?

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 across rows
Game 1	3	3			Add the scores from page 1
			3	3	12
Game 2	2		2		Add the scores from page 2
		3		3	10
Game 3	7		7		Add the scores from page 3
		8	8		30
Individual Scores (Add down the columns)	12	14	13	13	52 Match Score



Actual setup. What is the score?

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Domino Cutouts

