

The Bonding Game (One Week Project)

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Concept: Foreigners from three groups are sent to three different cultures (3 other groups). They observe and participate in a card game that is being played by the “locals”. After 10 minutes of observing and playing they return to their home culture to tell the others how the game is played. They also must fill out part one of the bonding question sheet (see below).

After the discussion, the foreigners are sent to the three different cultures again (each to a different culture than the first time) and repeat the same process. Once completed, they return to their home culture and complete part two of the question sheet. Each time the foreigners return to their home culture, the locals will also complete their own question sheet, part one and part two respectively. (NOTE: Once this process is completed, the foreigners and locals reverse roles and the activity is run again.)

Finally, there will be a discussion about the idea of bonding and the dangers of making assumptions when we don't understand a culture's underlying values. This will be done during the next class period.

Time/Schedule:

#	ACTIVITY	TIME
1	Explanation of Activity	10 minutes
2	Preparation & Basic Values Questions	15 minutes
3	Visit #1	10 minutes
4	Discussion/Questions Part One	10 minutes
5	Visit #2	10 minutes
6	Questions Part Two	5 minutes
7	Preparation & Basic Values Questions	15 minutes
8	Visit #1	10 minutes
9	Discussion/Questions Part One	10 minutes
10	Visit #2	10 minutes
11	Questions Part Two	5 minutes
NOTE: There will be no break!		110 minutes TOTAL

Rules:

Being a Local

1. No talking!
2. When the foreigners come you should welcome them by inviting them to play (gesture with your hand). The foreigners will either agree to play or decide to just watch (they will also show this by hand gestures).
3. Begin playing (with or without the foreigners).
4. Each time a game is over, invite the foreigners to play if they haven't joined yet.
5. Continue playing until time is up.

Being a Foreigner

1. No talking when you go to the new culture.
2. Before you go to the new culture, you need to meet with the other foreigners going to the culture and decide if you are going to observe first or participate immediately. All foreigners must do the same thing.
3. If you decide to observe first, then just hold up your hand to signal you only want to watch. If you want to participate, and then just sit in a chair and wait for the dealer to deal a hand to you.
4. You have two goals:
 - a. Figure out the rules of the game.
 - b. Try to understand any underlying beliefs that might exist in this culture.
5. After 10 minutes, you will need to go back to your own culture and tell your home culture (i.e., the people from your group) how to play the game. You also need to answer the questions in part one of the question sheet.
6. After 10 minutes in your home culture you will be sent to a different culture.
7. Using the information you have learned about this culture, decide (with the other foreigners) whether to observe or participate immediately.
8. You will also have 10 minutes in this second culture.
9. After 10 minutes, you will then have 5 minutes to complete part two of the question sheet.

Groups

SECTION	FOEIGN GROUPS	LOCALS
A	The HT Group	Group #1
	The RM Group	Group #2
	The AJ Group	Group #3
B	The WC Group	Group #1
	The DB Group	Group #2
	The GA Group	Group #3

Students Switch Roles (foreigners become locals and vice versa)

SECTION	FOREIGN GROUPS	LOCALS
C	The HT Group	Group #4
	The RM Group	Group #5
	The AJ Group	Group #6
D	The WC Group	Group #4
	The DB Group	Group #5
	The GA Group	Group #6

Card Game Cultures

Culture One – The Authority Culture

Underlying Belief: Leaders are feared.

Description: In this culture group, everyone at the table tries their best to lose to the leader of the group. The leader is well known by members of the culture, but it is hard to tell who the leader is if you are an outsider. If a group member “unfortunately” wins then they must keep their head bowed throughout the next game. Anyone who does not keep their head bowed will have their cards taken away by the leader. They must then place their forehead on the table until the game is over. Once the game is over, they can begin play again just like nothing had happened.

Goal: Have one king, one queen and any combination of numbered cards in your hand.

Play: Deal five cards face up to each player. The dealer begins by rolling a die. They then draw the same number of cards as the number shown on the die. If a player has a king and/or a queen, they cannot discard it. If they have more than one king or queen, they must discard them as soon as possible. Cards that are discarded are placed on the bottom of the deck. Play continues clockwise until someone has one king, one queen and three face cards.

Culture Two – The Humble Culture

Description: In this culture group, the person who loses is congratulated while the winner only enjoys her victory inwardly.

Goal: Get three of a kind of any number and the higher the number the better. Aces are considered the highest number and then King, Queen, Jack, 10, 9 ... 2. The lowest hand would be the person with no matching cards and whose highest card is lower than anyone else who has no matching cards. If everyone has at least a pair, then the lowest hand is the person who has the lowest pair.

Play: Deal three cards face up to each player. Everyone then draws a card. After looking at the card, they either discard it (if they do not want it) or put it in their hand and then discard the card in their hand that they do not want. A player can only have three cards in his hand at any one time. Once finished everyone looks at the cards on the table. If someone has won, then they quickly look to see who the loser is. The loser is then congratulated. Everyone smiles, shakes the losers hand and slaps them on the shoulder. If there is no winner, then play continues in the same way until someone wins.

Culture Three – The Competitive Culture

Description: This group is very competitive and they try their best to win every time.

Goal: The first person to get two of a kind (but no odd numbers: 1,3,5,7,9) wins.

Play: Deal out four cards to each person face up. Everyone's cards must remain face up the whole game. The dealer then goes first. She rolls a die and then draws cards equal to the number she rolled (i.e, if she rolled a 3, she would draw three cards). She then keeps whichever four cards she likes (keeping all of her cards face up) and discards the others at the bottom of the draw pile. Play proceeds to the right (clockwise). However, if the number on the die is even (2, 4, 6) then the person immediately to the right is skipped. The winner is the first person who gets two of a kind (excluding the numbers 1, 3, 5, 7, 9).

Culture Four – The Left/Right Group

Description: This culture group only touches the red cards with their right hand and the black cards with their left hand. People who do not follow this rule must draw another card.

Goal: The first person to get rid of all their cards wins.

Play: This game is played like UNO. The dealer deals four cards face up to each person. The top card in the deck is then turned over. The dealer then can play any card in his hand that either has the same number or is the same suit as the top card. If the dealer cannot play then they must take one card from the deck. Play continues until someone has no cards. NOTE: People in this culture like to help others win (but they do not help visitors).

Culture Five – The Offended Culture

Description: This culture expects everyone to play. They do not like it when people only watch. Therefore, if the foreigners decide to observe first your culture will play a very easy game. After the foreigners decide to participate, your culture changes the game to one that is more difficult. If the foreigners decide to participate right away, then your culture will immediately start to play the more difficult game.

Goal of the Easy Game: Get three cards of the same suit.

Play: The dealer deals five cards face up to each player. The dealer then begins play by drawing a card from the deck. She can either add this card to her deck and discard another or just discard the card she drew. Play continues like this clockwise. The goal is to get three cards of the same suit. Once a player has three cards of the same suit (and it is her turn) she should place these three cards in the center of the table. The others around the table congratulate her by clapping and then a new game begins.

Goal of the Difficult Game: Get a pair and three cards of the same suit.

Play: The same as the easy game except this time the winner must have three cards of the same suit and the other two cards must be a pair. When a player has a pair and the three other cards are all the same suit then they place all five cards in the middle of the table and everyone claps for them.

NOTE: If a missionary puts three cards in the middle (like in the easy game) then this culture group will be offended. They will not clap for the missionary but will pretend the missionary has won and start another game.

Group Six – The Individual Culture

Description: Each person plays their own game.

Goal: The first person to complete their goal wins. Person #1 must get a flush, person #2 must get a straight, person #3 must get two of a kind, person #4 (the foreigners) must get three of a kind.

Play: Deal five cards face up to players #1 and #2, and four cards face up to player #3. If the foreigners are playing, then deal only three cards face up to them. The dealer (person #1) then begins by drawing the top two cards in the deck and deciding whether or not to put one or both of them in her hand. She then discards the cards she doesn't want. Play continues like this clockwise until someone reaches their goal.

NOTE: The dealer always remains the same.

QUESTION SHEET

Foreigners

NAME: _____

Part One

1. Which culture group did you visit?
 - a. Group #1
 - b. Group #2
 - c. Group #3
 - d. Group #4
 - e. Group #5
 - f. Group #6

2. Did you observe first or participate immediately?
 - a. I observed first.
 - b. I participated immediately.

3. Did you win one of the games?
 - a. YES
 - b. NO
 - c. I don't know

4. In a few sentences, explain the goal of the card game (i.e., How do you win the game?).

5. Do you feel like you *bonded* with the culture you visited? Explain why. (i.e., Did they accept you? Did you feel comfortable playing with them?)
 - a. YES
 - b. NO

Why? _____

Part Two

6. Which culture group did you visit this time?
 - a. Group #1
 - b. Group #2
 - c. Group #3
 - d. Group #4
 - e. Group #5
 - f. Group #6

7. Did you observe first or participate immediately?
 - a. I observed first.
 - b. I participated immediately.

8. Did you win one of the games?
 - a. YES
 - b. NO
 - c. I don't know

9. In a few sentences, explain the goal of the card game (i.e., How do you win the game?).

10. Do you feel like you *bonded* with this culture?
(i.e., Did they accept you? Did you feel comfortable playing with them?)
 - a. YES
 - b. NO

11. Do you think your missionary friend gave you the right information about this culture?
 - a. YES
 - b. NO

12. Which culture did you feel more comfortable in? Explain why.
 - a. The first one
 - b. The second one

Why? _____

Part Two

7. Did the foreigners observe first or participate immediately?
 - a. They observed first.
 - b. They participated immediately.
8. Did any of the foreigners win a game?
 - a. YES
 - b. NO
9. Do you think the foreigners understood how to play the card game?
 - a. YES
 - b. NO
10. In a few sentences, explain why you answered yes or no to question #4.

11. Do you think the foreigners *bonded* with your culture? (i.e., Did you accept them? Did you feel comfortable playing with them?)
 - a. YES
 - b. NO
12. Which foreigners (the first group or the second group) adapted better to your culture?
 - a. The first group
 - b. The second group

Explain why: _____
