**Domino Teamwork Game Instructions**

Setup:

Ziploc bags of multi-colored dominos, each with a small slip of paper with one of the instructions from the following page (slip of paper should be small and folded in half).

Facilitator Instructions:

* Break participants into small teams, each around a table.
* Instruct teams that they will have 2 minutes to build a working domino run from Point A to Point B (typically one end of the table to the other).
* Quickly give each team a bag of dominos and announce that their 2 minutes has begun
* After two minutes has concluded, ask the teams to stop and step away from the dominos/table.

Lead participants in a short debrief of the teamwork event, focusing on their roles/responsibilities, communication, leadership, and general experience with rapidly creating a team. Ask how many teams noticed the additional instructions in the bag, whether anyone waited to discuss a plan before beginning, whether there was a clear leader, how it felt to make a mistake (or be afraid to make one), etc.

 Ask how this relates to their clinical work:

 How often do they stop to discuss their goals/instructions?

 Is it easy to ask questions or perform new tasks in front of others?

 Do you always feel like you have a shared understanding of the goals and/or the plan?

 Do different team members sometimes have different goals or objectives?

Optional:

For a second round, give the teams a 1 minute period to plan before spending the same 2 minutes building (i.e., simulating a BRIEF). Immediately before they are set to begin the 2 minute building period, provide them with one slip of paper with additional instructions (disruptors/last page of this document). Debrief again, asking how the 1 minute of planning affected their teamwork and communication. Ask how getting new information/instructions affected their plans and how/whether they HUDDLED to regroup.

Optional:

For a third round, ask each team to select a leader, then give a 1 minute briefing period and 2 minute building period.

You have two minutes to build a working domino run from Point A to Point B.

The first team to complete their run will win the race.

(cut here)

You have two minutes to build a working domino run from Point A to Point B.

The team that finds a way to use all of their dominos will win the race.

(cut here)

You have two minutes to build a working domino run from Point A to Point B.

The team that uses the fewest dominos will win the race.

(cut here)

You have two minutes to build a working domino run from Point A to Point B.

The team with the most creative run will win the race.

You cannot use any blue dominos.

(cut here)

Your run must avoid the new obstacle between Point A and Point B.

(cut here)

You cannot place two dominos of the same color next to each other.

(cut here)

Every fifth domino in your run must be doubled in height.

(cut here)