*Lead-in Activities for*

# Communication & Teamwork

**TEKS**: 130.204. 10 A, 10 B, 10 C

*This activity is based on a class size of 30 students. Make adjustments as needed.*

**OBJECTIVES:**

- practice nonverbal communication
- work cooperatively in groups
- identify teaming and leadership qualities
- discuss their teaming efforts

**PREPARATION**

- Purchase 6 similar mini puzzles (same size & same # of pieces); I usually get the 50-piece puzzles
- Purchase 6 Rubbermaid sandwich containers.
- Number each container (1-6)
- Take the 1st puzzle out of its box and number each piece on the back (#1), then put the pieces in the container numbered 1. Cut out the puzzle picture and put #1 on the backside.
- Do the same with the following five puzzles.
- Before the activity, remove 1 to 2 puzzle pieces from each box and put the puzzle picture away so students can't see what finished puzzle looks like.

**SUPPLIES:**

6 puzzles in Rubbermaid containers
6 pieces of cardboard (large enough surface to put each finished puzzle on)

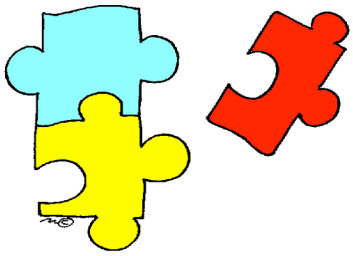
## **Activity I:** Line Up!

**TEACHER INSTRUCTIONS:**

- When teacher says, "go!" students will quietly leave their seats and meet at front of the classroom.
- They must line up (left to right) in the order of their birth dates (month & day): January ➔ December
- Students CANNOT talk during this activity, but they can use gestures to communicate.
- Once the students have gotten in a single line, the teacher will check lineup accuracy by asking each of them for the month and day of their birth beginning with January.
- If a mistake was made, students need to correct it.
- After all the corrections are made, count off every 4 (or 5) students (from left to right) to form 5 or 6 groups (number of group will depends on size of class).

- These groups will now prepare to participate in activity II: How Puzzling.

# **Activity II:** How Puzzling



**TEACHER INSTRUCTIONS TO STUDENTS:**

- There cannot be any talking during this activity, although students may use gestures to communicate.
- Each group will be given a numbered puzzle box, which they may not open until the teacher says, "begin".
- Groups will have 15-20 minutes (teacher's choice depending on simplicity of puzzle) to try and complete their puzzle.
- Once a group completes a puzzle, they can move it onto a flat piece of cardboard then write their group # on the classroom board (1st, 2nd, etc.).
- When time is up, those who do not finish their puzzle must put the interlocked pieces on cardboard and loose pieces back in numbered puzzle box.

- One person from each group will come to front of class with their puzzle and lineup (completed puzzles → almost completed).
- Have students analyze why some puzzles were completed and others weren't (e.g. good teaming, easier puzzles, etc.)
- After analyzing puzzle performance, students will break down puzzles and put pieces back in appropriate numbered box.
- Activity discussion will follow.

* *When groups try to tell you that they are missing a puzzle piece, just shrug (remember, no talking).*

**ACTIVITY DISCUSSION QUESTIONS:**

1. How did you decide what part of the puzzle each person should work on?
2. Did anyone emerge as a leader?
3. Was there any conflict; did everyone pitch in?
4. Did it matter that there was a missing piece(s)?
5. Was it frustrating that you couldn't find the missing piece(s)?
6. Did that missing piece(s) keep you from finishing the project? Could you still see the BIG picture without the piece(s)?
7. Did it matter that you couldn't talk during this activity?
8. Do you think that words sometimes get in the way?
9. Biomedical research is like pieces of a puzzle because …..?
   *(i.e. they come together to form picture of a populations' health status)*
10. Do biomedical researchers always find all the "puzzle pieces"?
11. Like puzzles, are some outbreaks/diseases easier to "put together" than others?

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12. Can you see that biomedical researchers must work as a team of medical detectives in order to identify or track a disease?

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**Teacher note**: *I used the six of the Anne Geddes miniature puzzles like the ones below. They're similar, but some are definitely a little more difficult than others. Animal puzzles work well.*