

GAME CHANGERS

GAMING SKILLS AND THE WORKPLACE











This participant playbook is part of a series created for the course "Game Changers: Gaming Skills and the Workplace." Built in a modular fashion to allow for maximum flexibility, this course provides training on real-world skills that can be developed and practiced in a game-based environment. Using a combination of facilitated lessons, activities, research, and games, this course will help teach a new generation of job seekers the 21st Century soft skills critical to Canadian employers. Modules in this course include:



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### Agenda:

- 1. Quotable Quotes
- 2. Being a Team Player
- 3. Strong Teams
- 4. Five Traits of Effective Teams
- 5. Team play: Forbidden Island
- 6. Selecting the next session's topic
- 7. Wrap-up and take-away





# **Quotable Quotes**

Write your quote about teams or teamwork here:						
Who said it?						
Why would this person be talking about teamwork?						



Why did you pick this quote?						



# **Being a Team Player**

We are going to discuss team players, and people who don't work as well in a team (or "lone players".) Take notes about this discussion in the spaces provided below.





# **Strong Teams**

What does a good team look like when they're working or playing together?	
	What are four traits of a strong team?  1  2  3  4
Have you heard the phrase "the whole is grea	ter than the sum of its parts?" $\square$ Yes $\square$ No
What do you think it means?	





Who do you think enjoyed the murder mystery activity the most?

- ☐ Groups where the people and their ideas were similar
- ☐ Groups that included someone different who had similar ideas
- ☐ Groups that included someone different who had different ideas

Who would you guess felt the most confident that their group had identified the murderer correctly?

- ☐ Groups where the people and their ideas were similar
- ☐ Groups that included someone different who had similar ideas
- ☐ Groups that included someone different who had different ideas

# Is the pain worth the gain?



Which groups were most likely to have correctly identified the murderer?

- $\hfill \square$  Groups where the people and their ideas were similar
- ☐ Groups that included someone different who had similar ideas
- ☐ Groups that included someone different who had different ideas

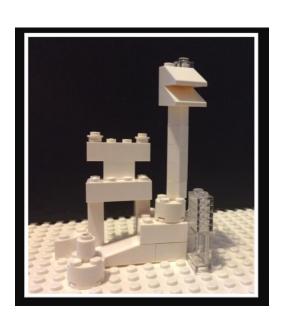




What kinds of things are good to learn								
about your teammates?								

Write one of the reasons that learning about your teammates can help build respect:							
Is seeing things differently than other people the same as having a disagreement? $\Box$ Yes $\Box$ No							
How can seeing things differently be a good thing?							

Describe this object:						





Write down the six tips for dealing with differences respectfully.

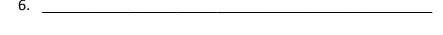


1.			

) .			
- '	 	 	 


4.			

5.	



Strong teams thrive on trust, support, dependability and respect built through:



- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_

What is one tool that we can use when we have differences of opinion? \_\_\_\_\_

#### **Five Traits of Effective Teams**

Read the article "Five Traits of Effective Teams" and answer the questions below.



		1.	Over the past 20 years, time spent in collaborative activities at work has grown. By how much?	
	Google		<ul><li>□ 20%</li><li>□ 30%</li><li>□ 40%</li><li>□ 50% or more</li></ul>	
2.	What was the name of Google's five-year stud	ly?		
3.	3. The researchers found that what really mattered was less about			
	and more about		·	
4.	Which trait refers to team members not only understanding their own work and expectations, but also what their fellow team members are working on?			
5.	What does "psychological safety" mean?			
6.	Discussing the "big picture" and the team's dir organization's larger, long-term goals is an exa			



7.	How can you encourage Meaning in a team environment?
8.	What trait is being demonstrated when by the end of a meeting, the team understands how and what to do to achieve their goals.
0	Dravide an example of how good communication chills are important as part of one of the
9.	Provide an example of how good communication skills are important as part of one of the five traits.



# Team play: Forbidden Island

Together with the rest of the group, you're going to play a collaborative game – the kind where you have to work with other players to achieve a common goal. No one wins unless everyone wins.

What was the outcome of this game? Were you successful?				
If you were successful, what lead to that success?				
If you woron't successful, what specifically went wrong?				
If you weren't successful, what specifically went wrong?				
What would you differently in this game next time you play?				





#### Selecting the next session's topic

We will be discussing another skill from the list during our next session. Each of these skills can be developed and practiced in a gaming environment, and are important not only in games, but in a non-gaming environment.

- 1. Verbal communication
- 2. Non-verbal communication
- 3. Observation skills
- 4. Decision making
- 5. Problem solving
- 6. Teamwork
- 7. Flexibility and adaptability
- 8. Work ethic
- 9. Conflict resolution
- 10. Resiliency

Which skill should we look at next? Participate in the poll to let your workshop facilitator know.





#### Wrap-up and take-away

Strong, effective teams don't happen by accident. They are built by team members who make deliberate choices about the way they treat one another, communicate, and behave.

Today we looked at several ways that people can be good team players. Before our next session, practice the first rule of building respect - get to know more about someone who is different from you. As the murder mystery study showed, respectful communication between people with different backgrounds, values, lifestyles, experiences and beliefs can not only build respect, but help teams achieve more as a result. Your facilitator will be asking about this at the start of the next session, so write about your experience below.

Who did you talk to?	
What is one new thing you learned about this person?	
What could you do with that information to build a stronger relationship with them?	
	er.

**Reminder:** record the date and time of our next session below.

The next session is:		 
at		

