

Barnnga

What This is an activity about intercultural-awareness. Participants play a simple card game in small groups. Cultural conflicts occur as participants move from group to group. This occurs because players believe they share the same understanding of the basic rules. This game exposes players to the concept that people of differing cultures perceive things differently or play by different rules.

When This activity is used with a culturally diverse group that may be having problems or to learn to avoid problems based on inaccurate assumptions. It helps individuals to understand and reconcile the cultural differences if they want to function effectively in a cross-cultural group.

How 1. **Set Up:** This activity takes 60 to 90 minutes for 24 adults. You will need a deck of cards. Set up 6 tables with about 4 people per table.

On each table there should be a copy of the rules for that table per player plus a deck of cards (use only A-10, no face cards).

2. **Rules:** The following rules are adapted for each table. Some sample rules are:

- Table 1: Ace high, no trump
- Table 2: Ace low, diamonds trump
- Table 3: Ace low, clubs trump
- Table 4: Ace high, hearts trump
- Table 5: Ace high, spades trump
- Table 6: Ace low, no trump
- In all cases, other cards will be worth face value—10 high, 2 low.

Each table shares the following rules:

- Talking is prohibited during game play. After the initial round, players will not be allowed to see the rules or speak to each other. Gestures and pictures are allowed, but players are not allowed to use words.
 - Each round will last about 5 minutes and will consist any number of games that time allows.
 - The game “winner” will be the person who has won the most tricks in total. The Winner of each game gets one popsicle stick.
 - Ties are resolved by paper rock scissors.
 - After a each round, participants must switch tables based on the following conditions:
 - Players can keep track of scores with popsicle sticks (one stick per trick won).
 - The person who won the most tricks moves clockwise to the next table, the person who loses the most tricks moves counter-clockwise to the next table.
 - Everyone else stays at the same table.
 - The dealer can be anyone at the table, the person who plays the first trick of each game will be to the right of the dealer. After that it is the winner of the previous trick plays the first card of the new trick.
 - The first player for each trick may play ANY suit. All other players must follow suit (play a card of the same suit). For each round, each player plays one card.
 - If a player does not have that suit, a card of any suit must be played. The trick is won by the person with the HIGHEST card of the ORIGINAL suit unless a trump card is played.
3. **Game Play:** To start, let the participants play a round (a few games of 5 tricks each) with the rules and with talking allowed. After the initial round start the game play with strict adherence to the rules. Play at least 3 rounds, more it time allows.
4. **Debriefing:** Participants are not forewarned that each is playing by different rules; in the struggle to understand why other players don't seem to be playing correctly, they gain insight into the dynamics of cross-cultural encounters. By now Players should be aware that they were playing by different rules, and the following questions should be discussed:
- If you could describe the game in one word, what would it be?
 - What did you expect at the beginning of the game?
 - When did you realize that something was wrong?
 - How did you deal with it?
 - How did not being able to speak contribute to what you were feeling?

Adapted from:
http://www.cirhomepage.org/speech/speeches/the_barnnga.doc
and
<http://www.lancs.ac.uk/users/interculture/pcat6.htm>