

APPENDIX V – 115

BARNGA: Culturally Responsive Practice Module II

Overview: *Barnga leads participants to assume that everyone abides by the same rules of acceptable behavior. Participants then experience "...the shock of realizing that despite many similarities, people of differing cultures perceive things differently or play by different rules. Through this experience, each participant comes to understand how his/her own personal cultural understandings, biases or perceptions impact his/her reactions to others (staff and students). Moreover, participants learn that they must understand and reconcile these ideas if they want to function effectively in cross-cultural situations.*

Participants then brainstorm strategies to achieve open, honest, respectful interactions with students and staff across cultural differences.

Time: 75 minutes

Objectives: Through this activity, participants will:

- Explore impact of culture on interpersonal interactions.
- Examine personal biases
- Devise strategies for identifying and preventing misperceptions grounded in personal biases.
- Describe communication behaviors that demonstrate being receptive to other cultures and viewpoints.

Materials:

- Large chart paper and markers (connect, extend, challenge)
- Computer
- Projector
- (24) sets of playing cards; (2- 7 + ace's) one set for each table of four players
- 1 set of rule sheets for each group of four players
- Watch or clock or timer
- Papers and pencil for each table

- Whistle / bell / buzzer – an attention-getting device

BARNGA CARD GAME SETUP

1. A minimum of five sets of participants (4 to 6 in a group). Participants should be seated in a circle at a table, each group well away from others. Define an order to the groups by putting a numbered sign at each group.
2. Each group is given a deck of cards and rules to the new game they are going to try.
3. Each group should read the rules and practice a few games until everyone understands how to play the game.
4. Once everyone knows how to play, the leader picks up all the rule sheets and announces that the real game is played as a tournament with no verbal or written conversation. Players can communicate with gestures if needed.

In this tournament, players rotate between groups as follows:

- When a game is completed, the player with the most tricks moves **clockwise** to the next higher table.
- The player with the fewest tricks moves **counterclockwise** to the next lower numbered table.
- If there is a tie, the person whose first name is alphabetically first wins and moves.

RULE SHEETS - a different one for each group.

Summary of each tables rule differences:

	Table #
	1
	2
	3
	4
	5
	6
	7

Ace is...

High

Low

High

Low

High

Low

High

Trump is...

Clubs

Diamonds

Hearts

Spades

Diamonds

Hearts

Spades

7 Card Bridge

Deal

Dealer is oldest person in the group. Shuffle cards and deal face-down, one at a time around the group. Some will get fewer cards than others. The Scorer is the person to the dealer's right – he/she marks down each trick won.

Start

Player to dealer's left starts by playing any card. Each person around the group plays a card in turn. This is one trick.

Playing Suit

The first card played in a trick can be any suit. Each player must play a card of the same suit if one is in their hand. If a player has no card of that suit, only then can he/she play a card of a different suit.

Ace

The Ace is the highest card in each suit.

Trump

The club suit is trump. If you have no cards of the original suit played, you can play a trump card and win the trick. Even a 2 of trump will beat a 7 of the original suit.

Winning Tricks

The highest card played wins the trick. The winner of the trick gathers all the cards and places them facedown in front of him/her self.

A Round

The winner of a trick plays the first card of the next trick. As soon as one player is out of cards, the *Round* is finished.

A Game

The dealer collects all cards, shuffles, and deals for another round. THREE rounds make one game. At the end of the game, the winner is the person that collected the most tricks.

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Ace

The Ace is the lowest card in each suit.

Trump

The diamond suit is trump. If you have no cards of the original suit played, you can play a trump card and win the trick. Even a 2 of trump will beat a 7 of the original suit.

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The heart suit is trump. If you have no cards of the original suit played, you can play a trump card and win the trick. Even a 2 of trump will beat a 7 of the original suit.

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