

Activity 9-3. Sequence card game.

Instructions for play:

The dealer will shuffle the cards. He or she will deal exactly 24 cards to each player. *The players must keep the cards in the order (front to back) that they were dealt to them.* The dealer will put the pile of remaining cards upside down in the center of the table and turn the top card over, starting a discard pile.

TIP: To make play easier and help learning occur, encourage the players to lay all their words out in front of them on the table for all to see.

To take a turn:

A player *must* pick up a word from either the draw pile (upside-down cards) or the player can also take the *last* discard. (Players may not take any cards that are underneath the last card.)

The player may then replace any of his or her cards with the new card. If it isn't useful, the player may discard the new card. To end the turn, the player *must* discard one card by placing it face up on the discard pile.

Play continues until someone has the sequence complete. The job aid can be used as a reference *or* as the check at the end.

1	DEFINE
2	Establish project scope
3	Set initial objectives
4	List risks/constraints
5	Document assumptions
6	Evaluate alternatives
7	Choose a course of action
8	Establish change management plan
9	Plan communications
10	PLAN
11	Create schedule
12	Assign resources
13	Create budget
14	MANAGE
15	Control work in progress
16	Provide feedback
17	Negotiate for resources
18	Resolve differences
19	REVIEW
20	Turn over deliverables
21	Hold project review
22	Release resources
23	Document successes and failures
24	Celebrate accomplishments

Make copies of the words only. (The numbers represent the sequencing order, and are just for the facilitator to check correctness if there is a debate within a team.)

For the sake of table space, do not make these word cards too big.

For every one person on a team, you will need two sets of the words.

For example, a team of four would need eight sets of the words shuffled to play the game.