

## Mentor Instructions for 5th grade *Card Associations Game*:

The purpose of this activity is to provide a real world and fun example about how we can form quick associations even between very arbitrary objects or ideas. This activity is designed to supplement the idea of growth mindset i.e. the ability to make new connections.

Materials:

- A deck of cards
  - A stop watch
  - At least one mentor-mentee pair
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Preparation- *The making of completely arbitrary rules!*

A normal card is called a \_\_\_\_ of \_\_\_\_, for example, a 2 of clubs or a king of hearts. Consider the four categories for the suite (hearts, diamonds, clubs, and spades) and make four categories for the numbers and face cards (A-5, 6-10, J-K and jokers). For each of these categories, designate either a codeword or a gesture. For example, if the code word for clubs is cloud and the codeword for 5-10 is arm, then the codename for the 8 of clubs might be a cloudy leg, a leggy cloud, or a cloud of legs, etc. The same could be done with gestures, either sequentially or simultaneously.

Once these rules are agreed upon, either designated by the instructor or created by the mentor-mentee pair, the game itself is relatively simple. Shuffle the deck and select around 20 cards; do not reveal them. One partner, the timer, will reveal cards one at a time while keeping time with the stopwatch. The other partner, the translator, will look at the revealed card and say or gesture the corresponding "codeword." If the translator gets it wrong, they will not advance until they give the proper response or a time limit has been reached (for example, 10 secs). The translator will be timed until they finish processing 20 cards. Then the two will switch roles.

This can be done for 2-3 cycles (4-6 separate trails). The hope is that each participant will improve and showcase how quickly they can form associations even between the most arbitrary connections and how this recall can improve with just a little bit of practice as shown by the stopwatch.

*Suggestion:*

Conduct this whole process two times. The first time, use words designated by the instructor. The second time, suggest that the two decide on either gestures or words together.