

Appendix A

Name: _____

Pop Quiz

1. Read everything carefully before doing anything.
2. Write your name beneath the line for your name.
3. Underline the word 'Quiz' in the title.
4. Draw a circle in each corner of the paper.
5. Put a dot in each of the circles.
6. Draw a square around each of the circles.
7. Turn your paper over and sign your name on the bottom right-hand corner.
8. Circle the word NAME in sentence two and seven.
9. Write "I will pass this quiz" at the very top of the page.
10. Put a circle around sentence number five.
11. On the back of your paper, draw your favorite animal.
12. To the left of the sentences, multiply 3109 by 113.
13. Write the answer from sentence twelve on the line for your name.
14. Loudly call out your name so the teacher knows you are halfway through your quiz.
15. If you have followed the directions carefully to this point, stand up.
16. Wave 'Hi' to the teacher and sit down again.
17. On the back of your paper, write out the alphabet without the vowels.
18. On the bottom of page write ten words that beginning with the letter 'P'.
19. Tear off the top left-hand corner of the paper.
20. Circle the odd-numbered sentences.
21. If you are the first person to reach this point and you have followed the directions loudly call out "I'm the best".
22. Now that you have read all the directions, do sentences one and two. Keep quiet and do not give any clues while everyone else finishes the task.

Appendix B

For the Team Leader's Eyes ONLY

Winner = the first person to get rid of all their cards

The one rule you can tell everyone:

“The only rule you may be told is that the game forbids its players from explaining the rules.”

Break rules = say “you have broken a rule.” + penalized add two cards to player's hand

Game Play

- Each play has the same number of cards (three cards in their hand)
- Deal cards, put the deck in the middle, flip the top card over for discard pile
- Dealer says “Let's begin”
- The person left of the dealer starts (clockwise)
- Match value or suit to put card in discard pile
- Knock on the table to pass
- If you have one card in your hand, say “Mao”

Unspoken Rules

- Aces = skip the person to your left's turn
- Jack = wild (the next person can play anything)
- Spade = you must say the name of the card (i.e. the two of spades, the King of spades)
- Seven = forces the next person to pick up two cards from the deck. Person playing the seven must say “Have a very nice day” when they play the seven.

Team leader, please think about:

1. How did you help your team understand the unspoken rules without telling them?
2. What strategies did you use to help the team understand the rules?
3. Did your strategies change?
4. Which rule was hard for your team to understand? Why?
5. Which rule was easy for your team to understand? Why?
6. How could you communicate the rules more easily while still following the rule of not explaining the rules to your players?