



Barnga Game

Source: <http://sbaweb.wayne.edu/~absel/bkl/vol25/25ch.pdf>

Levels: 10th to the 12th grade

Materials:

- At least 10 students, preferably more
- Card deck for every 4 to 6 students
- Paper and pencil for each group
- Print-outs of rule sheets below

Preparation:

In each card deck remove all cards EXCEPT Ace, 2, 3, 4, 5, 6, 7 of each suit. This leaves 28 cards.

Notes:

This is more of a challenge and reflection than a game, but the card game is what helps us reach reflection.

INSTRUCTIONS:

Real Goal

The goal is to raise awareness of cultural differences, especially when people move from one culture to another.

Everyone will be playing the same game except that each group has just slightly different rules. When a player moves to a new group, unable to communicate, he/she will run into obstacles in winning a trick.

When someone joins a new group, or moves to a new home, the rules in that new place are similar to what he/she is used to but with some important differences which he/she must figure out.

When someone joins our group, club, circle of friends, neighbourhood, we should be flexible and supportive when the person doesn't quite "get it" how we do things here.



Starting the Game

- Groups of 4 to 6 are seated in a circle on the floor or at a table, each group well away from others. Define an order to the groups by arranging them as a larger circle or putting a numbered sign at each group.
- Each group is given a deck of cards and rules to the new game we're going to try.
- Each group should read the rules and practice a few games until everyone understands how to play the game. At that point, they should inform the teacher.

Once everyone knows how to play, the teacher 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 and drawing pictures if needed.**

In this tournament, players rotate between groups this way:

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

Rules Sheets - a different one for each group.

Print the sheet for each group (below):



Group 1 - Rules

Deal - Dealer is the 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 his hand. If he has no card of that suit, only then can he play a card of a different suit.

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.

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 himself.

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.

Group 2 - rules

Deal - Dealer is the 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 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 his hand. If he has no card of that suit, only then can he 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 himself.

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.



Group 3 - Rules

Deal - Dealer is the 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 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 his hand. If he has no card of that suit, only then can he play a card of a different suit.

Ace - The Ace is the **lowest** card in each suit.

Trump - **The spade 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 himself.

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.

Group 4 - Rules

Deal - Dealer is the 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 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 his hand. If he has no card of that suit, only then can he play a card of a different suit.

Ace - The Ace is the **highest** card in each suit.

Trump - **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.

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 himself.

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.