

How To Play DOZENS

How Does the Game Begin?

Draw straws, flip coins, or pick a number to determine who goes first.

What Does the First Player Do?

The first player picks the top card of the packet. He or she reads the category aloud and shows the card to the other players.

The first player selects any other player to say an item that belongs to the category.

If the selected player can provide an answer within 5 seconds, then that person gets a point and decides what to do next. The options are to select another player to provide an answer in the same category or choose another category and select a player to provide an answer in the new category.

A player loses the game if he or she commits any of these errors:

- Takes longer than 5 seconds to say an item
- Repeats an item that was already said
- Says an item that does not belong to the category

How Does the Game End?

The game ends when all cards are played out. The person who has won the most points is the winner of the game.

Game Categories for Playing Cards (Unit 1)

These are some potential categories, the trainer can devise new ones based on the unit content.

- Common responses to sexual abuse
 - Potential responses: “There are always a few bad apples;” “They get what they deserve;” “They should have thought about it before they did the crime.”
- Components of organizational culture
 - Potential responses: Attitudes, Beliefs, Values, Norms, Prejudices
- Characteristics of sexualized work environments
 - Potential responses: Undue or over-familiarity between staff/residents; Staff/staff relationships unprofessional; Staff/resident relationships cross boundaries; Staff off-duty conduct impacts work; Everything comes back to “sex”
- Examples of facility staff who are mandatory reporters
 - Potential responses: Line staff, counselors, supervisors—any staff that works with residents