

## Reflect and Connect

### GO FISH...COACH!

The following is a card game similar to "Go Fish," with scenarios coaches may face. The purpose of the game is to identify coaching interactions that inspire or discourage trust. First the instructions will be listed, and then the game cards will be shared. Feel free to copy the game cards (you can download the full-sized version from the book's companion website, <https://resources.corwin.com/JoyofCoaching>) and play the game during coach trainings.

1. Materials: Prepare card decks, and label three baskets for each group, with the words "I trust you," "I'm not so sure I trust you," and "I don't trust you."
2. Form groups of three to five people, and choose a dealer.
3. The dealer deals five cards face-down to each person and puts the rest face-down in a "Go Coach" pile.
  - a. Each person looks at their cards and determines pairs. If group members have a match before the game begins, they discuss the match with the group and decide together into which basket the matching pair should be placed. (For example, a matching pair of "The Coach Shares So Much Information That the Teacher Feels Overwhelmed" might go into the "I don't trust you" or the "I'm not so sure . . ." basket.) If some "Keep Calm and Listen to Your Coach" cards are matched, wait to address them later (see #4).
  - b. The game begins with the person to the dealer's left and proceeds clockwise.
  - c. The first person asks any player if he/she has a \_\_\_\_\_ (first player describes the picture on the card). If the person does have the card, that player gives the first player the matching card, and, after discussion, the group decides into which basket the match should be placed. (For example, a matching pair of "The Coach Notices the Teacher's Strengths" would likely go in the "I trust you" basket.) If the person who was asked if he/she had a certain card does not have the card, he or she says, "Go Coach!" The first person then draws the top card from the pile. If a match is then found, discussion ensues, and the match is placed into the appropriate basket. If a match is not found when the person draws from the card pile, the game continues, and the next person to the left takes a turn.
  - d. When a player runs out of cards, the game can be stopped and a discussion about all players' remaining cards can be had, or the group can continue until all cards are matched.
4. "Keep Calm and Listen to Your Coach" card: When this card is matched, the player who has the match leads a discussion to think of a coaching situation that either inspires or discourages trust, then the match is placed into the basket determined most appropriate by the group.
5. If your group decides to determine a winner, keep track of how many matching pairs were acquired by each player, and then pronounce the person with the most matches the Go Coach Champion!