TEAM MERCURY
Hightstown High School FIRST Robotics Team
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Title of Exercise: Psychiatrist
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This game can be played with a group of 5 or larger, though the bigger the group, the more fun and challenging the game! Since it relies on how quickly one or two students can discover a pattern, the game can take anywhere from 15 minutes to an hour. FRC Team 1089 managed to play and finish during an after school meeting (3pm – 4pm) with no problem. We even included our mentors in the game, just to see how well our returning students knew the adults they had been working with!

There are no required materials, except for students, and one mentor/advisor to oversee the rules.

Instructions:

1. Send one or two students out of the room. Tell them it is their job to discover "what is wrong" with their teammates. They can only ask students/mentors questions, and there are a few questions that cannot be asked (ex: are you male or female? what's your name? etc.), but you'll pick this up easily. The person(s) you choose for Psychiatrist(s) must have NEVER played this game before.

2. Have the rest of the team stand in a circle (when the Psychiatrist returns, she/he will be in the middle).

3. The students/mentors that make up the circle will be impersonating someone, choose the pattern: one to the left, two to the right, etc. (Example: The pattern is one to the left. Joe is standing to Matt's right, Joe will answer questions as if he were Matt.)

4. Bring the Psychiatrist(s) back in & have him/her start asking questions.

5. If a student answers a question WRONG, another student at any time can call out "Psychiatrist" and cause everyone to switch places. (Example: The pattern is one to the left. Joe is standing to Matt's right, Joe will answer questions as if he were Matt. Mary is asking Joe what his favorite color is. Michael across the room knows Matt's favorite color is purple, but Joe answers that it's green. Michael yells "Psychiatrist" and EVERYONE switches places.)

6. For the game to end, the Psychiatrist must figure out BOTH rules: what the pattern is, AND why students keep switching places (yes, that will happen a LOT).

It's a great game that really opens up new doors; you may have to impersonate someone you've never spoken to before! It gives you an opportunity to stand next to multiple teammates, and learn new things about not only your current friends, but also new ones! AND, if you continue to get new members for the first few weeks of the school year (our team does), you can play this game three or four times. The students will have a ball laughing at each other's wrong answers, and the perplexed look on the Psychiatrist's face.