

*Interprofessional Team Case Competition*

## Team-Building Activity

During the CLARION Case Competition local retreats, the CLARION student leaders typically facilitate an “ice-breaker” for participants early on in the day so that participants are more comfortable with their teams and can work more effectively together. Below is an outline for the game that will be played this year, for your reference. Please feel free to use this for your teams.

### **HOW TO PLAY THE GAME**

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This team-building activity is based on the popular Milton Bradley game, “Scattergories.” In this game, teams/individuals are given categories (listed below). A third-party facilitator randomly picks a letter, A-Z, with which all answers must begin (e.g. if the letter is “D” and the category is “things people swallow, but shouldn’t” the answer could be “dimes” – this answer would earn 1 point). Extra points are given for answers that contain the chosen letter more than once (e.g. if the letter is “M” and the category is “Disney characters,” then the answer “Mickey & Minnie Mouse” would earn 3 points). Each individual/team must pick a single word for each category, keeping in mind that duplication of that word by another team/individual yields 0 points. Teams/individuals are given three minutes to answer all twelve categories listed in each set. The individual/team with the most points wins.

### **CATAGORIES**

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#### **Set #1**

1. Human bones
2. Things in an exam room
3. Healthcare attire
4. Things that come out of you
5. Healthcare policies
6. Drugs
7. Infectious diseases/agents
8. Famous doctors and nurses
9. Laboratory tests
10. Health professions
11. Vaccines
12. Healthcare abbreviations

#### **Set #2**

1. Hospital names
2. Healthcare/medical specialties
3. Medical supplies
4. Human organs
5. Famous TV healthcare personalities
6. Causes of death
7. Over-the-counter meds
8. Things in an operating room
9. Insurance companies
10. Things people swallow, but shouldn’t
11. Medical terms
12. Antibiotics