

FACILITATOR

Role: Read IF cards, lead group discussions, and facilitate the team decision-making process.

During the round:

- ★ At the beginning of each round, draw an IF card. Read out the card and discuss the following prompts:
- ★ **WHO:** Who does the IF challenge affect?
- ★ **CLARITY:** Do students understand what they are learning?
- ★ **ACCESS:** Can students begin on their own?
- ★ **RIGOR:** Is learning challenging?
- ★ **RELEVANCE:** Is learning meaningful and interesting?

DEALER

Role: Distribute THEN cards to team members.

During the round:

After each round is finished, collect all THEN cards from the previous round and deal 6 new THEN cards to each player.

TIMEKEEPER

Role: Help your team keep track of play time and manage the time table

During the round:

Keep track of time for each of the following play segments:

- ★ **(3 min)** - Discuss IF challenge
- ★ **(1 min)** - Select individual plans
- ★ **(1 min)** - Present individual plans
- ★ **(3 min)** - Discuss and select one plan

DATA COLLECTOR

Role: Draw OUTCOME cards at the end of each round and move student game pieces.

During the round:

- ★ At the end of each round, draw an OUTCOME card and move each student game piece the number of spaces specified.
- ★ Use the THEN cards that were selected for the team solution to further adjust the progress of student game pieces.