

Crossing The Line First

More Game Resources: [CQII.org](https://www.cqii.org)

Fun Scale ● ● ● ● ○

Ease of Play Online ● ● ● ● ●

Connection to QI ● ● ● ○ ○

Type of Game: An icebreaker game to get to know each other and learn about win-win situations

How Long: 5-15 minutes

Learning Objectives

- Understand the power of effective communication and compromise
- Realize that we are more successful working together toward the same objectives rather than standing apart, letting egos get in the way
- Learn how to set up win-win situations and its implications in HIV quality improvement work
- Encourage communication and practice persuasion and diplomacy

Suggested Audiences

Anyone, whether clinical and administrative staff, QI team members, managers, people with HIV, etc. This game is geared towards people who are looking to learn or get to know each other.

History and More Information

This game was found in the book “Do-It-Yourself Team Building Games, Icebreakers, Energizers, and Closing

Activities” which was compiled by David Greenberg. CQII has incorporated this game in its advanced QI training program: Training on Coaching Basics (TCB).

Materials

For this game, you will need:

- CQII instructional slides and additional resources (targethiv.org/virtual-game-guide)
- Zoom account (or other video conferencing platform) with breakout room access
- Access to a computer and/or handheld mobile device, and internet connection

Preparation

To prepare for this session:

- Familiarize yourself with the game’s structure
- Prepare the game:
 - Read through the game instructions and key teaching points in its entirety
 - Practice the game itself
 - Practice presenting the key teaching points

Playing the Game

Welcome and Introductions

To begin the game, welcome participants and thank them for their participation. If necessary, ask individuals to introduce themselves to the group.

Agenda

Provide a brief description of the game's primary components:

1. Setting the stage for the interactive exercise
2. Playing the Crossing the Line First game
3. Debrief and discussion on what lessons are learned and how they apply to HIV care
4. Feedback and close

The Game

Step 1: Provide a brief introduction of the game to participants, including the instructions and rules to play

Step 2: Instruct the participants that the premise of this game is to convince the assigned partner to lower their hand first

Step 3: Randomly assign participants into pairs and place them into Zoom breakout rooms for 1 minute

Step 4: Inside the breakout room, each participant must keep their hand raised and visible on their Zoom screen. Participants must quickly convince the other person in their breakout room to put their hand down first. The person who 'convinces' the other person to do so first will win.

Step 5: When the allotted time has elapsed, bring all pairs back to the Zoom main room

Step 6: Ascertain how many pairs have still both hands up versus one person in the pair has their hands up versus both participants in the pair have their hands down. Engage participants in a discussion how they convinced each other to lower their hand.

Debrief and Discussion

- How many of you got the other person to cross the line? How did you do it? What did you try that didn't work?
- How do you feel about the following statement: "Together we'll be considerably more successful reaching for the same objectives rather than standing apart concerned about who will be first."
 - The game was set up to have a winner and a loser, but if both would bring their hands down at the same time, both would win
 - We often believe when a competition is set up that we must have one winner and one loser — create win-win situations in HIV care and quality improvement
- How does this apply to our workplace and team? How does our ego sometimes get in the way of our success? How can we work together to ensure greater collaboration? How can we set this game up so both can win?

Feedback and Close

- Ask your audience for feedback on whether this session met its objectives; take note of their responses and keep it for your use in the future
- Schedule an informal follow-up session with any audience member who wants clarification or more information on the game or the concepts you discussed
- Thank your audience and congratulate them on their hard work and success