



Four Corners

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

Fun Scale ● ● ○ ○ ○

Ease of Play Online ● ● ● ● ○

Connection to QI ● ○ ○ ○ ○

Type of Game: An icebreaker that allows participants to get to know each other and to find a group identity

How Long: 10-15 minutes

Learning Objectives

- Engage participants in an interactive icebreaker that allows for conversation
- Familiarize participants with each other and foster an environment that allows participants to be comfortable for future participation
- Get to know fellow participants better
- Demonstrate the importance of listening and networking

Suggested Audiences

Anyone, including clinical or 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 introduced by the Center for Quality Improvement & Innovation (CQII) in its advanced training program, called Training of Coaching Basics (TCB) in 2010.

Materials

For this game, you will need:

- Set list of 3-4 questions to begin rounds; use questions (targethiv.org/virtual-game-guide) or create own set of questions
- 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
- Establish questions using the set below (targethiv.org/virtual-game-guide) or replace with your own categories
- 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 Four Corners exercise
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: Present the first question and the corresponding four answer options to the entire group; ensure that the answer options start with a sequential number (e.g., 1-beginner, 2-intermediate, 3-advanced, etc.)

Step 3: Ask participants to rename their tile to respond to their personal answer (e.g., 1 Zainab)

Step 4: Place all those who choose the same answer (e.g., 1-beginner) in a Zoom breakout room for 5-7 minutes to introduce themselves to everyone in their group and discuss their commonalities

- In addition to introducing themselves, ask each group to respond to specific questions (e.g., what is your favorite food? What is your favorite movie?)

Step 5: Once the allotted time has elapsed, bring participants back to the Zoom main room where the facilitator will ask another question, and repeat the process as time permits

Debrief and Discussion

- Ask the participants, what did they observe? Any trends? Thoughtful comments?
- Ask for their conclusions about this process/game
- How does this game apply to HIV care and/or your HIV program?

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