

Mr. Potato Head

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

Fun Scale ● ● ● ○ ○

Ease of Play Online ● ● ● ● ○

Connection to QI ● ● ● ○ ○

Type of Game: A team building game to identify key essential elements and to understand team roles

How Long: 10-20 minutes

Learning Objectives

- Understand that dividing up work is more efficient than placing all responsibility on one individual
- Encourage team building and strategizing with team members
- Learn about the importance of effective documentation
- Learn how to strategically think with others

Suggested Audiences

Anyone, whether clinical and administrative staff, QI team members, managers, people with HIV. This game is geared towards team members who are or planning to work together.

History and More Information

Developed by David M. Williams, Ph.D. an improvement advisor at [truesimple.com](https://www.truesimple.com); adapted from Eric W. Dickson, MD, MHCM, FACEP, President of UMASS Memorial Medical Group, who used Mr. Potato Head to show the value of standardized work and lean thinking. The Center

for Quality Improvement & Innovation (CQII) developed this game as part of their advanced training program, called Training of Coaching Basics (TCB).

Materials

For this game, you will need:

- A copy of Mr. Potato Head pictures (targethiv.org/virtual-game-guide)
- 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 Mr. Potato Head 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: Divide the group into teams of four or more and set up the Zoom breakout room functionality

Step 3: Introduce the game by explaining that each team will be shown a picture of Mr. Potato Head for 20 seconds and that all groups will be asked specific questions to answer

Step 4: Use the Zoom share screen feature and display a picture of Mr. Potato Head for 20 seconds using the Mr. Potato Head pictures (targethiv.org/virtual-game-guide) and then immediately stop sharing the screen. Ask all groups a specific question regarding the picture.

- *Example:* How many noses did you see on Mr. Potato Head? What color was his shoes?

Step 5: Break the teams into their assigned Zoom breakout rooms and allow them 2 minutes to collaborate and come up with their answer

Step 6: Return the groups to the Zoom main room and ask each team to announce their answers. Show the picture again and announce the final answer. Each team with the correct answer receives one point.

Step 7: Show the next picture for 20 seconds, break them up again for 2 minutes, ask for their answers, and announce the final answer. Repeat as often as you can.

Step 8: Keep a score for all teams; announce the winning team

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