



# Parade of Flags

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:** 15-25 minutes

## Learning Objectives

- Engage participants in an interactive icebreaker
- Encourage creativity and self-expression among participants
- Become more familiar with fellow team members

## Suggested Audiences

Anyone, whether clinical and administrative staff, QI team members, managers, people with HIV. 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.

## Materials

For this game, you will need:

- Paper and colorful utensils for each participant
- CQII instructional slides and additional resources ([targethiv.org/virtual-game-guide](https://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 Parade of Flags 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 participants to grab a paper and colorful pens or pencils. Explain that they all have 4-5 minutes to individually design and draw a flag that depicts who he or she really is — perhaps something that expresses the person's personality, work style, value, and role on the team. The flag should also include a motto or slogan that represents the person. Each person should sign his or her work of art upon completion. Creativity is encouraged.

**Step 3:** Instruct the entire group (or use smaller groups in Zoom breakout groups) to create one team flag incorporating elements from all the individual flags, as well as one team motto or slogan that team members feel represents the unified team. Ask the group to appoint a spokesperson to present and explain the flag.

**Step 4:** Once the allotted time has elapsed, ask the spokespersons to explain the flag.

**Step 5:** Ideally, everyone should sign the collective work of art as a commitment to the team after the virtual meeting and post the completed flag in a place where it can be easily seen.

## Debrief and Discussion

- Ask the participants, what did they observe? What did you learn about your team members as a result of their individual flags?
- What did you learn about your team members as a result of their individual flags?
- How was it decided what would be included in the group flag? Was everyone included equally in the group's flag?
- How does this activity remind you of our group's dynamics in the workplace?

## 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