

*Title of Lesson:* Texas Hold 'Em

*Curriculum Unit:* Organizational Skills

*Objective:* To group students randomly for project planning.

*Materials:* deck of cards

*Directions:*

1. Students enter room and draw a card from the deck; each one is instructed not to swap or look at the card.
2. Teacher asks students to turn cards over and move to four designated areas of the room based on whether they have hearts, clubs, diamonds, or spades.
3. Assign each group to brainstorm ideas for projects that falls into an assigned category. For example, hearts brainstorm ideas for DASH projects, clubs do community service, etc.
4. The person with the highest (or lowest) card is the project leader; aces are wild. Jokers can choose which group to join or serve as process observers.

*Sample Processing Questions:*

- How did drawing cards for grouping change your normal way of forming groups?
- How did you feel being in a group determined by fate?
- How did you like having the leader randomly assigned?

Created by: Liz Wolf, Kim Grosenbacher, Debbie Beaudin, Vicki Walters, & Terri Wilson at the first TASSP/TASC Student Leadership Course Teacher Academy, July 2009