

**Cultural Misunderstanding Exercise**  
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*This exercise simulates cultural misunderstandings. In this exercise, students are divided into small groups and each student is handed an instruction sheet describing the rules to a card game.*

*Unbeknownst to the students, half of the group is handed one set of instructions and the other half is handed a different set of instructions. The students are instructed to read the instructions, and without talking, to play the card game.*

*At the end of the game, there will be some confusion over who the winner is. This confusion becomes the basis of a conversation about cultural assumptions, different behavioral norms, and the difficulty of operating in a society where you don't know the "rules of the game." This exercise is most effective in lectures on immigration and worldviews.*

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**Card Game Rules**

- 1) Each person is dealt 5 cards
- 2) The object of the game is to collect as many points as possible
- 3) Each numbered card is worth that number (e.g., the 5 card is worth 5 points)
- 4) Each face card is worth 10 points (e.g., the King is worth 10 points)
- 5) When it is your turn, you may choose to pick up the card on the discard pile, you may draw a card, or you may "call"
- 6) You may "call" if you believe you have more points than anyone else at the table. You "call" by throwing your cards face up on the table. Everyone else must then place their cards face up on the table, too. If you did indeed have the most points, you win. If you did not, you are eliminated from the game and cards are re-dealt to the remaining players.
- 7) If you do not choose to call, you must draw a card from either the discard pile or the draw pile. You must then discard a card on the discard pile. This ends your turn.
- 8) Play continues in a clockwise direction until somebody is declared the winner

**Psychology 375I: Community Psychology**  
**Card Game Rules**

- 1) Each person is dealt 5 cards
- 2) The object of the game is to have the lowest possible score
- 3) Each numbered card is worth that number (e.g., the 5 card is worth 5 points)

- 4) Each face card is worth 10 points (e.g., the King is worth 10 points)
- 5) When it is your turn, you may choose to pick up the card on the discard pile, you may draw a card, or you may “call”
- 6) You may “call” if you believe you have less points than anyone else at the table. You “call” by throwing your cards face up on the table. Everyone else must then place their cards face up on the table, too. If you did indeed have the least points, you win. If you did not, you are eliminated from the game and cards are re-dealt to the remaining players.
- 7) If you do not choose to call, you must draw a card from either the discard pile or the draw pile. You must then discard a card on the discard pile. This ends your turn.
- 8) Play continues in a clockwise direction until somebody is declared the winner