

# Code Talkers

**Challenge:** Your TASK is to create a non-verbal communication code using the objects provided and demonstrate its use.

**Time:** You will have 5 minutes to use your imagination to create a code and practice using it, and 2 minutes to demonstrate the code by communicating a message from one team member to another.

**Set-up:** On a table are materials your team can use to create a code. There are also 2 sets of the same message cards that can be used to practice using the code. Each set of message cards is in a different sequence.

## Procedure:

Part One, 5 minutes. Use the objects provided to create a non-verbal code that can be used to send messages from one team member to another. The message words you can use to practice your code are: cat, dog, ball, balloons, hot dogs.

Part Two, 2 minutes. Before you begin Part Two, divide your team into two parts, the Senders and the Receivers. The Senders will be given message cards that may NOT be shown to the Receivers. The Receivers will be given the same message cards, but in a different sequence. The Receivers may NOT show the message cards to the Senders. At least one Sender must select a message card and show it to the Appraisers. Then the Sender must use the OBJECTS to communicate the word without talking. At least one Receiver must look at the code and identify the word being communicated with the code. This member must say the word out loud, but may NOT show any message cards to the Senders. The Senders may NOT communicate whether the word was correctly identified or not.



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## **Materials:**

- 2 sets of the same message cards for Part One
- 2 sets of the same message cards for Part Two
- OBJECTS for creating a code: 10 buttons, 10 beads, 6 feathers, 18 inch length of string, ball, toothbrush, small toy

## **Scoring:** You will receive

- A. 10 points for each word you correctly identify using the code
- B. Up to 25 points for how creatively or effectively you use the materials
- C. Up to 25 points for how well your team works together



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## **For the Appraisers only:**

### **Set-up:**

1. Ahead of time, locate random objects for creating a code. You do not need to use the items suggested, but can select whatever you have on hand.
2. For Part One, use index cards to create 2 sets of message cards. Each set will contain the same words, but each set of cards will be arranged in a different sequence and set face down on a table.
3. For Part Two, use index cards to create 2 sets of message cards. Each set will contain the same words (different words from those used in Part One), but each set of cards will be arranged in a different sequence and set face down on a table.
4. Part One: The practice message words are cat, dog, ball, balloons, hot dogs.
5. Part Two: The actual message words are hat, shoe, bed, closet, bedroom.

