# Hubicl Intercultural Learning Hub

# MAGIC SPELLING LESSON PLAN

#### Introduction:

This activity uses playing cards as an opportunity to generate and develop curiosity in participants, as well as identify helpful factors in sparking curiosity.

## **Objectives:**

As a result of this activity, participants will be able to:

- 1. Explain that curiosity is a skill that has to be honed and developed like any other skill.
- 2. Understand that general curiosity translates easily into cultural curiosity.
- 3. Comprehend that it is important to dig beneath the surface, developing curiosity not just about the 'what' of culture but also the 'how' and 'why.'
- 4. Reflect on the process of forming deeper questions about cultural difference.

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30 minutes.

# **Group Size:**

Entire Group.

#### **Materials:**

Deck of cards (9 random cards required); PowerPoint Slides (optional - in <u>Downloads</u>).

# **Intercultural Development Continuum Stages:**

- Denial
- Polarization
- Minimization
- Acceptance

# **AAC&U Intercultural Knowledge and Competence Goals:**

## Curiosity

- To ask complex questions about other cultures.
- To seek out and articulate answers to these questions that reflect multiple cultural perspectives.

#### Other Skills:

Friendship; Teamwork.

# **Activity Instructions:**

Watch the video demonstrating the magic trick (in <u>Links</u>) to learn how to do it yourself.



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- 2. Ask participants if one of them would like to volunteer to be your assistant. The trick then proceeds using the following steps:
  - Take your nine cards and divide them into three stacks of three.
  - Ask your assistant to select one stack.
  - Flip over to reveal the card.
  - Place the selected stack on top of the remaining two stacks.
  - Spell out the number and the suit of the card dealing one card for each letter, stopping after each word.
  - Place remaining cards on top.
  - Repeat the previous two steps for each word.
  - After all three words are spelled, deal a card for each letter to spell the word MAGIC.
  - Flip over the final card to reveal the original chosen card.
- 3. Demonstrate the trick for your participants and then ask them the following questions:
  - What happened? How did I do it?
  - Is it magic? Or something else?
  - Who wants to know how the trick is done?
  - How might you go about learning this trick?
  - What if I told you this trick is self-working—a property of numbers and orders?
- 4. Then, debrief the activity using the following questions:
  - How did you feel during the activity? Curious?
  - What happened in this activity?
  - What strategies did you use to solve the problem? Did you ask simple or complex questions?
  - Are there other ways you could get answers?
  - Where could you find the info you need?
  - What did you learn as a result of this activity? And why does it matter?
  - How does general curiosity or wonder relate to intercultural curiosity?

# Debriefing Facilitator Notes:

## Key Insights and Learning:

- Simple tasks can trigger curiosity. And curiosity can be contagious.
- Being smart is one thing, but curiosity is what really matters. It's okay to say, "I
  don't know," but it needs to be followed by investigation.
- o Curiosity is a skill that has to be honed and developed like any other skill.
- o General curiosity translates easily into cultural curiosity.
- Learners need to be encouraged to dig beneath the surface, developing curiosity not just about the "what" of culture but also the "how" and "why."

### **Debriefing Tips:**

 Gaining a holistic view of what happened, why, and how we react/feel about what happened reveals a lot.





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- The smallest activity can generate deep insights if it is followed by good debriefing questions.
- Debriefing questions should be guided by what you want your group to learn, i.e., embedded learner outcomes.

