

# NONVERBAL COMMUNICATION GAME

The nonverbal communication (NVC) game is for two or more players.

**Object of the game:** This game is designed to allow us to see the impact of our tone of voice and body language, understand how others communicate nonverbally, and communicate our emotions nonverbally.

**Materials:** You will need a six-sided die, the die roll key, and a piece of text.

## Directions

Follow these steps.

1. Preview the text and the die roll key. Ensure everyone knows the meaning of key vocabulary. Adjust the die roll key to change the emotions, as desired.
2. Player 1 rolls a die but does not show the die roll to the other players.
3. Player 1 reads a text from the class using the NVC that corresponds to the die roll, using the die roll key.
4. The other players guess the number player 1 rolled and explain their choices.
5. Player 1 reveals the actual die roll, and all the players debrief the experience by considering the following questions.
  - » Was the person's NVC received how it was intended? Why or why not?
  - » What was the impact of the NVC on the meaning in the text?
  - » How did it feel as a listener to receive the text with that NVC?
  - » What NVC signals might have made the emotion even clearer?
6. Play continues clockwise until all players have rolled or until the teacher brings you all back together to discuss takeaways.

Alternate version: Reverse roles. As player 1 delivers a piece of text, each of the other players rolls a die separately, making sure to hide the roll, and assumes the corresponding emotion.

## Die Roll Key

Display the emotion that corresponds with the number you roll on the die.

1. Ecstatic (extreme happiness)
2. Annoyed (irritated or bothered)
3. Bored (uninterested)
4. Tense (strained; the opposite of relaxed)
5. Grateful (appreciative)
6. Secure (at ease; without worry)