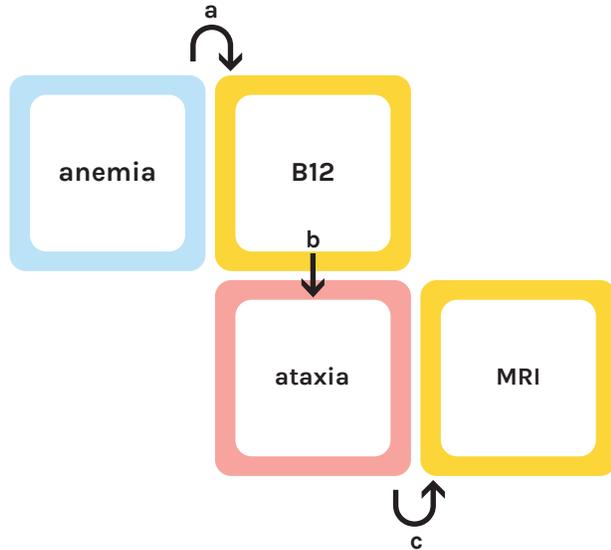


table rounds™ CORE PRINCIPLES

the goal of the game is to create teaching points by connecting cards

1. You can make up to four connections with each card (one per side).
2. The connection between each pair of cards represents a teaching point.
3. You can build on someone else's connections without needing to continue the same clinical concept.



Sample teaching points:

- a. Pernicious anemia can lead to B12 deficiency due lack of intrinsic factor secondary to autoimmune destruction of parietal cells.
- b. Vitamin B12 supplementation can improve sensory ataxia in subacute combined degeneration.
- c. Gait ataxia can be a sign of normal pressure hydrocephalus whose hallmark finding on brain MRI is ventriculomegaly.

- It is not necessary to explain a connection between ataxia and anemia because they are not touching on one of the four sides.
- During gameplay, the group decides if a connection is acceptable and may reject a connection based on the accuracy or quality of the associated teaching point.

gameplay: SILENT HANDOFF

time: 25+ min

players: 4+

win by making the most connections as a team

1. Pair up with a teammate. You can play with as many two-player teams as you want.
2. Shuffle deck. Place 10 cards per player face-up in the middle (e.g. 40 cards for 4 players = 2 teams).
3. The first turn goes to players from each team who woke up earlier than their teammate (player #1).
4. Start a timer for 2 minutes. Player #1 from each team simultaneously attempts to collect up to 10 cards from the middle and physically arranges them into one set of continuously connected cards per team without speaking about the teaching points to their teammate.
5. After time is up, the team with the youngest player starts first. Player #2 will explain the card connections from step 4 to the group.
6. If a connection is successfully explained, their team receives one point for each connection. One point will be subtracted for any unexplained connections.
7. Play continues in a clockwise direction.
8. After player #2 from each team has completed step 5, players switch roles and repeat steps 2-6.
9. Team with the most points wins. If there is a tie, repeat steps 2-7 with the teams vying for the win.