WORKSHOPSKILL · PARTICIPANT KIT

Blanket Drop — Participant Workbook

The guide in print, a frame to write after every debrief question, and session notes pages.

Folder: `blanket-drop` · Category: icebreakers · 8–20 people · 10 min · offline · one blanket · assessment-type

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10	8–20	one blanket
MINUTES	PEOPLE	SETTING

Blanket Drop — Facilitator Run Sheet

Two teams face each other across a held-up blanket. It drops — first team to shout the right name of the person facing them wins the round. Names get learned at a speed no round of introductions can match.

Objectives

By the end of the activity, participants will have:

1. Recalled **every name in the room** under mild time pressure.
2. Attached a face to names they had only seen in email signatures.
3. Laughed together once — the cheapest trust deposit there is.

Setup

Space: a clear strip of floor about three meters wide, no trip hazards.

Materials:

Item	Source
1 × blanket or bedsheet	opaque, big enough to hide one person
2 × blanket holders	you plus one volunteer — or two chairs clamping it

Safety rule — say it out loud: “Nobody moves their feet while the blanket is up. It drops, names fly, feet stay planted.”

Grouping rule: two equal teams, facing each other, one meter from the blanket line. Each round, each team quietly sends one member forward to stand at the blanket.

Minute-by-minute script

Time	Phase	Facilitator does	Participants do
0–2	Frame	State the rule and the safety line. “Blanket drops — first correct name wins. Shouting the wrong name gives the other team a free point.”	Split into two teams
2–8	Rounds (~30 s each)	Hold the blanket. Each round: both teams send one person forward, you drop the blanket on “three”	Shout the opposite name, score, rotate
8–9	The surprise tally	“Toughest name to remember? Fastest correct shout?”	Laugh, confess
9–10	Bridge	“You now know every name in this room — use them after the break.”	Transition

For a 10-minute energizer, stop here. Run the light debrief from `blanket-drop-debrief.md` in the break or chain directly into another folder.

Known failure modes & rescues

1. **Both teams shout wrong names at once.** Rescue: the free-point rule handles it — the *other* team scores if you shout wrong. Chaos self-corrects in two rounds.
2. **One person keeps dodging the front line.** Rescue: rotate by counting off — no volunteers, no exceptions, including you.
3. **Someone genuinely cannot remember names.** Rescue: never mock a miss — the wrong-name free point is the joke, not the person. Pair the struggler with a loud neighbor.

Variations

- **The pose round:** instead of one person, each team sends two — they strike a pose behind the blanket. Name both people, one point each.
- **The silent round:** names must be shouted with eyes on the *other* team's row, not the person at the blanket — recall, not reflex.
- **Remote rooms:** skip the blanket. Camera off, then on — first to name the face wins. Loses some magic, keeps the recall.

Props in this folder

- `blanket-drop-guide.md` — this run sheet
- `blanket-drop-debrief.md` — 6 debrief questions, 3 failure modes
- `blanket-drop-run-sheet.pdf` — the print edition: guide + debrief bound as one A4
- `blanket-drop-assessment.json` — the 4-row pre/post measure as plain JSON
- `blanket-drop-paper-form.pdf` — the A4 answer sheet: first block before the teams split, second after the debrief
- `blanket-drop-workbook.pdf` — participant workbook: the rules in plain words, the measure, name notes
- `blanket-drop-slide-deck.pdf` — the slide deck for teaching or projecting
- `blanket-drop-slide-deck.html` — the same deck for any browser, speaker notes on N
- `blanket-drop-license.md` — what you may do with all of this, in plain language
- `blanket-drop-activity-poster.pdf` — The whole activity on one wall (A3): meta, run of show, debrief questions, watch-outs.
- `blanket-drop-start-here.md` — one page, thirty seconds, then print and go
- `SKILL.md` — machine-readable manifest for AI agents
- `blanket-drop-run-sheet.pdf` — the print edition: this run sheet + the debrief sheet, bound as one A4 PDF

Agent version

Every file in this folder has a stable public URL — an AI agent can fetch the guide, the debrief and the answer sheet with three curl commands (see `SKILL.md`). The game itself needs one blanket and two teams — nothing else.

Blanket Drop — Debrief Sheet

> 6 questions, 3 failure modes, one rule: names are the first tool of trust.
>
> Use with `blanket-drop-guide.md`. Light debrief runs 5 min.

The 6 questions

1. The name you almost missed.

"Which name did you nearly shout wrong? What had made it sticky — or slippery?"

→ Names stick to faces better after a near-miss. The near-miss is the learning.

2. The face without a name.

"Before today, whose face did you know without their name — email signature people?"

→ Surfaces how much of the team has been invisible in person.

3. The fastest shout.

"Who was consistently fastest? What were they doing differently — looking, listening, or guessing bravely?"

→ Fast recallers usually rehearse names silently during setup. Make that visible.

4. The pressure effect.

"Blanket drops, name flies out — did the pressure help or hurt your recall?"

→ Mild pressure consolidates memory; this question names the effect.

5. The daily version.

"Where in your week do you interact with 'the face from email' without ever using a name?"

→ Transfer question. Expect: elevator nods, chat silences, meeting hellos.

6. The one name you'll use.

"Pick one name you learned today and use it before lunch. Out loud, to the person."

→ Commitment question. One name, one deadline — lunch.

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3 known failure modes of the debrief itself

1. **It stays a scoreboard.** Teams keep reliving the score.
   Rescue: "scoreboard's closed — question 1: the name you almost missed."

2. **The struggler gets discussed.** Someone's memory became the entertainment.
   Rescue: answer question 1 yourself first, with your own near-miss. Then move to question 3.
3. **The debrief is skipped.** "It's just a game" — ten minutes of names evaporate.
   Rescue: one question, standing, before the break: question 6. Ninety seconds is enough.

This folder carries a one-minute pre/post measure — `blanket-drop-assessment.json`, printed on the answer sheet or built live: four rows on name recall, filled before the teams split and after this debrief, reported room-level only. The delta is the evidence that names actually landed.

The name you almost missed.

Which name did you nearly shout wrong? What had made it sticky — or slippery?

The face without a name.

Before today, whose face did you know without their name — email signature people?

The fastest shout.

Who was consistently fastest? What were they doing differently — looking, listening, or guessing bravely?

The pressure effect.

Blanket drops, name flies out — did the pressure help or hurt your recall?

The daily version.

Where in your week do you interact with 'the face from email' without ever using a name?

The one name you'll use.

Pick one name you learned today and use it before lunch. Out loud, to the person.

Session notes