

House of Cards



POTENTIAL LEARNING

Participants: To examine themselves and to get familiar.

Instructor: To learn about their team.

MATERIALS REQUIRED

1. One playing card per participant, with an equal amount of cards from each suit.
2. Flip chart
3. Several Sets of Markers

ACTIVITY

Pass out one playing card to each participant, face-down.

On your cue, ask participants to look at but not show their playing cards. They are to find others with their suit and gather into a group. They are not allowed to talk or show their card. For example, if a person had a spade, they may illustrate that by pretending to dig a hole.

Once participants are in their groups, they are to introduce themselves and come up with a list of five things that they would like to discuss during the meeting.

DEBRIEF

Once groups have created their list, bring participants back together. Have each group present their list and combine topics on the flip chart. Use this as a guide during the meeting. If there are any topics that will not be covered, let participants know where they can find more resources or understanding.

INSTRUCTOR'S NOTE: See where it takes the room. Take notes.