

CONNECTION

is in the
CARDS

**SEVEN FUN ACTIVITIES THAT WILL SPARK
ENGAGEMENT USING A DECK OF CARDS**



ENGAGEMENT AND CONNECTION ARE NEARLY SYNONYMOUS

If you want your people engaged, you need to connect them... to a compelling common goal, and / or to EACH OTHER.

Connections can be made using something as simple as a DECK OF CARDS... Just follow the directions within this handbook to facilitate hours of laughter, conversation, and deeper connections in your people.

You can use a regular set of cards that you already have...

Some may want to purchase large print cards that are easy to see...

And if you want to include the “Community of Quotes” activity, you will want to use a deck of Sean’s ***Playing Cards With Quotes***.



Have fun with the activities that follow!



ACTIVITY ONE – PERCEPTION CARDS

GROUP SIZE: 12 OR MORE

DIRECTIONS:

Place a deck or two of cards face down on a table. Use enough cards so that there are more cards than participants.

Explain to the group that they are about to grab a card, then place it on their forehead without looking at the card. Everyone but them will know their card, and that is part of the activity.

Once they have a card on their forehead, they will simply move around and interact with others in the room – and follow THIS one simple instruction: “TREAT OTHERS ACCORDING TO THE VALUE OF THEIR CARD.”

Participants will mingle around for 4-5 minutes, and you will see them arrange themselves in groups and behave in various ways to their peers.

DISCUSSION:

Follow up the activity with a conversation about how we judge others (nobody assigned value but your assumptions!) and how that impacts our interactions.

How could you treat others differently to influence their own sense of value and how they respond to you?

ACTIVITY TWO – CASUAL GROUPINGS

GROUP SIZE: 12 OR MORE

DIRECTIONS:

Have everyone take a card from a table. Let them look at it.

This activity is a simple and fun way to get people to group themselves and interact with people that perhaps they wouldn't ordinarily talk with...

Once everyone has a card, have them arrange themselves in different groupings (then have those groups share one piece of information about themselves)

Sample grouping ideas: "get in groups according to..."

- the number or rank on the card you have
- the suit of your card
- pairs to make a good blackjack hand (close to "21")
- groups of 5 to make a good poker hand
(see ranking of poker hands on next page)

DISCUSSION:

None needed – this is just a fun way to organize them into new and unexpected groups to build different connections



RANKING OF POKER HANDS

(FOR GROUPS OF 5)

 Royal Flush	10♥ J♥ Q♥ K♥ A♥
 Straight Flush	4♣ 5♣ 6♣ 7♣ 8♣
 Four of a Kind	K♠ K♥ K♣ K♦ 3♠
 Full House	10♥ 10♠ 10♦ A♠ A♣
 Flush	10♠ K♠ 2♠ 6♠ 7♠
 Straight	7♣ 8♠ 9♦ 10♠ J♥
 Three of a Kind	5♠ 5♥ 5♣ J♦ A♦
 Two Pair	A♠ A♥ 3♣ 3♠ J♣
 One Pair	Q♦ Q♥ 2♥ 8♠ 9♣

ACTIVITY THREE – MEMORY CHALLENGE

GROUP SIZE: 4 – 6 PER GROUP

DIRECTIONS:

Separate people into groups of 4 to 6.

At their table, have them take out 16 cards from the deck, so that they have 8 sets of paired cards (2 aces, 2 jacks, 2 nines, etc.)

The group will take that stack of 16 cards and turn them face down, rearrange them randomly, and then set them up in a 4 x 4 style grid like this:

Each person then takes a turn, flipping over two cards and trying to match the pairs. If not a match, they will put cards back face down. If they are a match, they remove the cards and continue to flip another two until they stop making matches.

**this can be expanded to two large groups of 6-8 using 20 cards in a 4 x 5 grid, with each group taking turns and the group members working together to share info and encouragement.*

DISCUSSION:

None needed – just a fun competitive memory game ;)



ACTIVITY FOUR – CARD DOMINOES

GROUP SIZE: 4 - 6 PER GROUP

DIRECTIONS:

This is a seated game that requires no movement by participants.

At their table(s), have people arrange themselves into groups of 4-6 and make sure that each table has its own deck of cards.

Deal / distribute cards evenly among all group members – everyone can look at their cards.

The first player begins by placing a 7 in the middle of the table, then the person to his / her left can play off the 7 in any of the four directions (the four sides of the card). Cards can build up or down in sequence (7,8,9,10) or players can place a similar card on top of one with the same value (7 on a 7, jack on a jack, etc.). If the player cannot lay any of their cards in either of those ways, he / she will “pass” to the next player.

The player to get rid of all of their cards first is the winner!

Play continues until only ONE person is left holding cards, and that person will go first in the next game.

DISCUSSION:

None needed – just a fun competitive memory game ;)



ACTIVITY FIVE – COMMUNITY OF QUOTES

GROUP SIZE: 8 OR MORE

DIRECTIONS:

For groups of 2: Give each person a card with a quote on it and have them find a partner (have them find someone holding a card with the same color, or of the same suit, or with the same value). Partners will share their name, then share the quote and how it relates to something from their past (or present) experiences.

For groups of 4-8: Place a stack of quotes (or a deck of e) face down on the table, and have the group flip over the top card and read the quote out loud to the group. Then, go around the table one-at-a-time, sharing responses to the following question:

“What moment from your past does this quote reminds you of?”

Once everyone has answered, have group vote on which response was most unique or interesting – and that person gets to keep the card. Then they flip another card from the stack, read it out loud, and allow each person at table to answer the same question. The person who collects the most cards is the winner!

DISCUSSION:

What did you learn about someone that you didn't know before?

ACTIVITY SIX – CREATIVE STORY CONSTRUCTIONS

GROUP SIZE: 4 OR MORE

DIRECTIONS

Arrange people into groups of 4-6 at a table, and deal each person a set of cards. They will soon continuing a story that begins with the same word, chosen by you (the sillier, the better!).

Once you share the beginning word with the group, each person will turn over a card and then add as many words to the story as the card they turn over demands. (a 7 would require 7 words, an ace would be 1 or 11, and face cards require 10).

Each person will only contribute the certain number of words and then it is the next person's job to turn over a card and continue the story. The story will continue, adding onto the previous person's plot twists and ideas, until all of the group are out of cards. Remind the players to always listen so they will be ready.

Encourage them to be quick. This will help them to work together more efficiently as a team. Tell them to enjoy the opportunity to be creative and to make it entertaining and unexpected ;)

This is a great warm up game to teach people to work together to reach a goal, because no one person can be in control.

DISCUSSION:

How does listening allow you to connect with and “add to” others?

How does creativity make things more fun and entertaining?



ACTIVITY SEVEN - CARD ARCHITECTS

GROUP SIZE: 12 OR MORE

DIRECTIONS:

Arrange participants into groups of 4-5. Give each group one deck of cards to work with. Your instructions are simple: “using only the deck of cards, and nothing else, as your resources, your team’s job is to build a structure that is at least four cards wide as tall as you can. You have three minutes... GO!”

After the initial attempt, ask them to take a look at other groups and what they created... then give them a second round.

Say, “for your second attempt, you will take down your first attempt and take 30 seconds to plan how you are going to work together and what you plan to do differently. Then when I say GO you will have three more minutes to build. Again, your goal is to create a structure that is four cards wide and as tall as possible using only the cards as resources.”

**variation – you can give each team a pair of scissors as well, and add that to their resources to allow them even more creativity!*

DISCUSSION:

How was your first attempt different from your second? Why?



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Sean's keynotes, custom workshops, and team building programs are designed to improve team morale and collaboration by involving participants in experiential learning challenges.

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Sean turns entertaining "Ha-Ha's" into powerful A-Ha's!



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