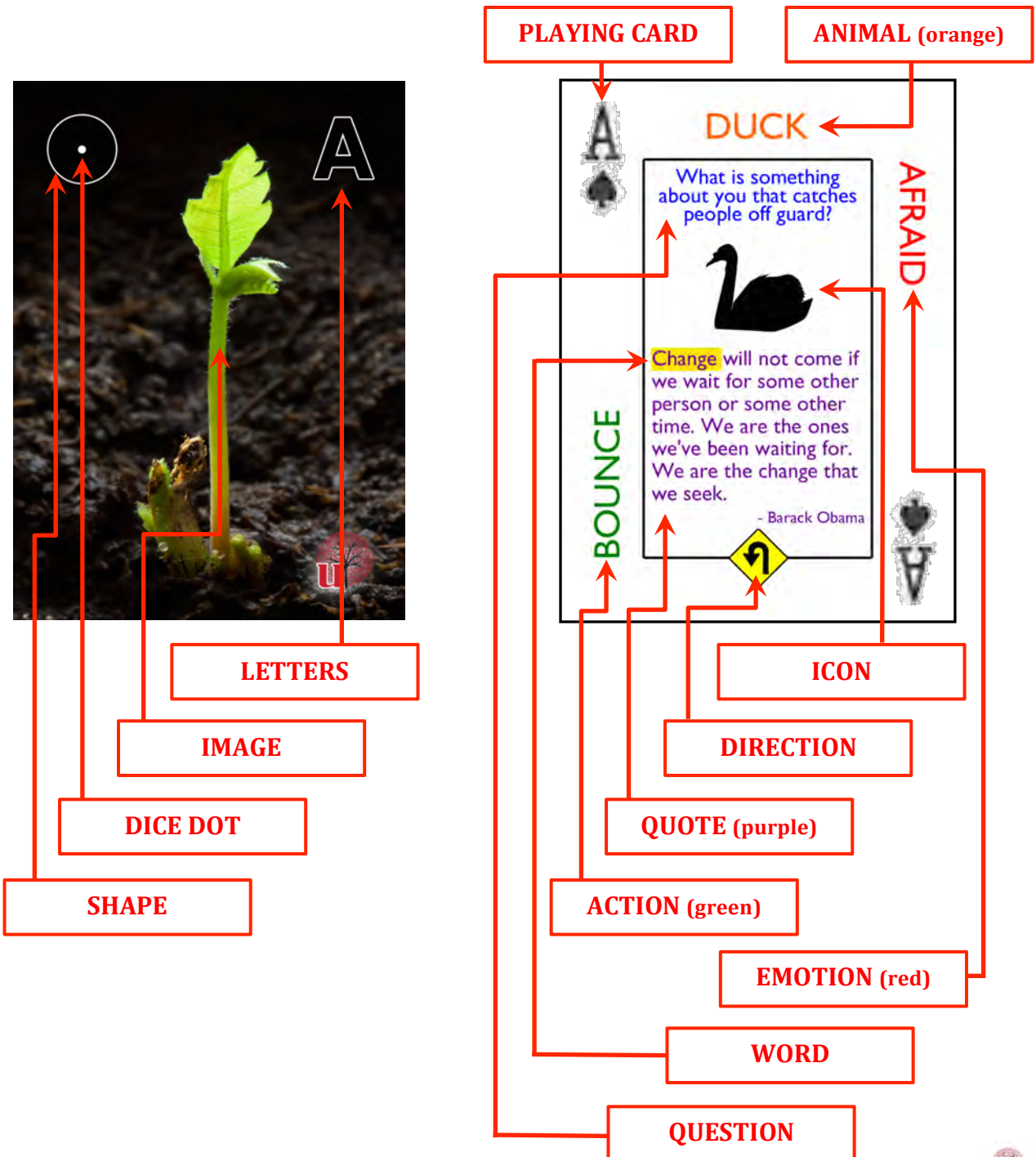




Ulead FACILITATION CARDS

Thanks for being one of the first to purchase a deck of these facilitation cards. It is our belief that you will find these cards to be a useful tool in engaging your group and building connections. One of our dreams is to have a forum on our website (www.uleadinc.org/cards) that will allow the users of these cards to share their ideas and activities. We would love for this deck to become a community owned tool that benefits us all. Here are a few activities to get you started. If you have any questions, suggestions, or appreciation, we would love to hear from you. Enjoy!



Card Back Activities

Dice Dot (6 Different)

ADD 'EM UP – Each person takes a card. They then find a partner and on the count of 3, they each hold out the back of the card in-between them. The first person to add up all the dots, “wins”. Switch cards and go find a new partner.

Image (54 Different)

PICTURE METAPHOR – Use the image as a metaphor for something that you will experience or have experienced that day. For example: “This small plant start is how I feel about my new job...it is full of potential but I also feel vulnerable.”

Letter (Full alphabet with additional letters)

WHAT'S THE WORD – Each person draws a card. The entire group is then given a number (5) that will represent how long the word must be (5 letters). Teams (words) are formed based on the available letters. You can choose to only accept dictionary words or make it more open and any word is acceptable as long as the team can assign a definition to their ‘new’ word.

Shape (6 Different: circle, heart, triangle, square, star, hexagon)

SHAPE UP – Give each team four cards, keeping the back hidden. When you say go, the teams flip their cards one at a time and on the ground, they form each shape using all the people in their team before moving onto the next shape.

Card Front Activities

Action (9 Different: bounce, slide, spin, dance, clap, tap, sneak, shake, wave)

WALK THIS WAY – Each person will draw a card. This is the way that they must travel between activities for that day (or even when they head to the bathroom).

Animal (18 Different: duck, cat, cow, rhino, elephant, lion, parrot, monkey, dog, horse, llama, hyena, chicken, coyote, whale, frog, donkey, owl)

FIND YOUR FAMILY – Have every person take a card. When you say “Go!”, have them get into their ‘animal family’ by only making the appropriate animal sound and action as they walk. Remind them that the bigger they go, the better. To make it more challenging, give them a time limit and at the end, help the lost animals find their home.



Direction (6 Different: left curl, right curl, left turn, right turn, forward/backwards, s-motion)

TAG WITH A TWIST – Play your favorite tag game, only this time each participant can only move in the direction that they have on their card. Have people switch cards after each round of tag.

Emotion (54 Different)

EMOTIONAL CHARADES – Just like charades but with emotions. Each player draws a card and then must act out their emotion using until their team guesses it. To add a level of difficulty, only allow the person to use facial expressions.

Icon (54 Different)

GROUP STORYTELLING – Each person takes a card and keeping their icon hidden, circles up in a group. The person with the lowest number card begins a group story with each person contributing one sentence of the story at a time. The sentences should be fairly logical to the progression of the story. Continue around the circle for five rounds and at some point during the story each person must incorporate their icon into one of their sentences. At the end of the story see if the group can identify each person's icon.

Playing Card (Regular Deck with Jokers)

BATTLE ROYALE – Pass out all of the cards (some people may end up with an extra card). Each person then shuffles their cards keeping the face down and finds a partner to play against. On the count of three, each person flips over their top card. The highest card 'wins' and that person receives all of the other person's cards while the other person becomes the 'winners' biggest fan by walking behind them and always cheering them on. Players must reshuffle their cards each time. Ultimately, only 2 people will remain with each person having a large group of followers. This final round is a best two out of three to see who is the Battle Royale Champion.

Question (54 Different)

QUESTION TIME – Each person chooses a card and finds a partner. They take turns answering the question on their card. When both people have finished sharing they switch cards, find a new partner, and answer the new question.

Quote (54 Different)

AGREE OR DISAGREE – Pair off and have each person read their quote and then discuss. What does this quote mean to them? Do they agree disagree with the quote and why? Would they reword the quote or say anything differently? Switch cards and find a new partner.



Word (54 Different)

SONG SEARCH – Split into two teams. Draw a card and, taking turns, each team names a song that has that word somewhere in the title or a lyric. Give the teams time to discuss. To add a twist, require at least one person on the team to sing at least one verse of the song in order for it to count. Have teams take turns starting the each round.

Grouping

If you know your group size ahead of time and know the number of groups that you need, separate out equal amounts of any of these elements and then have participants randomly choose cards.

For 4 Teams: Playing Card Suit

For 6 Teams: Dice Dots, Shapes, or Directions

For 9 Teams: Action

If you know your group size ahead of time and know the number of participants that you want in a group, in every deck there are:

3 of each: Animal

4 of each: Playing Card #

6 of each: Action

9 of each: Dice Dots, Shape, or Direction

13 of each: Playing Card Suit

