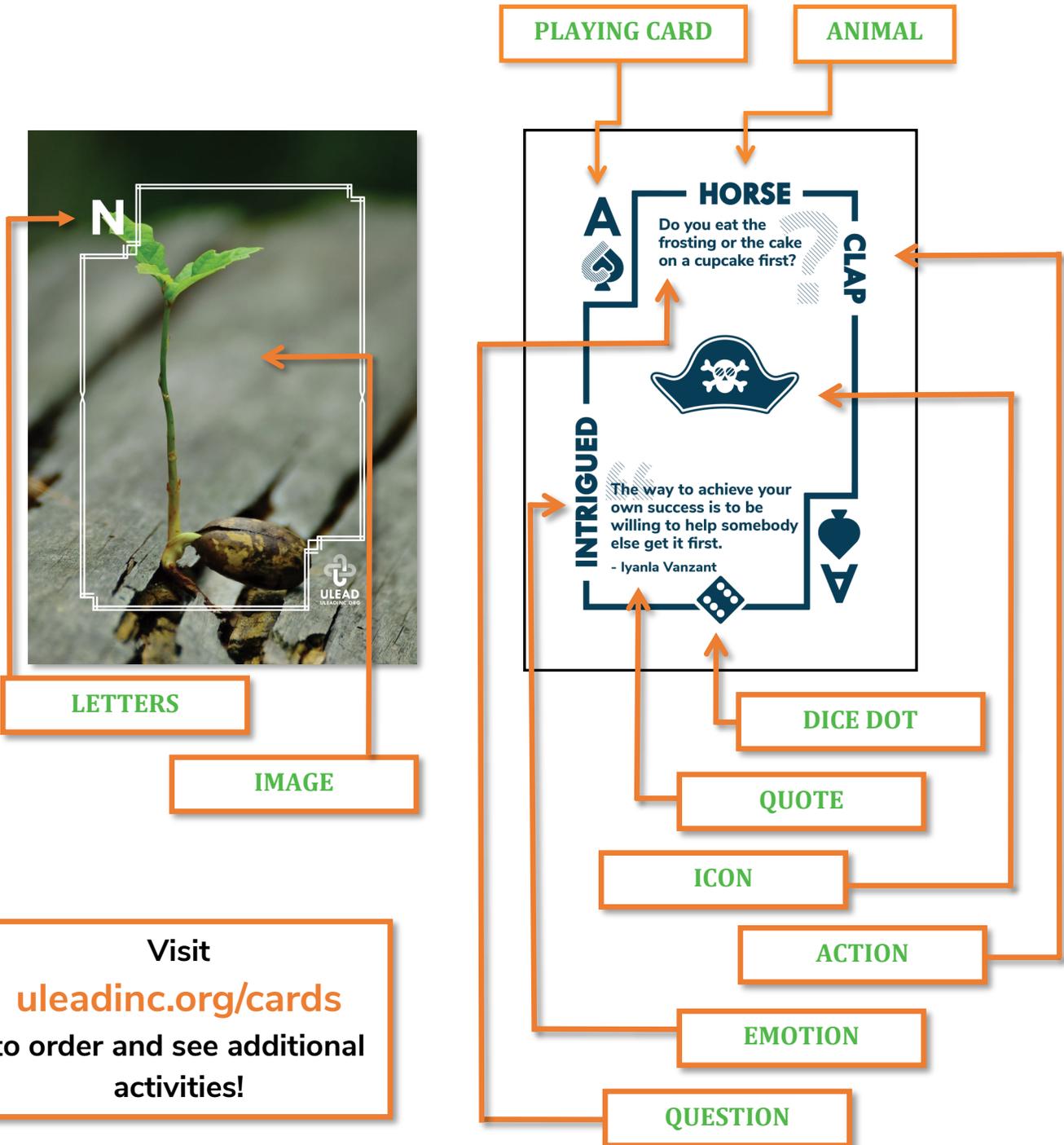




# FACILITATION CARDS

There are 10 unique elements on each ULEAD card that can be used for all kinds of activities! The possibilities are endless!



## 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 (9 Different: cat, cow, elephant, lion, monkey, dog, horse, chicken, mouse)

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.

### 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.

## Card Back Activities

### 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 (2 full sets of alphabet, one blue and one orange)

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.

## Grouping

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

- For 2 Teams: Card Color (use Jokers)
- For 4 Teams: Playing Card Suit (No Jokers)
- For 6 Teams: Dice Dots (Use Jokers)
- For 9 Teams: Action (Use Jokers)

**If you know your group size ahead of time and know the number of participants that you want in a team, use the following:**

- For teams of 3: Animal
- For teams of 4: Playing Card # (No Jokers)
- For teams of 6: Animal
- For teams of 9: Dice Dots
- For teams of 13: Playing Card Suit (No Jokers)